

**MASTERS [Age 40+] and CLASSICS [Age 50+]
CRICKET COMPETITIONS - PLAYING CONDITIONS**

Website - <http://sydneymasters.nsw.cricket.com.au>

Last updated on 2 September 2023 (FINAL)

v2

Text that is Shaded (in GREEN) are new or altered Playing Conditions for Season 2023-24

SECTION 1 - CONSTITUTION OF THE COMPETITIONS

- 1.1** The Competitions shall be known respectively as the Masters' Cricket Competition and the Classics' Cricket Competition, referred to collectively as "The Competitions". Each team playing in any of these competitions agree to accept, and play under these Playing Conditions.
- 1.2** The Competitions shall be conducted under the control and supervision of "The Ruling Committee". This committee shall consist of a minimum of three (3) persons and shall be determined on or before 1st August of each year. In the event of a vacancy this shall be filled by those remaining on the committee appointing a replacement. There shall be a Chairman of the Ruling Committee appointed by the Ruling Committee.
- 1.3** The Competition "Ruling Committee" for season 2023-24 consists of – The Chairman, Stirling Hamman, The Secretary Daniel Zatz and Sutha Siva. The Match Report and Fixtures Officer for 2023-24 is Daniel Zatz who updates the draw on "Play HQ" and maintains competition tables and competition website.
- 1.4** Such teams shall play in the Competitions which are accepted by the Ruling Committee on or before 1st September of each year.
- 1.5** The draws and the ground allocations for each playing season shall be made by the Ruling Committee.
- 1.6** The Competitions shall be played in accordance with the Laws of Cricket 2017 Code (2022 3rd Edition), except that in the event of an inconsistency, the rules herein shall prevail.
- 1.7** The Playing Conditions of the Competition shall be changed by a majority of votes from the Ruling Committee who must meet in August each year to consider any proposed changes. Teams wishing the Ruling Committee to consider any Playing Conditions changes should submit their proposals in writing to the Ruling Committee by no later than 31 July each year.
- 1.8** Notwithstanding any other provisions herein, the Ruling Committee shall determine disputes, complaints or other matters arising out of, or under the rules or otherwise and its decision shall be final.
- 1.9** The Ruling Committee shall collect from each participating team a competition entry fee which must be paid prior to the start of the season. The amount of the levy will be advised to teams prior to the start of the season. This is a levy to fund the ongoing administration costs for the competition. The levy also covers the administration costs involved in sourcing and maintaining umpires for both of these competitions.

SECTION 2 - PARTICIPATING CLUBS

- 2.1** Participating clubs are listed on the "Play HQ" website platform within the competition draw.
- 2.2** **Grading of Participating Clubs** - Upon receiving the total number of clubs lodging an application to play in any given season, the Ruling committee shall divide each competition into two divisions and are charged with determining which clubs shall play in which division. The first division in each competition shall consist of 12 teams with each team playing each other once across the 11 drawn rounds of cricket. All remaining clubs up to a maximum of 12 shall compete in Division 2 and will also be scheduled 11 rounds during the season. At the completion of five (5) rounds of cricket the Ruling committee in its absolute discretion may choose to re-grade some clubs from one division to another where it is required.

SECTION 3 - ADMINISTRATIVE ARRANGEMENTS / COMPETITON DRAW

- 3.1 (1)** **MASTERS** - Shall play eleven (11) round games of 40 overs a side. Play shall occur on the opposite Sundays to that of the Classics competition.
- 3.1 (2)** **CLASSICS** - Shall play eleven (11) round games of 40 overs a side. Play shall occur on the opposite Sundays to that of the Masters competition.
- 3.2** **Match Day Budget** - All teams should budget for forty dollars or more per player (to cover ground rental, new balls, umpire match payments and catering expenses).
- 3.3** **Season Draw** - The Fixtures Draw shall be forwarded before the start of the season.
- 3.4** **Competition Winners** - The Masters' and Classics Trophies for the Competition winner shall be presented at the Competition Dinner at the end of the season.
- 3.5** **Spirit Of Cricket Award** - In addition, each team, in each match will be marked by the appointed umpire/s with a score from 0 to 10 assessing each teams upholding of the true values involved in the Spirit of Cricket. After the completion of all rounds, the leading team in each competition shall be awarded the Spirit of Cricket trophy and where a post season function is held that trophy shall be awarded at that event. Any club that forfeits a match shall be awarded a mark of zero out of 10 for that fixture.
- 3.6** **Insurance** - All competition players before playing in a game must be registered and thereby insured with Play HQ. Failure of a player to register and thereby insure himself with Play HQ will result in that player being personally responsible for any loss or damage caused or permitted to be caused to himself or others.

SECTION 4 - RESPONSIBILITIES

- 4.1** **The Home Team Captain** must obtain the keys for the Oval and facilities prior to the game for a start on time.
- 4.2** **The Home Team Captain** must collect both teams' finances to pay for the ground hire and make other payments. The Away Team must contribute 50% of the ground hire and umpires' costs provided that if the Away Team forfeits a game it shall reimburse the home team all its costs of hiring the ground for that day.

4.3 The Home Team Captain must provide afternoon tea at its cost, and after the game, beer and other refreshments at a cost to be shared by both teams.

4.4 (1) The Sydney Shires Cricket Umpires Association (SSCUA), where possible, will arrange the appointment of one neutral official umpire for all matches. This umpire will officiate at both bowlers ends with a player or official from the team that is batting to stand at Square Leg at both ends. Each team will bear 50% of the cost for the umpires match payment which is one hundred and seventy dollars (\$170). This match payment is to be made to the umpire before play commences, and preferably at the toss.

4.4 (2) Late Finish Payment - Refer to Playing Condition 9.17 (3) that requires the umpire to be paid an additional \$20 for matches where slow over rates have taken place causing the match to have been completed beyond the regulated 6pm finish time.

4.4 (3) Two Umpires Per Game - There may also be occasions during the season where two umpires are appointed to a match to enable an experienced umpire to stand with a less experienced umpire to assist with coaching and development. Where two umpires are appointed each team has to pay \$125 each instead of \$85 each. To ensure clubs are not financially disadvantaged each side will be limited to no more than three occurrences per season where they have to pay additional money for a second umpire appointment.

4.5 (1) No Play on Match Day - Where the appointed umpire/s and one, or both teams attend the venue but no play occurs on the day, the umpires match payment is varied as follows –

4.5 (2) If the umpire/s arrives at the ground and no play takes place with the game being abandoned at any time **prior to 2.00pm** then the umpires match payment is reduced to ninety dollars (\$90) where one umpire is present, or one hundred and thirty dollars (\$130) where two umpires are present, with each team paying 50% of this payment.

4.5 (3) If the umpire/s arrives at the ground and no play takes place with the game being abandoned at any time **from 2.00pm onwards** then the full match payment as described at 4.4 (1) and/or (2) is payable with each team paying 50% of this required payment

4.6 Ground Closures - In the event of a ground closure where no play is possible, the home team must make a personal phone call (no text messages or voicemail) to advise the umpire of the cancellation by no later than 10.30am on match day. If the Umpire is not able to be contacted, the Secretary of the SSCUA should be telephoned. Once 10.30am has been reached, it is to be assumed that the Umpire is already in transit to the match venue. In this situation the home team has to pay the Umpire eighty five dollars (\$85) to cover travel and time incurred expenses.

4.7 (1) Forfeited Matches (Policy) - Where a team chooses to forfeit a match they are liable for fees as described in Playing Conditions 4.2 and 4.7 (2). In addition to this, upon a forfeit being made known to the Ruling Committee a written communication will be sent to the forfeiting team from committee asking that team to show cause in writing as to what the reasons were for the forfeit. Notwithstanding that a second forfeit in any season may result in committee taking whatever action it deems appropriate up to an including non entry into the competition in the following season.

4.7 (2) Match Forfeited (Umpire Fee) - In the event that the game is cancelled due to a forfeiture, the forfeiting team is required to make a phone call (no text messages or voicemail) to advise the umpire of the cancellation by no later than 10.30am on match day. If the Umpire is not able to be contacted, the Secretary of the SSCUA should be telephoned. Where the match is forfeited in the preceding four (4) days before match day, the club that forfeits is required to pay the allocated Umpire a fee of eighty five (\$85). The collection of this fee will be co-ordinated via the Secretary of the SSCUA. If following the notification of a forfeit the Secretary of the SSCUA has the opportunity to re-allocate the affected Umpire to another paid appointment, then the \$85 fee as described in this Playing Condition will be waived. See also Playing Condition 4.2 for matches where the "away" team forfeits the match.

4.8 (1) Change of Match Venue / Start Time - In the event that the scheduled match venue or start time has to be changed the following protocol applies –

4.8 (2) (a) Venue Change Before Match Day - If a venue change occurs before match day the home club needs to advise the Opposition, the Match Report and Fixtures Officer (Daniel Zatz) who will update the venue in "Play HQ", as well as the Secretary of Sydney Shires Cricket Umpires Association (Stephen Blomfield) who will advise the appointed umpire.

4.8 (2) (b) Consult Before Enacting a Venue Change - Umpire appointments for an upcoming round of cricket are published at 8am each Monday morning on the SSCUA website (www.sscua.com.au) Umpires are appointed to venues based on their residential proximity to where a match was originally scheduled. Therefore, if a match venue change is proposed after 8am on a Monday and where the new venue is more than 15km from the originally scheduled venue, the Secretary of the Umpires Association (Stephen Blomfield) must be consulted prior to any change being confirmed. This process is to ensure that the appointed umpire is still willing to officiate at the revised venue which could be outside of his/her preferred travel zone. Failure to follow this process may result in the match needing to proceed without an umpire.

4.8 (3) Venue Change On Match Day - If a venue change occurs on match day the home club needs to advise the Opposition, the Match Report and Fixtures Officer (sydmascricket@gmail.com) who will update the venue in "Play HQ", as well as the appointed umpire using the umpire contact list supplied at the start of the season. The name of the appointed umpire can be found on the SSCUA website located at www.sscua.com.au

4.8 (4) In regards to 4.8(2) and 4.8(3) - Contact with the appointed umpire must be made by way of a person to person phone call (no text messages or voicemail). This call should be completed by no later than 10.30am on match day. Once 10.30am has been reached, it is to be assumed that the Umpire is already in transit to the original match venue. Every effort after 10.30am should continue to be made to try and contact the appointed umpire despite him being considered as "In Transit".

4.8 (5) Non Communication - If a change of venue is not communicated to the appointed umpire causing that umpire to travel to an incorrect venue which then sees the umpire going home and the match proceeding without an umpire - In this situation the home team has to pay the Umpire eighty five dollars (\$85) to cover travel and time incurred expenses.

4.9 No Official Umpire Appointed – Where no official umpire is appointed, each team should, where possible, provide a non playing person to officiate the game. If this is not possible, players from the team that is batting should officiate each innings.

4.10 Cricket Equipment -Each team must provide and use a four (4) piece ball, their own kit and score book.

4.11 Agreeing On, and Reporting The Match Result - Both Captains must agree the scores both at the conclusion of the innings of the team batting first and the conclusion of the innings of the team batting second. The match scorecard must also be entered into "Play HQ" by no later than 5pm on the Wednesday after the completion of the match. Teams that do not enter the scorecard into "Play HQ" in the prescribed timeframe may at the absolute discretion of the Ruling Committee run the risk of a penalty which may come in the form of having competition points deducted from them.

4.12 Captains Assessment on Umpire Performance - It is responsibility of team captains post match to complete an Umpire assessment via an online "Jot Form" submission that will be administered by the SSCUA. Umpire feedback is essential to ensure the best available umpires are selected for the competition. Assessments are also required to establish the Umpire of the Year Award. The umpire assessment form must be submitted by 5pm on the Wednesday following the completion of the match. Non submission in the required timeframe may at the absolute discretion of the Ruling Committee run the risk of a penalty which may come in the form of having competition points deducted from them.

4.13 Not Playing Short - Each team must use its best endeavor to ensure that it has a full team for each game. In case of a lack of players, please urgently contact the opposition team captain as soon as possible to arrange a player.

4.14 Changing the Match Date - Any team who wishes to change the date of any of their games is to contact the opposition and by agreement arrange an alternative date. If agreement cannot be reached the original date shall stand. Any rearranged date shall NOT be for competition points and the game shall be regarded as a Draw unless the Ruling Committee consents to it prior to the game being played.

4.15 Re-Scheduling of Washed Out Fixtures - Teams are NOT permitted to mutually make arrangements to re-schedule a match to another future date following a washout no result on the originally scheduled match day. The Ruling committee may however in its absolute discretion determine that a match or matches should be re-scheduled following a washout if it deems such action is appropriate for the competition.

4.16 Contact Lists - A list of key personnel at each Club with their contact phone numbers will be supplied to all clubs prior to the start of the season. Captains are strongly advised to reconfirm match arrangements with the opposition team in the week preceding the game

SECTION 5 - UMPIRING MATTERS

5.1 Umpires Match Appointments - The Umpire appointments for each round can be viewed at www.sscua.com.au and are available from 8am on the Monday before each round.

5.2 Umpires Contact List - Each club will be circulated in September and again in January a contact list of all umpires participating in these competitions. The list will also be posted on the competition website. If contact with an umpire is required and that umpire's name is not on the contact list please instead call the Umpires Secretary (see next clause)

5.3 SSCUA Secretary - The Secretary of the Umpires Association is Stephen Blomfield. His email address is shireumpires@outlook.com and his phone number is 0404 270044

5.4 Player of The Year Award - At the completion of each match the appointed umpire is to consult with each captain and jointly decide upon a 3-2-1 points allocation for EACH TEAM for the Player of the Year Award. The umpire consults with the captain of team "A" to decide the 3-2-1 points for the opposing team "B". The umpire then consults with the captain of team "B" to decide the 3-2-1 points for the opposing team "A". If a captain is not available or unwilling to engage in this discussion then the umpire will be the sole judge of the points. If there is disagreement between umpire and captain regarding the allocation of the points, then the opinion of the umpire will prevail. The appointed umpire must then accurately record the six players names (Full Given Name and Full Surname) and accurately supply this information on the Umpire match result sheet.

5.5 Spirit of Cricket Award - At the completion of each match the appointed umpire is required to complete a match result sheet which must be forwarded by email to the Secretary of the SSCUA. On that result sheet, each team, in each match will be marked by the appointed umpire/s with a score from 0 to 10 assessing each teams upholding of the true values involved in the Spirit of Cricket.

5.6 When to Assess Player of the Year & Spirit of Cricket - If a match is washed out with no result with at least the first innings of the game being played out to its completion then the 3-2-1 Player of the year points as well as the Spirit of Cricket Assessment are required to be assessed. Furthermore, any match finishing in a no result where at least 30 overs in total were bowled shall also be eligible to be allocated the 3-2-1 Player of the year points as well as a Spirit of Cricket Assessment. Any match that falls outside of these two criteria shall not be eligible for these assessments.

5.7 Enquiries from clubs seeking interpretations of the laws of the game and/or these playing conditions are welcome. Please email shireumpires@outlook.com

SECTION 6 - FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY

6.1 Summary - Where the Captains disagree, the appointed Umpire shall be the final judge of the fitness of the ground, weather and light for play. However, Where there has not been 15 overs completed in the second innings, and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed Umpire will not call off the match until at least 5.30pm or until agreement otherwise is reached by the Captains. Where there have been 15 or more overs completed in the second innings, and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed Umpire shall be the final judge of the fitness of the ground, weather and light for play.

6.2 No Appointed Umpire - In the absence of an appointed umpire the status of the match in relation to the fitness of the ground, weather and light for play shall be subject to the agreement of the Captains. In the event of a disagreement the status quo will remain until such time as mutual agreement is achieved or until 6.30pm.

6.3 Lightning Rule - Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later and shall not resume until 30 minutes after the last lightning flash. It shall be deemed to be misconduct if any player enters the field of play during the period of time that the game is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play the umpire shall report to the organising committee all such breaches as a code of conduct matter. This information will then be investigated by the Ruling Committee for whatever action is deemed necessary.

6.4 Maximising Play - At all times all participants will strive to maximise play. This is broadly summarised as follows - All players from both sides will assist in the removal or the laying of covers when directed by the umpire/s. Further, where the venue is deemed unfit for play but the game is not yet abandoned, all players will make best effort to attempt to improve the conditions to allow for play to commence or resume. A refusal by any player to adhere to an instruction of an umpire in regards to any effort to maximise play as described above shall be deemed as dissent. Such dissent, at the discretion of the umpire, may be reported as a code of conduct breach to the Ruling Committee.

SECTION 7 - APPEALS

7.1 Appeal Process - Any appeal in respect of a game may only be made by either of the two sides in that game, not by a third party. Any appeal to The Ruling Committee must be made in writing initially to The Ruling Committee Secretary who shall invite the views of the other team upon the point raised, and notify both teams of his decision. Any further appeal against his determination may only be made by either of the two teams in the relevant game and shall be determined by the remainder of the Ruling Committee whose decision shall be final. Any initial appeal must be lodged within one week of the game being played. Any appeal to the full Ruling Committee must be made within one week of the decision of The Ruling Committee Secretary.

7.2 Appeal Penalties - The Ruling Committee Secretary, or on appeal, The remainder of the Ruling Committee's powers include but are not limited to the power to either award a match to one team or to both teams jointly, or deduct such competition points from, or/and award such competition points to, either team in a match, as in his or their absolute discretion thinks or think fit.

SECTION 8 - ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

8.1 (1) Masters – It is the intention of the Competition to engage players who have either turned forty (40) years of age, or who will be turning the age of forty (40) prior to 1 April 2024. Persons fitting this description are considered as “A Qualified Player”.

8.1 (2) Classics - It is the intention of the Competition to engage players who have either turned fifty (50) years of age, or who will be turning fifty (50) prior to 1 April 2024. Persons fitting this description are considered as “A Qualified Player”.

8.2 Masters and Classics – (First Year Teams) – The Playing Condition that in previous seasons allowed a new team into the competition to play as many as three (3) persons aged 39 (Masters) or 49 (Classics) is no longer permitted as of season 2023-24. All players at all times must meet the age criteria listed in clause 8.1 above.

8.3 Breaches - Using the “Qualified Player” guidelines above, any team that causes or permits an unqualified player to bat or bowl in any match shall lose its match points (including its bonus points for that game), and the game shall be deemed to have been won by the other side.

8.4 Permission to Play Unqualified Player - In exceptional circumstances a team may seek dispensation for an under age player to play in a match. All requests for dispensation will be strictly assessed and approval is not automatically guaranteed. Dispensation requests must be lodged in writing to the Secretary of the Ruling Committee laying out the reason for the request and supplying full details (name, date of birth) of the person who dispensation is being requested for. Any approved dispensation shall apply only to that individual match and is not an automatic approval for future rounds. Clubs that begin a pattern of repeated requests for dispensation may be asked to show cause to the committee as to whether they have adequate available "Qualified Players" to complete the season. Any approved dispensation request will come with restrictions placed on that player in that match. Any approved dispensation will be advised in writing to both clubs that are playing in the match in question and shall detail what the specific restrictions apply to the player in question.

8.5 Advice Of An Unqualified Player - Each captain before tossing, shall notify the other captain and umpire of any players in his team that are not age qualified but have been provided a dispensation from the Ruling Committee to play in that match.

8.6 Team Lists - If requested by either captain prior to the toss, the other captain shall supply a list of the players in his team and no subsequent alteration may be made without the consent of the other captain. Any exchanged team list will be held by the umpire until the end of the season.

8.7 The Toss - This shall take place at least 15 minutes before the start of play and the captain winning the toss shall immediately notify the opposing captain of his decision to bat or bowl. If a captain is unavailable at the time of the toss, a deputy shall act in his place and also toss for choice of innings. If the toss is late, causing the match to start late, or the game starts late due to player tardiness, the umpire shall reduce the number of overs by one over per side, for every eight (8) whole minutes the game starts late - Refer Playing Condition 9.6 (2)

8.8 Non Compliance Re Toss - The refusal by a captain or his deputy to comply with 8.6 or 8.7 as described above may render the offending team liable to further action being considered by the Ruling Committee including the loss of points or a decision that the offending team may be deemed to have forfeited the match.

SECTION 9 - THE CONDUCT OF THE GAME

9.1 Daylight Saving - For any matches played during non-daylight saving periods, every time specified in these rules shall be brought forward one (1) hour.

9.2 (1) Number Of Players Per Match - The competition will allow a team to play a match under a "Play 12, Bat 11" rule. This is permissible in only two circumstances as per 9.2 (2) and 9.2(3) below-

9.2 (2) Both Sides Nominate 12 at the Toss - If both teams wish to play 12 then this is allowable.

9.2 (3) Only One Side Playing 12 - If only one team wants to play 12 then this is allowable and the opposing captain does not have the right to refuse this from occurring.

9.2 (4) Conditions to Play With 12 - If playing 12, restrictions apply as follows -

(a) One of the 12 players is not allowed to bat. This player must be nominated at the toss.

(b) The player unable to bat shall not be allowed to act as a runner for an injured striker.

(c) Any or all of the 12 players are allowed to bowl.

(d) **When fielding** - Unless a fielder becomes legitimately ill or injured under the Substitute Fielder Laws of Cricket (Law 24), rotation of one fielder must occur at the completion of every 10th over. No one player shall rest off the field for more than one 10 over period. If a team chooses to play with 12 then one fielding rotation every 10 overs shall be mandatory. In a reduced over match the 10 over segments shall be pro-rated.

(e) **When fielding** - Any player coming on to the field to perform a mandatory rotation as described above is (if required) allowed to bowl immediately.

9.2 (5) Batting 12 Players Exception - To promote added participation, matches where both teams have 12 players may allow all 12 to bat provided BOTH captains agree prior to the toss. If 12 players bat then all 12 must come to the crease before any previous retired batter with a score of 40 (Masters) or 30 (Classics) can return to the crease. The innings shall always be deemed complete once 10 wickets have fallen. In summary, with 10 wickets completing an innings, a 12th player would not be allowed to bat unless at least one previous batter had retired with a score of 40 (Masters) or 30 (Classics)

9.3 (1) Match Times / Scheduling - Play shall commence at 12.15pm on a turf wicket subject to any prior agreement to the contrary by the captains, for a duration of 40 overs a side or until the batting team is dismissed, or bats its full quota of overs where a match is reduced to less than 40 overs each, or passes the opponents score.

9.3 (2) Split Innings / 20 Over Segments - Matches in this format shall only be allowed under the provisions of Playing Condition 13.7

9.4 (1) The Tea Interval - In the normal course of events the tea interval will be 25 minutes for an uninterrupted 40 over a side game. Where a match is reduced to less than 40 overs a side the tea interval is reduced to 20 minutes duration.

9.4 (2) Changing the Tea Interval - In an uninterrupted 40 over a side match, an innings should be completed in approximately 160 minutes or less. At the discretion of the officially appointed Umpire, the above tea interval durations maybe shortened to a figure of no less than 15 minutes where the duration of first innings exceeds 160 minutes. If that discretion is not applied by the umpire and the duration of the tea break is taken in full then extra time taken to bowl the allotted overs shall be deducted out of the extra thirty (30) minutes of "make up time" as described in Playing Condition 9.6 (1) (c)

9.5 Drinks Breaks - On days played under normal weather conditions, one drinks break shall be scheduled at the completion of the 20th over of the innings. For matches that are reduced to less than 40 overs a side the scheduling of the drinks breaks must be agreed upon between the umpire and the two captains prior to play. On extremely hot days additional drinks breaks should be scheduled as required.

9.6 (1) Eligible and Ineligible Extension Of Play - The nominal scheduled finish time of 6.00pm can be extended by up to an additional thirty (30) minutes (to 6.30pm) if time is lost in one or more of these scenarios -

(a) Late starts due to the fitness of the ground for play or general weather related issues. This also applies to matches that start late where play is delayed beyond the scheduled start time due to a previous junior match occupying the ground.

(b) Time lost due to play being suspended for rain, lightning or excessive heat.

(c) Time lost during the first innings of the game because the bowling side went over its allotted time to complete the required number of overs.

9.6 (2) Ineligible Extension of Play - If a game starts late due to a late toss, or for any other unacceptable reason such as the tardiness of the players to commence on time, the extra thirty minutes of "make up time" as described above shall **NOT** apply and for every whole eight (8) minutes the game starts late will see a reduction in the number of overs by one (1) per side.

9.6 (3) Time Loss / Delay Due To Player Injury - Where play stops for an extended period of three (3) or more minutes due to an injury of a player or umpire, then the amount of time lost due to that stoppage in play will be treated in the same way as in clause 9.6(1) above. If that injury causes the amount of "make up" time to exceed 30 minutes then at that point overs will start to be reduced as per clause 9.9(2)

9.7 (1) Bowling Restrictions - No qualified player shall bowl more than nine (9) overs provided that each team shall use a minimum of six (6) bowlers by the expiration of the thirtieth (30th) over. A person who finishes an over for an injured bowler but does not otherwise bowl shall not be counted as one of the six bowlers.

9.7 (2) Matches of Less than 40 Overs - In the event of a match being reduced to less than 40 overs a side the following alterations apply

35 to 39 Over Match - Maximum 8 overs per player and 6 bowlers must have bowled a full over before the end of over number 26

30 to 34 Over Match - Maximum 7 overs per player and 6 bowlers must have bowled a full over before the end of over number 22

9.7 (2) 25 to 29 Over Match - Maximum 6 overs per player and 6 bowlers must have bowled a full over before the end of over number 18

20 to 24 Over Match - Maximum 5 overs per player and 6 bowlers must have bowled a full over before the end of over number 14

15 to 19 Over Match - Maximum 4 overs per player and 6 bowlers must have bowled a full over before the end of over number 10

The above calculations will also apply if a weather interruption causes the number of overs in the second innings to be reduced to a figure that is less than the quota of the first innings.

9.7 (3) Fielding Restrictions - At all times during the innings there must be a minimum of four (4) fielders in addition to the bowler and wicket keeper within the area that is commonly known as the 30 yard (27.4 meter) fielding "circle". Where no circle exists the four fielders (and the wicket keeper) must be positioned in a place that the umpire deems is generally adequate to stop a single from being taken. The penalty for breaching this Playing Condition is a No Ball which can ONLY be called and signalled by the offically appointed umpire/s. If a player is acting as square leg umpire he shall not call or signal no ball but when the ball is dead draw the attention of the official umpire to alert him to any such breach. Where doubt exists, it is at the discretion of the bowlers end umpire whether to adopt or dismiss the advice from the player acting as square leg umpire.

9.8 Batting Restrictions - In any game, upon a batsman scoring forty (40) runs in Masters or thirty (30) runs in Classics, he shall be forthwith retired, not out, but shall be entitled to resume his innings on his retired score by coming in at the tail end of the batting order provided that his team would have been out within the designated number of overs. Batsmen shall resume their innings in the order that they retired. A batter who retires hurt during an innings must resume his innings ahead of any batter previously retired on a score of 40 (Masters) or 30 (Classics). If not, then that batter shall have his status on the scorebook changed from "Retired Hurt" to "Retired Out" and for the purposes of match bonus points be deemed as a wicket fallen.

9.9 (1) Loss of Scheduled Playing Time (Summary) - If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 30 minutes of playing time lost. **Furthermore**, if the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 30 minutes before overs are reduced after loss of playing time.

9.9 (1) (a) EXAMPLE - In a regular uninterrupted 40 over game the scheduled time for the first innings is 12.15pm to 2.55pm - If the first innings concludes at 2.45pm then the unused 10 minutes must be added on to the 30 minutes of make-up time as described above in the event of an interruption to the game after the team batting first has concluded its innings. The goal of re-scheduling a match after any stoppage shall be to schedule the right number of overs at the rate of one over for every four (4) minutes of playing time that remains so that the games rescheduled finish time is no later, or no earlier than 6.30pm.

9.9 (2) Once all available "make-up" time as described above has been exhausted, overs to be bowled are calculated as follows - **NOTE:** Calculations required in (b) and (c) below that result in a part over shall see the number of overs remaining **rounded up**.

(a) Lost Time Pre Match - For matches that do not commence on time the number of overs per side and the match day scheduling is determined by the late start table which is located at Appendix "A" within these Playing Conditions.

(b) Lost Time During First Innings - For any time lost during the innings of the team batting first overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of schedule playing time LOST provided that a MINIMUM of fifteen (15) overs is achievable for each side.

(c) Lost Time After First Innings - Where time is lost **after the end** of the first innings, or during the second innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by four (4) with any fraction of an over to be rounded up, provided always that a MINIMUM of fifteen (15) overs can be achieved in the time remaining by the team batting second.

9.9 (3) Constituting A Match - If less than fifteen (15) overs are completed by each team, then the match shall be declared a draw provided that a result has not previously been achieved. To Clarify - If the team batting second uses less than fifteen (15) to pass the target score (or a revised target score) where they would have had the opportunity to bat at least fifteen (15) overs, then this shall constitute a match.

(a) Should the game not be able to be commenced by **4.10pm**, then the match shall be abandoned as a DRAW.

(b) If the team batting second cannot commence its innings by **5.30pm**, then the match shall be abandoned as a DRAW.

(c) Where play is considered safe to resume after an interruption and the amount of remaining time up to the re-scheduled finish time of 6.30pm does not allow the team batting second to receive at least 15 overs (based at the rate of one over for each four minutes that remain) then the match cannot proceed regardless of the match scores at the time of the interruption. The match shall be declared a DRAW.

9.9 (4) Result in a Reduced Overs Match (Unequal Overs) - Any match in which both teams have had the opportunity to bat for at least 15 overs, but have not had the opportunity to bat for the same number of overs, then the result of the match will be determined on run rate. The following guidelines are applicable to a run rate determined result -

(a) A team's run rate is calculated by dividing its total score by its total number of overs received.

(b) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.

(c) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.

9.9 (4) (d) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced overs the match is at an end despite there being overs remaining - **For Example** - Team A batting first scores 6/160 off 40 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 40 to 20. The revised target score is therefore 81. As soon as 81 is scored the match is over and no further play is required even though there are overs not yet bowled.

9.10 (1) Pitch Surfaces - It is the intention of the Competition for teams to play on the scheduled date on artificial (synthetic) wickets if turf wickets are unfit for play. For all matches scheduled on turf pitches where the ground is closed due to wet weather the following process shall apply -

The away team should be asked if they have a turf wicket available to play on. If none is available then the home team shall transfer the match to a synthetic surface venue. If none is available then the away team shall be asked to provide a synthetic surface venue. If none can be sourced the match is abandoned as a draw.

9.10 (2) Pitch Surfaces (Process) - Neither side has the right to refuse a match being transferred using the above criteria. Refusal to play may result in the Ruling Committee awarding the match against the side that refused to play. Upon arrival at the synthetic surface venue the decision whether to play at that venue lies solely with the umpire/s based on the fitness of that venue to safely conduct the match. Where a match is transferred from turf to synthetic the match shall continue in both innings with an appropriate four piece cricket ball.

9.11 Players Under The Age of Sixteen (16) - The competition no longer permits the use of persons under the age of 16 to participate as a player (or as a substitute fielder) in these competitions.

9.12 Substitute Fielders - Once play has commenced, if at anytime the fielding side is reduced to less than eleven (11) players due to a fielder having to leave the ground ill or injured, a substitute fielder shall be allowed. If the fielding team does not have a substitute fielder, the opposition team are encouraged to invoke "best practice" in this competition by offering a substitute fielder from within their own ranks. If necessary, the appointed umpire should remind the opposing captain of this playing condition.

9.13 Runner For An Injured Striker - The restriction that currently exists at other varying levels of cricket that sees an injured player unable to bat with a runner does NOT apply in the Masters, Classics or Vintage Competitions. Where a runner is used, that person can only be part of the nominated 12, cannot be the player in the 12 that will not bat, and must be somebody that has already been dismissed. In the event of an opening batsman needing a runner from the start of the innings the runner must be somebody who will bat lower than number seven in the order, and the runner must be immediately replaced by the first dismissed batsman if the first wicket to fall is the non injured batsman.

9.14 Non Appointed (Player) Umpires Standing at Square Leg - In any match where only one official umpire is appointed – If in the opinion of the officially appointed umpire, a decision is made by the square leg umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed umpire will call and signal “Dead Ball”. The two umpires will then consult with each other. The appointed umpire shall supply additional feedback in relation to his observation of the issue at hand, and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the square leg umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is then finally arrived at. If after consultation the square leg umpire does not wish to change his decision, then that decision shall stand. The appointed umpire then has the power to request an immediate replacement (player) Square Leg umpire if the continuing presence of that person acting in that role has potential to cause ill feeling or conflict between the two sides.

9.15 Completion Of A Match - A team batting second shall not bat on, after it has passed the total of the team batting first.

9.16 (1) Code Of Conduct - Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit Of Cricket” guidelines contained within the Laws of the Game. Umpires will report to the Ruling Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Ruling Committee which may contain any form of penalty that the committee may deem appropriate. The Code shall also be deemed to have been breached if any act by a player or competition stakeholder is deemed to bring the competition into disrepute. Any such act falling into this category can be reported to the Ruling committee by any person. There is no right of appeal to any penalty imposed by the Ruling Committee

9.16 (2) Non Application of Law 42 - Reference is made to Law 42 of the game that gives the umpire the power to temporarily remove a player from the game, or to send a player off for the rest of the game. Law 42 shall not be applicable in this competition.

9.17 (1) Slow Over Rates (Reporting Process) - In the normal course of proceedings the bowling side must complete its innings within 160 minutes. Umpires shall report all occurrences of innings of over 160 minutes in duration on their match report form. Reports of this nature shall be supplied to the Ruling Committee who may at their absolute discretion issue a penalty which may come in the form of an official warning and/or the possible loss of competition points where deemed warranted.

9.17 (2) Slow Over Rates (On Field Penalty) - Further to the above, if a team has not completed its allocated overs within 160 minutes the fielding restriction as described in Playing Condition 9.7.3 shall immediately require the fielding team for the rest of the innings to have a minimum of FIVE (5) fielders inside the area known as the fielding restriction circle as opposed to the regular requirement of four (4). Such adjustment shall occur as soon as 160 minutes is elapsed (ie you don't have to wait for an over to be completed). Before implementing this change umpires are required to have previously issued the fielding captain a notification where they believe that the progress of the innings is too slow and likely to exceed 160 minutes. Captains at anytime can seek an update from the umpire as to how their over rate is tracking. Umpires have sole discretion to allow additional time above 160 minutes before implementing this change however the only permitted time allowances shall be for lost balls or significant time lost for player injury.

9.17 (3) Slow Over Rates - Late Finish Penalty - Further to the above clause 9.17 (2), If one or both sides when in the field take more than 160 minutes to complete an innings, AND where the match finishes later than 6pm the umpire shall be entitled to a late finish penalty payment of \$20. If both teams took more than 160 minutes then each team pays the umpire \$10. If only one team used more than 160 minutes with the match finishing after 6pm then that team pays the whole \$20 to the umpire. For this to apply the umpire must have provided the captain a prior notification during the innings that the progress of the game is too slow and the innings is likely to exceed 160 minutes

SECTION 10 - WIDES AND NO BALLS

10.1 (1) Off Side Wides - Umpires will adjudicate wide deliveries on the striker's off side in the same way as defined in the Laws Of Cricket (ie, matches of more than one days duration)

10.1 (2) Leg Side Wides (under the strict one day cricket wide interpretation) - The delivery of leg side deliveries shall be adjudicated on as follows -

10.1 (2) (a) - A bowler is permitted to deliver no more than ONE delivery per over where the batsman does not make contact, and the ball then passes down the leg side behind the body of the batsman. When the bowler delivers a ball fitting this description the umpire will raise one finger to the bowler and then tell him he has bowled his one and only allowable leg side delivery for that over.

(b) If a second or subsequent such delivery occurs in the over those deliveries shall be called wide.

(c) If a ball is delivered so far down the leg side that it would be deemed a wide under the Laws of Cricket (eg, a wide in a regular two day match) then wide shall be called and it will NOT count as the allowable leg side delivery as per above.

10.2 No Balls - The Laws of Cricket (2017 Code - 3rd Edition 2022) shall apply in regards to Law 21 (No Ball). The following variations will however apply -

10.3 No Balls - Short Pitched Deliveries - Any ball that bounces above the shoulder of the batsman in his normal stance shall be called and signalled "No Ball" by the umpire at the non strikers end only.

10.4 (1) No Balls - High Full Tosses - The laws of the game apply, ie, any high full toss, of any speed, that is delivered above the waist of the batsman in his normal stance shall be called and signalled as a "No Ball" solely by the umpire at the non strikers end.

10.4 (2) No Balls - High Full Tosses - Warning Process - The warning process in the Laws that removes a bowler from the attack for bowling a second waist high full toss in the innings shall NOT be applicable in these competitions. The bowler will be no balled for all waist high full tosses but shall not be removed from the attack unless it is the opinion of the umpire that a ball was delivered above waist height as a wilful and deliberate act.

10.5 No Balls - Which Umpire Has Jurisdiction - In regards to 10.3 and 10.4 above - The Square Leg umpire does **NOT** have jurisdiction to call or signal "No Ball", This duty remains solely with the umpire at the non strikers end. The Square Leg Umpire can supply assistance to the other umpire in measuring the height of the delivered ball by the use of a "soft signal", however the final decision on whether the delivery is called and then scored as a "No Ball" remains solely with the umpire at the non strikers end at all times .Official umpires would be best served advising all incoming (non appointed/player) Square Leg umpires of this issue to avoid an error from happening.

10.6 Accidental No Ball Call - In the event of a Square Leg Umpire accidentally calling and/or signalling a No Ball in error when he had no jurisdiction to do so, then this action will be deemed invalid and void if the umpire at the non strikers end decides the delivery should not be deemed a No Ball. In the event of a batsman being dismissed on such a delivery the batsman will be deemed to be out despite the action of the Square Leg Umpire.

SECTION 11 - UNFAIR PLAY - CONTRIVING A RESULT

11.1 It is unfair, and not in the spirit of the game, for a batsman in the lower order to deliberately try and get themselves out to hasten the return of a previously retired batsman with a score of 40 (Masters) or 30 (Classics). This includes batsmen who ;

- (a) Deliberately allow themselves to be bowled, stumped or hit wicket,
- (b) Deliberately trying to effect a run out taking what the umpire deems an unrealistic run,
- (c) Deliberately feign an injury to attempt to retire hurt, and
- (d) Any other act where the umpire deems a player to be deliberately trying to hasten the return of a previously retired batsman.

11.2 It is unfair, and not in the spirit of the game, for the fielding side to refuse to effect a dismissal of a lower order batsmen to deliberately try and delay the return of a previously retired batman with a score of 40 (Masters) or 30 (Classics). This includes fielders who ;

- (a) Deliberately refuse to effect a run out with the batsman well out of his crease,
- (b) Deliberately refuse to effect a stumping with the batsman well out of his crease,
- (c) Any other act where the umpire deems a fielder to be deliberately trying to delay the return of a previously retired batsman.

11.3 (1) Action By Umpire - In the opinion of the umpire, if ONE of the competing sides attempts to breach the above rule in 11(1) and 11(2) above, then the umpire will immediately call dead ball. The umpire will then award five (5) penalty runs to the opposition side. If the breach is by the batting team no runs shall be scored from that delivery. The offending player, as well as the team captain will be reported by the umpire to the ruling committee who may choose to take action which could come in the form of a suspension, or loss of competition points.

11.3 (2) Simultaneous Breaches - If however BOTH teams offend in the same incident (for example, a batsmen deliberately trying to run himself out and the fielding side refusing to effect the run out), no penalty runs will be awarded but instead the ball will be called dead, no runs will be scored from that delivery, and the umpire will provide an official warning to both captains and direct them to play the game properly. A second breach by both sides in the same incident will result in the offending players, and both team captains, being reported by the umpire to the ruling committee who may choose to take action which could come in the form of a suspension and/or loss of competition points.

SECTION 12 - SCORING OF COMPETITION POINTS

12.1 The competition shall be won by the team that accrues the most number of points at the completion of all scheduled round matches. In the event of points being equal Joint Premiers shall be awarded. Competition points shall be earned as follows -

12.2 (1) The Competition Points Are -

(a) First Innings Win - **20 Points**

(b) Draw if less than fifteen (15) overs for both teams batting or (if not forfeited) no play takes place - **20 Points Each**

(c) First Innings Loss - **Zero Points**

(d) Tied Match - **10 Points Each**

12.2 (2) Definition Of A Tie - A tie is where the first innings totals of each team are equal irrespective of wickets lost by the team batting second.

12.3 Forfeits (Points)- A team that receives a forfeit or is awarded a match under Law 16 of the Laws of Cricket shall be awarded forty (40) points. If a team receives a forfeit but every other match in that round is washed out with no result, then the team receiving the forfeit only gets twenty (20) points instead of forty (40). The team that forfeited the match shall receive no points and be awarded a mark of zero out of 10 for Spirit of Cricket in that game.

12.3 (1) Forfeits (Summary) - A match shall only be regarded as forfeited if a team refuses or is unable to play on the original date allocated for the match. The team that forfeits a match may in some circumstances be liable for the payment of fees - Refer To Playing Condition 4.2 , 4.7(1) and 4.7(2)

12.4 BYES - Where a bye exists in the competition any team that has a Bye in any of the Rounds shall be awarded **25 points**.

12.5 (1) BONUS POINTS - In addition to the points set out in 12.2 above, in every game a team is entitled to:

(a) 0.05 points for each run scored and one (1) point for each wicket taken. If a side is unable to bat eleven players, ten wickets will be deemed to have been taken by the bowling side at the fall of the last batsman eligible and able to bat. A batsman retired not out is not to be regarded as a wicket taken.

(b) Two (2) points to any team batting second which wins before the expiration of 80% of its maximum number of overs, or

(c) Three (3) bonus points if a team batting second wins before the expiration of 70% of its maximum number of overs; or

(d) Four (4) bonus points if a team batting second wins before the expiration of 60% of its maximum number of overs; or

(e) Five (5) bonus points if a team batting second wins before the expiration of 50% of its maximum number of overs.

12.5 (2) Bonus Points in Drawn Results - Bonus points shall also be awarded in a game abandoned before the side batting second has received fifteen (15) overs, in addition to the 20 points described in Playing Condition 12.2 above.

12.5 (3) Maximising Bonus Points - Teams batting second and winning a match by passing a low target score are compensated via the above clauses (b) through (e) for bonus points that may have instead been gathered via the above clause (a) when either chasing a high target score, or when totaling a large score batting first. Opportunities for bonus points gathering will generally balance out during a season, with most teams more often than not getting fairly equal opportunities to bat or bowl first throughout the rounds that make up the season. Teams looking to maximize bonus points need to take this into account when deciding whether to bat or bowl first when winning the toss.

SECTION 13 - EXCESSIVE HEAT POLICY

13.1 PREAMBLE - The Competition committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not put the health and well being of participants at risk. Mature aged players and umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

13.2 Excessive Heat Policy - Temperature Threshold - Where a temperature threshold is stated, the effective temperature from the nearest weather station in degrees celsius from the Bureau Of Meteorology (BOM) smart phone App shall be used.

13.3 Excessive Heat Policy - Smartphone App - Bureau Of Meteorology (BOM) shall be the official App for sourcing temperature data. The app will supply the temperature based on the GPS location of any smart phone. Smartphone location settings must be enabled.

13.4 (1) Application of Policy (Level 1) - The umpires shall schedule a drinks break every ten (10) overs in the event that the effective temperature exceeds 34 degrees Celsius.

13.4 (2) Application of Policy (Level 2) - Play shall cease immediately in the event that the Bureau Of Meteorology (BOM) temperature, at the location, exceeds 38 degrees Celsius.

13.4 (3) Resumption of play – Play shall resume if the temperature at that location drops to 38 degrees or less.

13.5 Loss of Playing Time Due to Excessive Heat - Playing Condition 9.6 (1) "Extension Of Play" applies to any situation where play is suspended under this heat policy. To clarify, only 30 minutes of extra time can be added onto a game where play is suspended due to excessive heat. Once 30 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 30 minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule - Refer Playing Condition 9.9.1(a)

13.6 Advance Cancellation of a Round Due to Heat - The Competition Committee may in its absolute discretion determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is more than 38 degrees at a majority of all scheduled venues.

13.7 Powers of the Committee - Further to clause 13.6, the Competition Ruling Committee in assessing the forecast temperature for each round of cricket may in its absolute discretion mandate that all games in a round of cricket be played as either -

(i) As a 40 over a side match which will be split into two segments of 20 overs each, or

(ii) As a reduced over match containing no less than 20 overs per side to be played in a traditional format (ie, no split innings)

No individual match has the right to implement this Playing Condition. Only the Ruling committee shall do this and when implemented, for the integrity of the competition must occur to all Masters or Classics matches in any given round of cricket.

SECTION 14 - PLAYER WELFARE

14.1 Safety Protocols (Wicket Keepers) - Any person acting as a wicket keeper when standing up to the bowler at the stumps must at all times be wearing a cricket approved helmet and protector.

14.2 Safety Protocols (When Fielding) - When fielding within seven (7) meters of the wicket either in front of the wicket, on behind the wicket on the leg side, any such fielder shall be required to wear a cricket approved helmet and a protector.

14.3 Safety Protocols (When Batting) - Cricket Australia as the governing body of the game within Australia has issued a strong recommendation that players of all ages, in all competitions, should wear a cricket approved helmet when batting. Whilst this is not a mandatory requirement all players who choose not to bat in a helmet do so at their own personal risk and shall release and indemnify anyone including third parties such as team captains, club officials, competition management, or umpiring match officials for any injury, loss or damage arising from a player making a personal choice to not follow the recommendations of the governing body of the sport within Australia.

- 14.4 Failure to Adhere** - Where a player is not wearing a helmet when required under the provision of Playing Condition 14.1 and 14.2 the umpire shall in the first instance tell the player to comply with the request to put on a helmet. If the player refuses, the umpire shall then escalate the matter to the team captain instructing him to enforce this request. If the player still does not wear suitable protection then the umpire will report this as a Breach to the Competition Ruling Committee. The relevant Committee will take action including suspending the offending player and/or, suspend the captain if they do not support the umpire. Competition points earned in the match by the offending team may also be deducted.

SECTION 15 - PROTOCOLS PLAYING UNDER COVID 19 RESTRICTIONS

- 15.1 General Overview** - Covid Playing Conditions used in previous seasons have been suspended as community standards now learn to "live with Covid". The Ruling Committee reserves the right to re-introduce any restrictions it sees fit at anytime where public health orders recommend or mandate additional measures to be taken. The following clauses 15.2 to 15.5 however will remain in place until further notice.
- 15.2 Powers Of The Ruling Committee** - Any report lodged with the Ruling Committee regarding any alleged breach of the Covid-19 directives that exist from time to time will be dealt with at the discretion of the Ruling Committee which may contain any form of penalty that the committee may deem appropriate including loss of competition points or player suspensions. There is no right of appeal to any penalty imposed due to a breach of the Covid-19 policy of directives.
- 15.3 Umpires Holding Players Clothing/Equipment** - The previous tradition of umpires holding players caps, clothing or equipment will not return in these competitions. The bowler shall be permitted to place any of his equipment on the ground at least two meters behind where the bowlers end umpire is standing, or provide it to a nearby fielder to wear while the over is bowled. Such equipment placed on the ground behind the umpire is exempt from a 5 run penalty if a live ball hits it. A live ball striking equipment in such a fashion shall not be considered dead. Equipment placed on the ground behind the wicket-keeper shall continue to be treated as per the Laws of the game.
- 15.4 Match Ball** - The Updated Laws of the Game 2017 Code Third Edition (2022) now regulate that saliva on the ball is deemed illegal. Other than that mandate players can now resume using sweat on the ball.
- 15.5 Afternoon Teas and Drinks Breaks** - The service of organised food for afternoon tea between innings shall resume until further notice. The same applies for the organised service of drinks breaks to be conducted on field.

APPENDIX "A"

Late Start Table

The below table should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather related delay the overs remaining should be manually recalculated as per Playing Condition 9.9

Over Reductions For Late Starts Scheduled 12.15pm Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
12.15 - 2.55	25	3.20 - 6.00	160	40	0
12.30 - 3.10	25	3.35 - 6.15	160	40	0
12.45 - 3.25	25	3.50 - 6.30	160	40	0
1.00 - 3.35	20	3.55 - 6.30	155	39	10
1.10 - 3.40	20	4.00 - 6.30	150	38	20
1.20 - 3.45	20	4.05 - 6.30	145	37	30
1.30 - 3.50	20	4.10 - 6.30	140	35	40
1.40 - 3.55	20	4.15 - 6.30	135	34	50
1.50 - 4.00	20	4.20 - 6.30	130	33	60
2.00 - 4.05	20	4.25 - 6.30	125	32	70
2.10 - 4.10	20	4.30 - 6.30	120	30	80
2.20 - 4.15	20	4.35 - 6.30	115	29	90
2.30 - 4.20	20	4.40 - 6.30	110	28	100
2.40 - 4.25	20	4.45 - 6.30	105	27	110
2.50 - 4.30	20	4.50 - 6.30	100	25	120
3.00 - 4.35	20	4.55 - 6.30	95	24	130
3.10 - 4.40	20	5.00 - 6.30	90	23	140
3.20 - 4.45	20	5.05 - 6.30	85	22	150
3.30 - 4.50	20	5.10 - 6.30	80	20	160
3.40 - 4.55	20	5.15 - 6.30	75	19	170
3.50 - 5.00	20	5.20 - 6.30	70	18	180
4.00 - 5.05	20	5.25 - 6.30	65	17	190
4.10 - 5.10	20	5.30 - 6.30	60	15	200
4.11pm ----->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				
					Last Updated 10/07/18