BY-LAWS PART III: PLAYING CONDITIONS

Matches organised by the Association are played in accordance with the *MCC Laws of Cricket* (as published from time to time) and as amended in these By-Laws. In the event of a contradiction between the MCC Laws of Cricket and these By-Laws, these By-Laws shall take precedent. For the purposes of the MCC Laws of Cricket the Association shall fulfill the duties of the 'Governing Body' and the home side the 'Ground Authority'.

Law 1 – The Players

Law 1 shall apply in addition to the below.

In **Law 1.2 (Nomination and replacement of players)**, Law 1.2.1 is replaced with the following:

1.2.1 The selected team shall be nominated in PlayHQ prior to the commencement of the match.

Law 1.4 (Responsibility of captains) is amended to include the following:

Furthermore, Clubs are expected to lead their own players, coaches, parents, spectators and members, who in turn also share the responsibility outlined in this Law.

Law 1.5 (Dress) is created to include the following:

1.5.1 All players will wear predominantly white clothing and in A1 and A2 Grade will wear long white trousers. In finals matches any player not wearing predominantly white clothing shall not be allowed to bowl or field in a position, which in the opinion of the umpire may be distracting to the batter. Shirts or T shirts with large writing on the front and/or coloured sleeves which in the opinion of an umpire could be distracting shall not be regarded as predominantly white even though the area of which may exceed the area of the coloured writing and/or the coloured sleeves.

Exemption To Dress

1.5.2 Clubs will be permitted to wear cricket shirts displaying club colours and featuring sponsorship names and or badges in all grades on the following conditions:

1.5.2.1 The shirt is an official shirt of the cricket club.

1.5.2.2 A proposed draft design of the shirt depicting the proposed colours and insignia be presented and approved by the Hills Cricket Association Executive Committee.

1.5.2.3 The front of the shirt must remain predominantly white whilst displaying all its paraphernalia.

Law 2 – The Umpires

Law 2 shall apply except for the conditions below:

Law 2.1 (Appointment and attendance) is amended with the following text included in addition to the law:

2.1.1 Where no Association umpires attend, the captain of the batting side shall be responsible for the appointment of umpires whilst their team is batting.

2.1.2 Where only one Association umpire is appointed the captain of the batting side shall be responsible for the appointment of a square leg umpire. The appointed square leg umpire will ensure they are clearly identifiable and distinguishable from fielders.

Law 2.2 (Change of umpire) is amended to include the following additional text:

If the fielding side is unhappy with an umpire who is a player, it shall be the responsibility of the fielding captain to notify the batting captain that they wish the umpire to be replaced. Upon receiving the request, the batting captain must oblige immediately.

Participants are reminded that Law 2.7 (fitness for play) defines that it is the umpire (or the captains by agreement if no Association appointed umpire is present) that decide when conditions are not considered safe for play. There is no requirement to stop play during rain and play may commence while rain is falling so long as the umpire determines that it is safe to do so.

Law 3 – The Scorers

Law 3 shall apply in its entirety.

Law 4 – The Ball

Law 4 shall apply except for the conditions below:

Law 4.6 (Specifications) is replaced with the following text:

4.6 The ball used in matches organised by the Association shall be in accordance with the table as follows. The same ball must be used by both teams in each match.

Grade	Ball Type
A1 Grade	Kookaburra Tuf Pitch 156g
A2 Grade	Kookaburra Tuf Pitch 156g
A3 Grade	Kookaburra Tuf Pitch 156g
Senior T20	Kookaburra Pink Jaffer 156g

Law 5 – The Bat

Law 5 shall apply in its entirety.

Law 6 – The Pitch

Law 6 shall apply in its entirety.

Law 7 – The Creases

Law 7 shall apply and is amended to include the condition below:

Law 7.4 (The return creases) is amended to include the following additional text:

- For hosting A1 Grade and Senior T20 matches, the home side will be required to place a mark on each side of the stumps 60cm from the centre of middle stump on the return crease.

Law 8 – The Wickets

Law 8 shall apply in its entirety.

Law 9 – Preparation and Maintenance of the Playing Area

Law9 shall apply in its entirety.

Law 10 – Covering the Pitch

Law 10 shall not apply.

Law 11 – Intervals

Law 11 shall apply in its entirety.

Law 11.2.2 (Duration of intervals) is replaced with, and 11.2.3 created to include the following:

11.2.2 An interval between innings shall be twenty (20) minutes, commencing from the close of an innings until the call of Play for the start of the next innings.

11.2.3 All A1 Grade teams are to provide afternoon tea at each designated home game with the expense to be borne by the home team

Law 11.8.1 and **11.8.2 (Interval for drinks)** are replaced with:

11.8.1 Drinks shall be taken at the midway point of each innings. The midway point is defined as after the completion of 23 overs for A1 Grade matches and 20 overs for A2 and A3 grade matches. Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.

11.8.2 Unless, as permitted in 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batter retires in the over immediately prior to the scheduled drinks interval drinks shall be taken immediately. Variations to timing and the number of drinks intervals are permitted in agreement between umpires and captains if required to manage player welfare, such as for play during hot weather (refer to the *Hot Weather Policy*).

Law 12 – Start of Play; Cessation of Play

Law 12.1 (Call of Play) and **Law 12.9 (Conclusion of match)** shall apply.

Law 12.2–12.8, 12.10-12.11 shall not apply.

The Scheduled Playing Hours, Intervals and Required Overs are listed at the table below:

Grade	Maximum Overs Per Innings	Start Time (First Innings)	Innings Changeover	Start of Second Innings	Scheduled Finish Time	Number of Drinks Breaks (Innings)
A1 Grade	45	12:30pm	20 minutes	3:40pm	6:30pm	1
A2 Grade	40	1:00pm	20 minutes	3:40pm	6:00pm	1
A3 Grade	40	1:00pm	20 minutes	3:40pm	6:00pm	1
Senior T20	20	5:30pm	10 minutes	6:55pm	8:10pm	0

a) Nominal times have been based on an over rate of 3.5 minutes per over and drinks breaks of five (5) minutes. If, based on this over rate, a minor round match has not commenced with sufficient time for the minimum number of overs listed in Law 16 (The Result) to constitute a match with a ten-minute innings changeover, the match shall be abandoned without play.

b) The Tea break shall be taken at the completion of the First Session End Time, or at the completion of the team batting first's innings.

c) Where unforeseen circumstances prevent the side batting first from receiving their entitled overs prior to 3.20pm in A1 Grade or 3.30pm in A2 and A3 Grade, play will continue to allow these overs to be received or until the batting side is dismissed, whichever occurs first.

d) Each team batting first is entitled to receive the maximum overs listed above unless dismissed earlier.

e) The game shall cease once the team batting second has passed the required runs. On the agreement of both Captains the match may continue, however the side batting second can receive no more than the maximum overs per innings.

Note: Account shall be taken where the team batting first did not, as a result of unforeseen circumstances, receive its full entitlement of overs and was not dismissed. It shall be entitled to receive one half of the total number of overs available for play (refer to Allowance for Lost Time) or until it is dismissed, whichever occurs first. The side batting second will then be entitled to receive the same number of overs.

Law 13 – Innings

Law 13 shall apply except for the conditions below.

Law 13.1 (Number of innings) is amended to add the condition below:

13.1.3 Except for the stipulated adjustments due to a weather delay, the captains or umpires may not change the duration of overs for a match without the prior approval of the Association. If the match duration is altered without prior approval the outcome of the match shall be a draw per Law 16.5.2.**Law 13.1.2** is replaced by the below.

13.1.2 Matches where play is delayed due to adverse weather or pitch and ground conditions

One-Day Matches

One-Day Matches where no time is lost to adverse weather or pitch and ground conditions

a) Provided the team batting first is not all out nor declared, they may bat until it has received the maximum overs for the innings. Once received, the innings shall be compulsorily closed.

b) The team batting second shall be entitled to receive the maximum amount of overs, unless dismissed all out or a first innings result is achieved. Play shall then cease for the match.

One-Day Matches where the commencement of play is delayed due to adverse weather or pitch and ground conditions

c) The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by three and a half (3.5) and the resultant nearest whole number shall become the quota of overs for each team in its first innings, provided that the match shall be abandoned without play if play does not commence with sufficient time to allow for the minimum number of overs with a ten minute Innings Changeover.

Example: Play has been underway 45 minutes, and the team batting first has received 12 overs, when rain delays play for 70 minutes. Overs to be bowled = 80 – (70/3.5) = 60. The team batting first is entitled to a further 18 overs. The team batting second is entitled to 30 overs.

One-Day Matches in Major Rounds where play is delayed to adverse weather or pitch or ground conditions

d) Where due to unforeseen circumstances a One-Day finals match is unable to be completed within the prescribed hours of play, the match shall be continued on a reserve day. The reserve day will be determined at the discretion of the Executive Committee.

e) To avoid the need to recommence a game on the reserve day the match may continue past the prescribed hours of play with the agreement of both captains.

f) Where agreement is not reached between both captains to extend the hours of play then play shall cease at the prescribed time and recommence on the reserve day.

g) Where both captains agree to extend the hours of play the game must continue until a result is achieved or until the playing conditions are unsuitable for play as set out under the Laws of Cricket.

h) Play must not extend beyond 6.30pm on the reserve day. Where a result has not been reached by 6.30pm on the reserve day, refer to Law 16 (The Result).

Senior Grades – T20 Matches

If the commencement of play is delayed due to pitch, ground, weather or light conditions

i) The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by seven (7) and the resultant nearest whole number shall become the quota of overs for each team in its first innings, provided that the match shall be abandoned without play if play cannot commence with sufficient time to play five (5) overs per innings with a ten (10) minute changeover.

j) Any shortened match must finish no more than 150 minutes after the scheduled start time

When the first innings of the team batting first is compulsorily declared

k) The team batting second shall be entitled to receive in its first innings the quota of overs applicable to the match (unless the innings is terminated beforehand), and if on completion of the quota the innings has not been completed, it shall be compulsorily declared.

l) Teams are to ensure they bowl their allotment of overs within seventy (70) minutes

m) A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

n) All matches in which both teams have not had an opportunity of batting for the minimum number of overs, shall be declared a draw.

Law 13.4 (The toss) is replaced with the below:

13.4 The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires (where an Association Umpire is appointed) not earlier than 20 minutes, nor later than 10 minutes before the scheduled time for commencement.

13.4.1 Any team whose captain is not prepared to toss 10 minutes prior to the commencement of play, shall forfeit the right to toss and the opposing team shall be deemed as having won the toss.

Law 13.6 (Slow over rates) is created with the below.

For matches in A Grade and Senior T20 Penalties for slow over rates shall apply.

13.6.1 If at the conclusion of the over in progress at the expiration of the quota time, the bowling team has not completed the quota of overs, six (6) runs shall be added to the score of the batting team for each over in the quota that they have failed to complete. In all cases, the full quota of overs shall still be completed.

Note: Subject to the right of either team to enter a protest to the independent umpire (if appointed) shall determine what are unforeseen circumstances and the duration of the same within this rule.

Law 14 – The Follow-on

Law 14 shall not apply.

Law 15 – Declaration and Forfeiture

Law15 shall not apply.

Law 16 – The Result

Law 16 shall apply and is amended to add the conditions below

Law 16.1 (A win – two-innings match) shall not apply in senior matches due to the one-day match format

Law 16.2 (A win – one-innings match) shall be replaced with the following:

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (i.e. 'Win on Forfeit),

i) A result can be achieved only if both teams have had the opportunity of batting for the minimum overs in the table below, unless one team has been all out in less than that minimum overs or unless the team batting second scores enough runs to win in less than the minimum overs

ii) All matches in which both teams have not had an opportunity of batting for the stated minimum overs, shall be declared a No Result.

Grade	Minimum Overs
A1 Grade, A2 Grade, A3 Grade	20
Senior T20	5

*The following shall be added to **Law 16.3.1 (a match shall be lost by a side which)**:*

16.3.1.3 does not have at least seven (7) players present within 30 minutes after the scheduled start time for commencement of the match.

The following shall replace ***Law 16.5 (All other matches – A Tie or Draw)***

16.5.1 A Tie

If the match is a Tie,

a) Relative to all senior matches excluding Senior T20, in all minor round matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

b) Relative to Major Round matches, other than Senior T20, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, in the event of a tie in a Semi Final the team which finished higher on the minor premiership list will be declared the winner and will progress to the Grand Final. In the event of a tie in a Grand Final the two teams shall be joint winners of the competition.

c) Relative to all Senior T20 matches, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, a "Super Over" shall occur.

16.5.1.1 "Super Over"

The "Super Over" shall occur as follows:

a) Subject to weather conditions the "Super Over" will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.

b) The "Super Over" will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the reverse order to the main match. The umpires shall not change ends. The fielding side shall choose which end to bowl from.

c) Prior to the commencement of the "Super Over" each team shall select three (3) batters and one (1) bowler who shall already have played in the match and the selected players shall be given in writing to the umpires.

d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.

e) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both team's "extra" over.

f) The loss of two (2) wickets in the over ends the team's one (1) over innings.

g) In the event of the teams having the same score after the "Super Over" has been completed, the "Super Over" shall be repeated until a winner is obtained.

"Super Over" not possible

h) In Minor Round matches, if the minimum number of overs has been bowled to constitute a match (five (5) overs per team) and circumstances make a "Super Over" impossible (both in the case of an initial or repeated "Super Over"), the match shall be declared a tie.

i) If circumstances make a "Super Over" impossible (both in the case of an initial or repeated "Super Over") in the Grand Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

16.5.2 A Draw

All matches in which both teams have not had an opportunity of batting for the below minimum of overs, shall be declared a draw, unless the team batting second achieves a result in less than the minimum overs.

16.5.2.1 Definitions of Drawn and Abandoned Matches

a) An abandoned match shall be one where no play has been possible.

b) A drawn match shall be one where no other result has been achieved in a commenced match, and the minimum overs required to constitute a match has not been reached as playing time has been lost due to ground, pitch, weather or light conditions.

16.5.2.2 Minor Round Matches that are Drawn, Abandoned or No Result

a) Any Minor Round Match that satisfies the criteria of 16.2 shall be awarded points as outlined in 7.1 for a 'No Result'.

16.5.2.3 Major Round Matches that are Drawn, Abandoned or No Result

a) In all senior grades other than T20, the day following the scheduled day shall be available as a reserve day.

i) In the event of the scheduled finals day being abandoned due to the Adverse Weather Guidelines, the match will be played the following day under the same conditions.

ii) In the event of the scheduled day of the Grand Final being partially interrupted due to inclement weather (at least 30 minutes of play lost), stumps may be drawn at the scheduled finish time in Law 12 and play will recommence at the usual scheduled start time the following day.

b) 'Allowance for Time Lost' in Law 12 (which details the reduction of overs if the start of play being delayed due to pitch, ground, weather or light conditions) will not apply to the scheduled day of the Grand Final but will apply to the reserve day if the scheduled day of the Grand Final is abandoned in full and the start of play on the reserve day is delayed.

c) The replacement of players will not be permitted in the event that the Grand Final utilises the reserve day, unless the match is abandoned without play on the scheduled finals day in i) above.

d) If playing conditions prevent either side from gaining a first innings win including where a reserve day has been utilised or in Senior T20, the match shall be awarded to the team which finished higher on the minor premiership list.

Law 16.6.1 means that as soon as a result is reached, such as the winning runs being scored or final wicket being taken, the match is ended. Law 16.9 also details the methods allowed to correct mistakes in scoring.

Law 17 – The Over

Law 17 shall apply in its entirety in addition to the below.

Law 17.6 (Bowler changing ends) is amended to include the following:

In Senior T20 matches, overs can be bowled in five (5) over blocks from each end.

Law 17.9 (Over limitations) is created with the following:

a) No bowler can bowl greater than the maximum number of overs in a spell or innings listed in the table below.

Grade	Max. Overs Per Innings
A1 Grade	9
A2 Grade	8
A3 Grade	8
Senior T20	4

b) If due to delays fewer than the scheduled overs are played, no bowler can bowl more than 20% of the allocated overs. If a delay occurs after starting, overs bowled prior to the reduction are included in the 20% maximum calculation.

c) Restrictions on the number of overs per spell and total overs per day by bowlers under the age of 19 are as follows:

Player Age	Max. Overs per Bowling Spell	Max. Overs per Day
Under 19	Six	Eighteen
Under 17	Six	Sixteen
Under 15	Five	Twelve
Under 13	Four	Eight
Under 11	Two	Four

** These guidelines shall not override the conditions outlined in the remainder of this Law 17, meaning that bowlers are still subject to the maximum amount of overs per innings.*

d) For the purpose of c), the age of the bowler is determined from their age on the day which they are bowling. That is, a player who turns 19 partway through the season is no longer subject to the junior bowling restrictions after their birthday.

e) The maximum overs per day specified in c) are the sum of overs bowled in all games currently underway and previously played on that day.

f) Having completed a spell, a bowler subject to the Junior Bowling Restrictions must rest for the longer of the same number of overs from the same end as the completed spell or 20 minutes before bowling again.

g) The Junior Bowling Restrictions apply equally to all bowlers regardless of the pace of the bowling.

h) The responsibility in restricting the number of overs bowled by bowlers under 19 years of age lies the with bowler's captain.

i) Each Club will be required to indicate the age of any player who is under 19 to the opposition Captain prior to the match.

Law 18 – Scoring Runs

Law 18 shall apply in its entirety.

Law 19 – Boundaries

Law 19 shall apply except for the conditions below.

Law 19.1 (Determining the boundary of the field of play) is replaced with the condition below:

19.1.1 Grounds shall have the scoring boundary thereof defined by a clearly visible continuous white line with cones or other raised markers fixed or placed at regular intervals of no more than twenty (20) metres. The boundary shall be a minimum of three (3) yards (2.74 metres) inside any sightscreens, perimeter fencing, advertising signs or other obstructions.

19.1.2 Boundary Sizes shall be determined from the table below.

Grade	Format	Boundary Size	Measurements
A1 Grade, A2 Grade, A3 Grade, Senior T20	All	150 metres long, 130 metres wide	N/A

Law 20 – Dead Ball

The following shall apply in addition to or replacing Law 20 as appropriate.

(a) A ball shall be dead if it hits the straps within the confines of the matting or the ends of the matting or lands on the concrete between the matting and shall be called dead by the umpire and the bowler shall receive another ball.

Law 21 – No Ball

Law 21 shall apply except for the conditions below.

Law 21.7 (Ball bouncing more than once, rolling along the ground or pitching off the pitch) is replaced with the following:

21.7 The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once or rolls along the ground before it reaches the popping crease, or
- pitches wholly or partially off the pitch as defined in Law 6.1 (area of pitch) before it reaches the line of the striker's wicket.

Law 21.14 (Penalty for a no ball) shall be amended to include the following for A1 Grade and Senior T20 matches only.

- In A1 Grade matches, for any 'No ball' with the exception of ***Law 21.7 (ball bouncing more than once, rolling along the ground or pitching off the pitch),*** *the delivery following shall be a free hit for whichever batter is facing it.*
- In Senior T20 matches, for any 'No ball' with the exception of **Law 21.7** and **Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries)**, the delivery following the No ball shall be a free hit for whichever batter is facing it.

Relative to all deliveries that are determined to be a 'Free Hit';

- If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become the free hit for whichever batter is facing it.
- For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a "Wide ball". Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or to correct a fielding position breach which was the reason for the No ball and free hit being awarded.
- The bowler's end umpire will signal a free hit by (after the normal No ball signal) extending one (1) arm straight upwards and moving it in a circular motion.

Law 21.18 (Ball bouncing over head height of striker) *is created with the following,*
The umpire shall call and signal No ball for any delivery which, after landing, passes or would have passed over head height of the striker standing upright at the popping crease.

A reminder that Law 21.18 details that deliveries bouncing over the head of the striker are a no ball, rather than a wide as often seen in international matches. This means that if the striker makes contact with a ball bouncing over their head and it is called no ball, Law 21.10 means they cannot be given out (except by being run out, obstructing the field or hitting the ball twice). Law 41 – Unfair Play outlines the process for short-pitched deliveries that are below head height, but above shoulder height.

Law 22 – Wide Ball

The following shall apply in addition to or replacing Law 22 as appropriate.

Law 22.1 (Judging a Wide) shall apply for the interpretation of 'Off Side' wides in all grades. The following shall apply in each respective grades for 'Leg Side' wide interpretation.

Law 22.1 (Judging a Wide) (A1 Grade, Senior T20)

In A1 Grade matches, any delivery passing the striker's wicket on the leg side without any contact with the striker shall be a wide unless,

- The ball passes between the striker and the stumps, The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
- The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.

Law 22.1 (Judging a Wide) (A2 Grade)

In A2 Grade matches, only one delivery per over may pass between the batter's stump on the legside, but sufficiently within reach (in accordance with 22.1.2), unless

- The ball passes between the striker and the stumps, The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
- The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.

The umpire at the bowler's end shall advise the bowler and batter on strike when this has occurred. A wide will be called in the event of a bowler bowling any further deliveries as described above in the same over.

For the avoidance of doubt, any delivery bowled prior to the above 'one delivery' that would be adjudged as a wide down leg side per Law 22.1 (i.e. beyond leg stump and not within sufficient reach) but shall not be considered their 'one delivery'.

Law 22.1 (Judging a Wide) (A3 Grade)

In A3 Grade matches, both off side and leg side words shall be adjudged per Law 22.1 of the MCC Laws, which is included below.

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke

Law 23 – Bye and Leg Bye

Law 23 shall apply in its entirety.

Law 24 – Fielder's Absence; Substitutes

Law 24.1 (Substitute fielders) shall apply. **Law 24.2 (Fielder absent or leaving the field of play)** is replaced with the below. **Law 24.3 (Penalty time not incurred)** shall not apply. **Law 24.4 (Player returning without permission)** shall apply.

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, are they to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

- an umpire shall be informed of the reason for this absence.
- They shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- They shall be permitted to bowl, once returning to the field of play.

Law 25 – Batter's Innings; Runners

Law 25 shall apply in its entirety.

Law 26 – Practice on the Field

Law 26 shall apply in its entirety.

Law 27 – The Wicket-Keeper

Law27 shall apply in its entirety.

Law 28 – The Fielder

Law 28 shall apply and is amended to include the following:

Law 28.7 Restrictions on the placement of fielders is created with the following

28.7.1 For one-day and T20 matches only, a 30-yard (27.4 metres) fielding circle is to be marked around the pitch. The fielding circle should be clearly marked in a fashion which will not interfere with play such as by a continuous white line or a series of plastic/rubber discs at 5 metre intervals.

28.7.2 In one-day matches, at the instant of the bowler's delivery, no more than two fielders during the first ten (10) overs of the innings, or five fielders in the remaining thirty-five (35) overs shall be outside the marked fielding circle. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

28.7.3 In T20 matches, at the instant of the bowler's delivery, no more than two fielders in the first six (6) overs, or five fielders in the remaining fourteen (14) overs shall be outside the marked fielding circle. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

28.8 Restricted fielding area for players aged less than 18 years

28.8.1 Any player that is aged less than 18 years is prohibited from fielding any closer than 10 metres from the bat in front of the wicket (i.e. unless acting as a wicketkeeper or fielding in the Slips or a Gully position).

28.8.2 No player may enter this restricted area until the ball:

- Is hit by the batter, or
- strikes the body, or
- strikes the equipment of the batter, or
- passes through to the wicket-keeper.

Law 29 – The Wicket is Broken

Law 29 shall apply in its entirety.

Law 30 – Batter out of His/Her Ground

Law 30 shall apply in its entirety.

Law 31 – Appeals

Law 31 shall apply in its entirety.

Law 32 – Bowled

Law 32 shall apply in its entirety.

Law 33 – Caught

Law 33 shall apply in its entirety.

Law 34 – Hit the Ball Twice

Law 34 shall apply in its entirety.

Law 35 – Hit Wicket

Law 35 shall apply in its entirety.

Law 36 – Leg Before Wicket

Law 36 shall apply in its entirety.

Law 37 – Obstructing the Field

Law 37 shall apply in its entirety.

Law 38 – Run Out

Law 38 shall apply in its entirety.

Law 39 – Stumped

Law 39 shall apply in its entirety.

Law 40 – Timed Out

Law40 shall apply in its entirety.

Law 41 – Unfair Play

Law 41 shall apply and is amended to include the following:

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall be replaced with the below:

41.6.1 A bowler shall be limited to one (1) delivery per over which, after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.

41.6.2 The umpire at the bowler's end shall advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.

41.6.3 In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal a "No ball" on each occasion.

In **Law 41.7 Bowling of dangerous and unfair non-pitching deliveries,** Law 41.7.1 is amended to the following and the remainder of Law 41.7 shall not apply.

41.7.1 any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, shall be called and signalled No ball by the Umpire.

Law 42 – Player's Conduct

The following shall replace Law 42 in its entirety.

All players shall comply with the relevant Codes of Behaviour listed in Part IV. In the case of a breach, the Process for Reports of Breaches of Laws and By-Laws is to be followed.

BY-LAWS IV – SUPPORTING POLICIES AND DOCUMENTS

Adverse Weather Guidelines

The Association shall adopt and endorse the 'SACA Community Competitions - Adverse Weather Guidelines". Further to these guidelines, the Association's rule for calling off games due to heat is as follows:

Age Group	Temperature Reading Location	Temperature Threshold	Morning / Afternoon Matches Rule	Evening Matches Rule
Senior Grades	Mount Barker	40 degrees	Forecast update the afternoon prior to match day (approx. 4:15pm) meets or exceeds the threshold	Forecast update the morning of scheduled match day (approx. 5:30am) meets or exceeds the threshold
Junior Grades	Heathfield	36 degrees	Forecast for 10:30am on the match day, published on the BOM weather app from 5:00pm the day before match day meets or exceeds the threshold	Forecast for 5:30pm on the match day, published on the BOM weather app from 9:00am on match day meets or exceeds the threshold
The following shall apply if declared, regardless of the above.				
All	Mt Lofty Ranges Fire Ban District	Catastrophic	Fire Danger rating declared prior to match day	

Matches shall be determined by the forecast at the link below:

- **Adelaide Forecast -** http://www.bom.gov.au/sa/forecasts/adelaide.shtml
- **Mt Lofty Ranges Fire Danger Rating -** https://www.cfs.sa.gov.au/warnings-restrictions/restrictions/total-fire-bans-ratings/

Process For Reports of Breaches of Laws & By-Laws (Disciplinary Process)

The Association shall adopt and endorse the "SACA Community Competitions - Disciplinary and Match Protest Guidelines" (For Initial Determinations by the SACA Competition Experience Team) that will apply to all matches organised and played within this Association.

Association Umpiring Guidelines

a) Independent umpires shall be under the control of the Umpires' Director, who shall be elected at the Annual General Meeting and who shall be responsible to the Executive Committee. Rates of remuneration for the Coordinator and for match umpires shall be set prior to the commencement of the season by the Executive Committee in liaison with the Director.

b) Independent umpires will be appointed to matches at the discretion of the Umpires' Director, with preference given to A1 games.

c) Where no independent umpire is allocated or available, an umpire shall be appointed by the Captain of the team batting for the time being, subject to the right of the captain of the fielding team to require any umpire so appointed to be removed or to decline to allow any umpire so appointed to take charge of a game.

d) The Executive Committee may require Clubs with teams not playing in final round matches to nominate Umpires for finals matches and any Club which fails to nominate Umpires by dates specified by the Executive Committee or nominates persons who in the opinion of the Executive Committee are not as competent Umpires as the Club could have nominated then that Club shall be penalised in such manner as the Executive Committee may determine. A team losing a first Semi Final match shall be required to provide an umpire to nominate in a Grand Final match if required by the Executive Committee.

e) Persons nominated as umpires for finals matches approved by the Executive Committee shall not be changed either before or during a game without the approval of the Executive Committee and the Club shall cause such players nominated or approved to officiate in such games as shall be specified by the Executive Committee.

f) Where an independent umpire is in attendance the responsibility of recording the time at which play started and the duration of any break during play shall belong to that umpire. At the conclusion of each day the umpire shall also sign both scoring books, unless one book has been substituted for an electronic scoring device.

Sub-Committees

Life Membership Criteria

1. **Criteria**
2. **Checklist for Association Level Service**
3. **Checklist for Club level service**
4. **Additional information**

Alcohol Policy

a) There shall be no alcohol, cigarettes or illegal drugs consumed on any playing arena while a match is in progress.

b) No alcohol shall be consumed by members of the Association on such grounds as may be designated by the Executive Committee from time to time and without prejudice to the generality thereof shall include all grounds the property of the Crown or any instrumentality of the Crown.

Note: In the event of any complaint being received by the Executive Committee concerning the state of the ground or surrounds (general rubbish) the cost associated with the clean up will be charged to the participating clubs.

Community Cricket Concussion Guidelines

The Association shall adopt and endorse the "Australian Cricket Community Cricket Concussion and Head Trauma Guidelines" Version 5.0, that will apply to all players and umpires participating in any training, matches and competitions organised or related to this Association.

Junior Rules of the Association

Objective

- Our Objective is that all players playing junior cricket in our association are given a chance for equal participation in each game.

Interpretation

- These By-Laws are to be read in conjunction with the Hills Cricket Association Match Rules and By-Laws which also apply to the Junior competitions.
- In the event that there is a conflict between the provisions of the Junior By-Laws and the Hills Cricket Association Match Rules and By-Laws the Junior By-Laws take precedence.
- On matters where the Junior By-Laws are silent the Hills Cricket Association Match Rules shall apply.

Player Eligibility

The following age limitations apply in each grade:

- Under 12 - Players must be Under 12 years on 1st September of the commencing season.
- Under 14 - Players must be Under 14 years on 1st September of the commencing season.
- Under 16 - Players must be Under 16 years on 1st September of the commencing season.

Overage Permits

- Provision exists for a permit to be granted to a player to play in a certain grade, notwithstanding that the player may be over age on the 1st September.
- Permit requests must be made in writing to the HCA Junior Coordinator, including date of birth, known playing history and any other information required to support the request.
- All permit requests will be reviewed by the Junior coordinator against guidelines provided by the HCA Executive, and those meeting the criteria will be referred to the HCA Executive for approval. The Junior Coordinator may in their discretion also refer permit requests outside the guidelines for consideration by the HCA Executive.
- Any permit granted may be subject to conditions as the HCA Executive in its discretion.
- An over age player is not permitted to play in the lower grade until confirmation that the permit has been approved and details of any conditions imposed have been provided.
- Any permits granted may be revoked at any time.
- Details of all permit requests, including the request date, the name of the person making the request, and the recommendation made to the HCA Executive will be recorded by the Junior Coordinator. The HCA Executive will maintain records of all permit requests granted, along with details of any conditions imposed.
- Guidelines for use in assessing permit requests:
    - Player should not have previously played representative cricket or won performance trophies in the grade for which the permit is sought.
    - Player should be no more than 6 months outside the age limitation of the grade for which the permit is sought.
    - Player should not have played more than one previous season in the grade for which the permit is sought.
    - Players at a disadvantage (e.g. developmental, physical or mental disability) should be given special consideration.
- Subject to amendment by the Permit Committee, the following conditions will apply to players who are granted a permit.
    - Must retire out at the end of the over having reached 20 runs and cannot return.
    - Makes 20 runs three times in a season and the permit is revoked.
    - Must stop bowling following the completion of the over in which their second wicket is taken
    - Takes 2 or more wickets three times in a season and the permit is revoked.
    - No specific fielding restrictions affecting the permit.

Two Teams in the Same Grade

- In Under 14 or Under 16 grades a squad for each team must be nominated to the association prior to the commencement of Round 3 and not interchanged for the remainder of the season (including finals) without the approval of the Junior Sub-Committee. For players' commencing after Round 3 the club is required to advise the Junior Sub-Committee of their allocated team. This is not required for Under 12 grade.

Match Balls

Use of the following balls is required in each grade.

- Under 10 – soft (eg. Kookaburra Soft-a-Ball, Easton Incrediball Junior, or equivalent)
- Under 12 – hard 2-piece 142g (eg. Kookaburra Tuf-Pitch, or equivalent)
- Under 14 – hard 2-piece 156g (eg. Kookaburra Tuf-Pitch, or equivalent). For rounds one, two, the final minor round and all finals a Pink ball (eg. Kookaburra Jaffer) shall be used. A red ball is to be used for other matches.
- Under 16 – hard 2-piece 156g (eg. Kookaburra Tuf-Pitch, or equivalent)

Helmets

- All batters must wear a helmet when batting. The wicket-keeper must wear a helmet at all times.

Playing Conditions

- The following playing conditions apply to all games, however for a one-innings game (ie, a scheduled one-day game, or when no play has been possible on the first day of a two-day game) the figure in brackets is to be applied in place of the original number stated.

Playing Times

- No match shall occupy more than 80 (40) overs.
- Mornings: Start 9:00am – Drinks at 10:10am until 10:20am. Finish 11:30am or at the completion of 40 overs whichever occurs first.
- Evenings: Start 5.00pm, – Drinks at 6:10pm until 6:20pm. Finish 7.30pm or at the completion of 40 overs whichever occurs first. (Note: Start time may be negotiated between two competing teams in advance if allowance needs to be given for travelling, etc as long as sufficient light is available for the completion of 40 overs)
- For each change of innings on any day, the number of overs to be bowled is to be reduced by three, except where there is a change of innings during the drinks break. Note: For one-innings games the drinks break is to be taken at the change of innings.

Duration of Innings

- If not dismissed earlier, the team batting first must declare its innings closed after 40 (20) overs or at the end of the first day's play, whichever occurs first. The team batting second, if not dismissed earlier, shall be entitled to bat for the same number of overs received by the team batting first before it shall declare its innings closed.
- In Under 14 and Under 16 grades if the team batting first is dismissed before the completion of its entitled number of overs, the team batting second, if not dismissed earlier, shall be entitled to bat for the balance of the overs not used by the team batting first, plus its entitlement of overs and must then declare.
- Note: In a one-innings game the maximum number of overs a team can receive is limited to 20 and the paragraph above does not apply.
- In Under 12 grade if the team is dismissed before the completion of its entitled number of overs, they shall continue to bat for the balance of the overs not used (with scores taken) by returning dismissed batter in reverse order of the scores they achieved. In this situation the score when the team is all out (i.e. 8 wickets have fallen in a 9 a side game) is the score used to determine the match result notwithstanding that the team score will continue past that score as a result of continuing to bat on.

Allowance For Time Lost

- Where playing time is lost due to unforeseen circumstances the number of minutes lost shall be divided by three and a half and rounded to the nearest whole number. The resulting number shall be deducted from the maximum allotted overs to determine the minimum number of overs to be bowled.
- Account shall be taken where the team batting first did not, as a result of unforeseen circumstances, receive its full entitlement of overs and was not dismissed. It shall be entitled to receive one half of the total number of overs available for play or until it is dismissed, whichever occurs first. The side batting second will then be entitled to receive the other half of the available overs (plus in a two-innings game, any overs remaining where the side batting first is dismissed prior to having received its half of the total number of overs available.
- The deduction of three overs per change of innings does not apply in these circumstances.
- Example: Play has been underway in a two-day game for 45 minutes, and the team batting first has received 12 overs, when rain delays play for 70 minutes. Overs to be bowled = 80 – (70/3.5) = 60. The team batting first is entitled to a further 18 overs. The team batting second is entitled to 30 overs.
- Play shall be abandoned when insufficient time remains for both teams to receive at least 15 overs during the course of the entire match.

Determination Of Result

- The team which scores the greater number of runs on its first innings shall be declared the winner on the first innings except in the case that the team batting second, not being the winner, has not been dismissed and unforeseen circumstances prevented that team receiving its full entitlement of overs, the result then being a draw.

Player Restrictions

In order to increase the opportunity for players to take part in all aspects of the game and to minimise the risk of injury, the following restrictions apply to batting, bowling and fielding.

Batting Retirements

Batters must retire (at the end of the over) when they reach the following score in each grade.

- Under 12 - 30 runs
- Under 14 - 50 runs
- Under 16 - 100 runs

Batters may be retired at any time to give other players the chance to bat. Retired batters may only resume their innings once all other players have batted. Batters who have been retired before reaching the maximum retirement score (above) can resume their innings in an order at the discretion of the coach. Batters who have been retired at the maximum score can only resume batting once all other batters are out.

Bowling Restrictions

- The maximum number of overs a player may bowl in each grade are as follows:
    - Under 12 – 3 overs maximum per spell, 5 overs maximum per innings, a break between spells of double the overs bowled in the first spell.
    - Under 14 – 4 overs maximum per spell, 7 overs maximum per innings, a break between spells of double the overs bowled in the first spell.
    - Under 16 – 6 overs maximum per spell, 6 overs maximum per innings
- In Under 14 and Under 16 grades the above limits will reset after the completion of 40 overs for the side bowling second in the event that more than 40 overs are able to be bowled due to the first innings not lasting for the full allocation.

For example: If, as a result of the early dismissal of the side batting first the second team is able to bat for 60 overs, an Under 14 bowler may bowl their full allocation of 5 overs in the first 40 overs of the innings and may bowl further overs in the final 20 overs to be bowled. The rules relating to maximum overs in a spell and minimum overs between spells are not altered.

Teams are to make a genuine attempt to dedicate at least 20% of the total overs to spin bowling.

Number of Players

The number of players per team shall be as follows:

- Under 12 – 9 players (8 wickets is all out)
- Under 14 – 9 players (8 wickets is all out)
- Under 16 – 11 players (10 wickets is all out

These numbers dictate the number of players who may field at any point in time and also the number of wickets to fall for a team to be "all out" notwithstanding that a greater number of players may be named to play in accordance with the following paragraph.

The Replacement Player Rule (By-Law 23) shall not apply in junior cricket. Instead, there shall be no restriction on the number of players who can be named to play. Any named player may bat or bowl.

Fielding Restrictions

- The practice of fielding close to the batter demands more by way of judgement, concentration and reflexes than underage cricketers can reasonably be expected to possess.
- If, at the time of delivery any players other than the wicket-keeper and slips fielders are closer than 10 metres from the bat, the umpire at either end should signal and call "dead ball" and the delivery shall be re-bowled.
- Except in the case of injury, the wicket-keeper may only be changed once during play and this to be done during the drinks break.

Modified Law Interpretations (No Balls, Wides, And LBW)

No Balls

In all grades, a delivery is to be called a no ball if:

- A full-toss would have passed the batter above waist height in their normal batting stance or b. a short-pitched ball would have passed the batter above shoulder height
- In Under 16 grade, no balls are re-bowled, in Under 14 grade no balls are re-bowled up to a maximum of 8 balls in the over, in Under 12 grade no balls are not re-bowled.
- Law 41.7 of the Laws of Cricket shall apply in U14 and U16 grades with the amendment that the bowler shall be suspended from bowling in the innings once three dangerous full toss deliveries above waist height have been delivered in an innings, however Law 41.7 does not apply in U12 grade.

Wides

- In Under 14 and Under 12 grades, wides are scored as 1 run to the batting side.
- In Under 12 wides are not re-bowled.
- In U14 wides are re-bowled up to a maximum of 8 balls in an over.
- In Under 16 wides are scored and re-bowled in accordance with the Laws of Cricket.

LBW

The LBW law is to be applied in the following manner in each grade

- Under 12 – No LBW - umpires to educate batters on LBW law
- Under 14 – Full LBW - the LBW law applies as in senior cricket
- Under 16 – Full LBW – the LBW law applies as in senior cricket.

Modified Playing Conditions

Under 12

- All overs are to be bowled from the same end to speed up play.
- The pitch length is to be 18 metres long. Chalk or tape is to be used to mark the crease at the bowler's end. The crease is to be marked 1.2 metres from the bowlers end stumps. A set of spring-loaded stumps are to be used at the bowlers' end due to the shorter than normal pitch length.

Under 14

- Rather than bowling overs from alternate ends the bowling end shall change only after every five overs to speed up play.

Premiership Points

- In Under 12 no premiership points are awarded.
- In Under 14 premiership points are awarded for the first innings only. No outright results are allowable.
- In Under 16 premiership points are awarded for both innings. Outright results are allowable.

- The points structure is as follows:

Format	Match Result	Points Awarded	
		Under 14	Under 16
Two-Day	Won Outright & Won First Innings	4	8
Two-Day	Won Outright & Tie First Innings	6	6
Two-Day	Won Outright & Loss First Innings	4	4
Two-Day	Tie Outright & Win First Innings	6	6
Two-Day	Tie Outright (& Tie First Innings)	4	4
Two-Day	Tie Outright & Loss First Innings	2	2
Two-Day	Lost Outright & Won First Innings	4	4
Two-Day	Lost Outright & Tie First Innings	2	2
Two-Day	Lost Outright & Lost First Innings	0	0
Two-Day, One-Day	Won First Innings, No Further Result	4	4
Two-Day, One-Day	Tie First Innings, No Further Result	2	2
Two-Day, One-Day	Lost First Innings, No Further Result	0	0
Two-Day, One-Day	Forfeit Win, Won by Disqualification	4	4
Two-Day, One-Day	Forfeit Loss, Lost by Disqualification	0	0
Two-Day, One-Day	No Result, Draw, Cancelled	2	2
Two-Day, One-Day	Bye	0	0

Quotient (Runs For divided by Wickets Lost) / (Runs Conceded divided by Wickets Taken)

- Where teams finish on equal points ladder position shall be decided by a quotient system.
- In the event of two or more teams having an equal number of points their positions on the premiership list shall be determined according to percentage which shall consist of the number of runs scored by that team per wicket lost by it expressed as a percentage of the number of runs scored against the team per wicket taken by it. Players shown as absent shall be deemed out and a wicket captured. Players retired shall not be deemed a wicket captured and should be recorded as "Retired Not Out" within PlayHQ.
- For example, if a team scored 2,000 runs and lost 100 wickets and had scored against it 3,000 runs and it took 100 wickets then the percentage would be calculated as follows: 2000/100 ÷ 3000/100 x 100 = 66.6%

Finals

- In Under 14 and Under 16 grades, finals games shall be played at the conclusion of the minor round between teams in the following positions on the premiership lists:
  - Round 1 (Semi Finals) - 1st v 4th, 2nd v 3rd
  - Round 2 (Grand Final) - Winners of each game in Round 1
- Note: If playing conditions so affects a finals match as to prevent either side from gaining a first innings win the match shall be awarded to the team which finished higher on the minor premiership list. To qualify for finals a player must have taken part in 6 playing days.