The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Table of Contents

1 THE PLAYERS 4
2 THE UMPIRES 7
3 THE SCORERS 14
4 THE BALL 14
5 THE BAT 16
6 THE PITCH 18
7 THE CREASES 20
8 THE WICKETS 21
9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA 22
10 COVERING THE PITCH 25
11 INTERVALS 26
12 START OF PLAY; CESSATION OF PLAY 27
13 INNINGS 30
14 THE FOLLOW-ON 33
15 DECLARATION AND FORFEITURE 33
16 THE RESULT 34
17 THE OVER 40
18 SCORING RUNS 42
19 BOUNDARIES 46
20 DEAD BALL 50
21 NO BALL 54
22 WIDE BALL 59
23 BYE AND LEG BYE 61
24 FIELDER'S ABSENCE; SUBSTITUTES 62
25 BATTER'S INNINGS 65
26 PRACTICE ON THE FIELD 70
27 THE WICKET-KEEPER 72
28 THE FIELDER 74

29 THE WICKET IS BROKEN 79
30 BATTER OUT OF HIS/HER GROUND 81
31 APPEALS 82
32 BOWLED 84
33 CAUGHT 84
34 HIT THE BALL TWICE 86
35 HIT WICKET 87
36 LEG BEFORE WICKET 88
37 OBSTRUCTING THE FIELD 89
38 RUN OUT 91
39 STUMPED 93
40 TIMED OUT 94
41 UNFAIR PLAY 94
42 PLAYERS' CONDUCT 112
APPENDIX A 115
APPENDIX B 122
APPENDIX C 126
APPENDIX E 130
APPENDIX F 133
APPENDIX G 134
APPENDIX H 136
APPENDIX I 137
APPENDIX J 138

2024/25 NICC Male and Female T20 Playing Conditions

Incorporating the MCC Laws of Cricket 2017 Code

3rd Edition 2022

NOTE: Cricket Australia shall appoint a Tournament Referee who may meet with the umpires and captains prior to the commencement of the match to secure uniform interpretation of these Playing Conditions (unless otherwise specified) and to adjudicate, if necessary, should there be any dispute.

1 THE PLAYERS

1.1 Number of players

1.1.1 In the male and female National Indigenous Cricket Championships (**National Championship**):

1.1.1.1 a match is played between two sides, each of twelve players, one of who shall be captain; and

1.1.1.2 only 11 players shall be permitted to bat in each innings; and

1.1.1.3 only 11 players shall be permitted to field at any one time; but

1.1.1.4 all 12 players may bat and bowl in the match.

1.1.2 A maximum of 14 players can be used throughout the National Championship unless a replacement player is:

1.1.2.1 included through clause 1.2.3;

1.1.2.2 approved by the National Championship Technical Committee due to injury or exceptional circumstances (determined in the absolute discretion of the National Championship Technical Committee); or

1.1.2.3 acting as a Concussion Substitute (managed in accordance with Appendix C).

Final squad lists must be submitted to Cricket Australia prior to the tournament.

Registered Players

1.1.3 A player will be deemed eligible to play in the National Championships, provided they satisfy the below eligibility requirements:

1.1.4 The player must:

1.1.4.1 Identify as Aboriginal or Torres Strait Islander:

1.1.4.2 Be a registered player in PlayHQ: and

1.1.4.3 Be a registered and playing member of an affiliated State or Territory Cricket Association,

as at the first day of play in the National Championship

1.1.4.4 State and Territory Cricket Associations are eligible to select players who are both a registered and playing member of an affiliated association within their State or Territory as at 1 December 2024.

1.1.4.5 With prior written approval from Cricket Australia and the relevant State or Territory Cricket Association, a player not selected in their State or Territory Squads as of 1 December 2024, will be eligible to participate for another State or Territory Cricket Association Team.

NOTE: *In recognition of the Northern Territory (NT) Premier Cricket being held from April to October, players who play four games within the NT Premier Cricket competition can elect to play for the NT at the next National Indigenous Cricket Championships. This includes players born in the NT or are part of the NT Pathway Program. Players who fit this criteria will require approval from Cricket Australia.*

1.1.5 Failure to comply with any of the eligibility requirements in the above clauses will result in a loss of all match points earned in matches in which the offending player participated.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate his/her players (including the selected emergency fielder/s) in writing to the match umpires before the toss. No player may be replaced after the nomination without the consent of the opposing captain, apart from the Concussion Substitute which will be managed in accordance with Appendix C.

> **NOTE:** The captains are not required to nominate the Concussion Substitute/s at this time. Concussion Substitute/s will be managed on a case by case basis in accordance with Appendix C.

1.2.2 The 12th player, or any other emergency fielder, must wear a distinguishing top from the players on the field when walking inside the fence but outside the boundary rope.

1.2.3 Should any player playing in a match be required by Cricket Australia/State Association for playing duties, that requirement shall take precedence and the following will apply:

1.2.3.1 the player's State Association may nominate a replacement player to the opposing Team Captain for approval, which must not be unreasonably withheld. Where approval is not provided by the opposing Team Captain, the match umpires will make a final determination on whether to grant approval for the replacement;

1.2.3.2 once a replacement player has been approved, that player may act as a replacement for the remainder of that match;

1.2.3.3 if the originally replaced player is no longer required by Cricket Australia, that player may resume his/her place in the team only if his/her replacement has not either batted or bowled during the absence; and

1.2.3.4 otherwise the originally replaced player may take no further part in that match and the replacement player must continue in his/her place.

1.2.4 Any eligible player may act as a substitute (including as a Concussion Substitute provided that is managed in accordance with Appendix C).

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him/her.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his/her deputy to do so. See 1.2.

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these clauses, including at the toss. See clause 13.4 (The toss).

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within the clauses. See The Preamble – The Spirit of Cricket and clause 41.1 (Fair and unfair play – responsibility of captains).

2 THE UMPIRES

2.1 Appointment and attendance

Cricket Australia will appoint all umpires.

2.2 Change of umpire

2.2.1 Where an injury or illness occurs to an umpire, and he/she must leave the field for treatment, the other umpire shall officiate at the bowler's end. The local State Association shall provide a competent person to stand at the striker's end until the injured umpire is able to resume or a suitable replacement has been appointed.

2.2.2 However, for a televised match the following applies:

2.2.2.1 Where an injury or illness occurs to an umpire, and he/she must leave the field for treatment, the third or fourth umpire (if available) shall officiate in his/her place, as determined by Cricket Australia (in its absolute discretion).

2.2.2.2 The match shall continue without a third/fourth umpire until the injured/ill umpire is able to take the third umpire's role or a suitable replacement is appointed.

2.3 Consultation with captains

Before the toss the umpires shall:

2.3.1 meet with the captains and the umpires shall determine:

2.3.1.1 the balls to be used during the match. See clause 4 (The ball).

2.3.1.2 the hours of play and the times and durations of intervals for meals. See clause 11 (Intervals).

2.3.1.3 which clock or watch and back-up time piece is to be used during the match.

2.3.1.4 the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary. See clause 19 (Boundaries).

2.3.1.5 the use of covers. See clause 10 (Covering the pitch).

2.3.1.6 any special conditions of play affecting the conduct of the match.

2.3.2 inform the scorers of agreements in 2.3.1.2, 2.3.1.3, 2.3.1.4 and 2.3.1.6.

2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that:

2.4.1 the wickets are properly pitched. See clause 8 (The wickets).

2.4.2 the creases are correctly marked. See clause 7 (The creases).

2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that:

2.5.1 the conduct of the match is strictly in accordance with the clauses.

2.5.2 the implements used in the match conform to the following:

2.5.2.1 clause 4 (The ball).

2.5.2.2 externally visible requirements of clause 5 (The bat) and Appendix B.

2.5.2.3 clauses 8.2 (Size of stumps) and 8.3 (The bails).

2.5.3 no player uses equipment other than that permitted. See Appendix A.2. Note particularly therein the interpretation of 'protective helmet'.

2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.7.5 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

2.7.6 If, during a suspension of play pursuant to the Australian Cricket Heat Policy, conditions improve such that the relevant Heat Stress Risk Index falls below the threshold rating for suspension of play, then the on-field umpires must consider if they would have suspended play in the first place under similar conditions. .If both on-field umpires agree that the current HSRI would not have caused a suspension in play, then play shall resume immediately.

Note: Heat Stress Risk Index and heat stress interventions will be managed in accordance to Appendix K

2.7.7 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.7.8 If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his/her run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal Dead Ball if he/she considers the striker has been disadvantaged by the action.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).

2.8.2 The umpires shall immediately suspend play, or not allow play to start or to recommence, if both umpires agree that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.

2.8.3 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

2.10 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.11 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly and does not contradict clause 20.6 (Dead ball not to be revoked). This apart, an umpire's decision, once made, is final.

2.12 Signals

2.12.1 The following code of signals shall be used by umpires.

2.12.1.1 Signals made while the ball is in play:

Dead ball: by crossing and re-crossing the wrists below the waist.

No ball: by extending one arm horizontally.

Out: by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide: by extending both arms horizontally.

2.12.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in 2.12.1.1, with the exception of the signal for Out, to the scorers.

2.12.1.3 The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4: by waving an arm from side to side finishing with the arm across the chest

Boundary 6: by raising both arms above the head.

Bye: by raising an open hand above the head.

Five Penalty runs awarded to batting side: by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to fielding side: by placing one hand on the opposite shoulder.

Free hit: After the normal No ball signal, extending one arm straight upwards and moving it in a circular motion.

Leg bye: by touching a raised knee with the hand.

New ball: by holding the ball above the head.

Revoke last signal: by touching both shoulders, each with the opposite hand.

Powerplay: by rotating an arm in a large circle.

Short run: by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

The following signals are for Level 4 player conduct offences. Each signal has two parts, both of which should be acknowledged separately by the scorers.

Level 4 conduct:

Part 1: by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2: by raising an index finger, held at shoulder height, to the side of the body.

2.12.1.4 All the signals in 2.12.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and for informing them as to the number of runs to be recorded.

2.12.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

If several signals are to be used, they should be given in the order that the events occurred.

2.13 Informing the umpires

Throughout the clauses, wherever the umpires are to receive information from captains or other players, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.14 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, and at the conclusion of the match. See

clauses 3.2 (Correctness of scores), 16.8 (Correctness of result) and 16.10 (Result not to be changed).

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See clause 2.15 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

4.1.1 For the Male Championships, the ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.1.2 For the Female Championships, the ball, when new, shall weigh not less than 4.94 ounces/140g, nor more than 5.31 ounces/151g, and shall measure not less than 8.25in/21.0cm, nor more than 8.88in/22.5cm in circumference.

4.2 Approval and control of balls

4.2.1 First class quality balls approved by Cricket Australia must be used.

> **NOTE:** The white Kookaburra "Regulation" 156g (male) and 142g (female) 4-piece balls will be used unless otherwise instructed by Cricket Australia.
>
> The captain of the fielding side or his/her nominee may select the ball to be used from the supply provided by the Home State Association.

4.2.2 The umpires shall:

4.2.2.1 retain possession of the match ball/s throughout the duration of a match when play is not actually taking place;

4.2.2.2 during play, periodically inspect the condition of the ball; and

4.2.2.3 take possession of the ball in use at the fall of each wicket, and at any interruption of play.

4.3 New ball

A new ball will be used at the start of each innings.

4.4 Ball lost or becoming unfit for play

4.4.1 If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.

4.4.2 In the event of a ball becoming wet and soggy because of play continuing during inclement weather, or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear.

4.4.3 In the case of 4.4.2, a bowler or batter may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

4.4.4 When the ball is replaced, the umpire shall inform the batters and the fielding captain.

5 THE BAT

5.1 The bat

5.1.1 The bat consists of two parts, a handle and a blade.

5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in Appendix B.

5.2 The handle

5.2.1 The handle is to be made principally of cane and/or wood.

5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

5.2.3 The upper portion of the handle may be covered with a grip as defined in Appendix B.2.2.

5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle as defined in 5.2 and in Appendix B.

5.3.2 The blade shall consist solely of wood.

5.3.3 All bats may have commercial identifications on the blade, the size of which must comply with the relevant specification in Appendix B.

5.4 Protection and repair

Subject to the specifications in Appendix B and providing 5.5 (Damage to the ball) is not contravened:

5.4.1 solely for the purposes of either protection from surface damage to the face, sides and shoulders of the blade or repair to the blade after surface damage, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage:

5.4.2.1 solid material may be inserted into the blade.

5.4.2.2 the only material permitted for any insertion is wood with minimal essential adhesives.

5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

5.4.4 material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on the blade to materially alter the colour of the blade provided that the:

5.4.4.1 manufacturer and type of the blade covering; and

5.4.4.2 use of the blade covering by that player,

has been approved in writing by Cricket Australia (which can be granted or withheld in its absolute discretion).

5.5 Damage to the ball

5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.

5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.

5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

In these clauses:

5.6.1 reference to the bat shall imply that the bat is held in the batter's hand or a glove worn on his/her hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4:

5.6.2.1 the bat itself;

5.6.2.2 the batter's hand holding the bat;

5.6.2.3 any part of a glove worn on the batter's hand holding the bat;

5.6.2.4 any additional materials permitted under 5.4,

shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

5.7.2.1 Width: 4.25in / 10.8 cm

5.7.2.2 Depth: 2.64in / 6.7 cm Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in Appendix B.

5.7.3 Except for bats of size 6 and less, the handle shall not exceed 52% of the overall length of the bat.

5.7.4 The material permitted for covering the blade in 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.

5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

5.8 Categories of bat

Only Type A bats must be used.

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

6.3.1 Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.2 Where Cricket Australia has scheduled a preliminary match (i.e. a double-header), that match is permitted to be played on the pitch prepared for the later match unless adverse conditions of ground, weather or light prevent it.

6.3.3 Captains, umpires and ground staff shall cooperate to ensure that, prior to the start of play, no one:

6.3.3.1 bounces a ball on the pitch to assess its condition or for any other reason;

6.3.3.2 strikes the pitch with a bat to assess its condition or for any other reason; or

6.3.3.3 causes damage to the pitch in any other way.

6.3.4 Prior to the start of play, only the captain and team coach may walk on the pitch to assess its condition. Spiked footwear is not permitted at this time.

6.3.5 Prior to the commencement of play and during intervals, one commentator and camera crew of the official licensed broadcaster/s (but not a news crew) may be permitted to inspect the pitch and surrounds (without walking on the pitch or interfering with pitch preparation) subject to the following:

6.3.5.1 a ball must not be bounced on the pitch; and

6.3.5.2 a key or knife may only be inserted in the pitch in the area between the popping and bowling creases.

6.4 Changing the pitch

6.4.1 In the event a match cannot be played or is abandoned because of inadequate pitch and/or ground preparation the match will in the first instance and if possible, be relocated and/or rescheduled by Cricket Australia (in its absolute discretion).

6.4.2 Any relocated and/or rescheduled match, if possible, will be played at a venue to be selected by Cricket Australia (in its absolute discretion).

6.4.3 If the match cannot be relocated and/or rescheduled each team will be awarded 1 point.

6.4.4 For the purposes of 6.4, the pitch and/or ground preparation will be deemed to have been inadequate if the match cannot be played or completed as a direct or indirect result of the State Association (or any of its employees, contractors or agents) responsible for preparing the pitch and/or ground failing to take proper precautions in the circumstances to ensure that the pitch and/or ground was properly:

6.4.4.1 prepared; or

6.4.4.2 protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.

6.4.5 A Ground Authority and/or groundskeeper who is responsible for the preparation of the pitch and/or ground and who is employed by a body other than the State Association responsible for preparing the pitch and/or ground, is deemed to be a contractor or agent of that Association.

6.4.6 Cricket Australia will conduct a thorough investigation of the circumstances into the rescheduling or abandonment of the scheduled match and prepare a report regarding the decision and a recommended penalty (if appropriate) to be imposed on the State Association responsible for pitch and/or ground preparation of the scheduled match.

7 THE CREASES

7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in 7.2, 7.3 and 7.4, at each end of the pitch. See Appendix E.

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

7.5 Additional crease markings

To assist with the adjudication of Wides, lines shall be drawn (in white or blue which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as “Off-Side Wide Guidelines” (See Appendix E).

8 THE WICKETS

8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three stumps with two bails on top. See Appendix F.

8.2 Size of stumps

8.2.1 The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves.

8.2.2 The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See Appendix F.

8.2.3 For broadcast matches the home State Association may provide a slightly larger stump to accommodate the stump camera. When the larger stump is used, all six stumps must be the same size.

8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

8.3.1.1 shall not project more than 0.5 in/1.27 cm above them.

8.3.1.2 shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see Appendix F):

8.3.2.1	Overall length:	4.31 in/10.95 cm
8.3.2.2	Length of barrel:	2.13 in /5.40 cm
8.3.2.3	Longer spigot:	1.38 in/3.50 cm
8.3.2.4	Shorter spigot:	0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same centre line.

8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed, subject to the approval of Cricket Australia.

8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used.

9.1.4 Artificial drying of the pitch

9.1.4.1 Prior to tossing the coin for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground staff.

9.1.4.2 Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground staff, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires.

9.1.4.3 The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.4.4 The umpires may instruct the ground staff to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.4.5 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris:

9.2.1.1 before the start of play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.2.1.2 between innings. This shall precede rolling if any is to take place.

9.2.2 The clearance of debris in 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

All mowing which is carried out before the match shall be the sole responsibility of the Ground Authority.

9.3.2 Timing of mowing

9.3.2.1 Mowing of the pitch shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See 9.2.3.

9.3.2.2 Mowing of the outfield shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin.

9.4 Watering the pitch

9.4.1 The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and batters are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the re-turfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler’s footholes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Fair and unfair play) is not contravened.

10 COVERING THE PITCH

10.1 Before the match

10.1.1 The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

10.1.2 However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.1.3 The pitch must be entirely protected against rain up to the commencement of play.

10.2 During the match

10.2.1 The pitch must be entirely protected against rain up to the commencement of play and for the duration of the match.

10.2.2 The covers must protect:

10.2.2.1 the whole pitch and its surroundings to a minimum of 5m either side of the pitch and any worn or soft areas in the outfield.

10.2.2.2 where possible, the bowlers' run-ups to a distance of 10 x 10m.

10.3 Removal of covers

10.3.1 All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2.5 hours before the scheduled start of play provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

10.3.2 If covers are used during the day as protection from inclement weather, or if inclement weather delays the removal of covers, they shall be removed promptly as soon as conditions allow.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals:

11.1.1.1 intervals between innings; and

11.1.1.2 any other agreed interval.

11.1.2 Each of these intervals shall be considered as scheduled breaks for the purposes of clauses 24.2.7 and 25.4.5.

11.2 Duration of intervals

11.2.1 There shall be a 10-minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

11.3 Changing agreed times of intervals

11.3.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

11.3.2 If the innings of the team batting first is completed after the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly later.

11.4 Intervals for drinks

11.4.1 In an uninterrupted innings there shall be a 90 second drinks break taken at the end of the 10th Over.

11.4.1.1 In an interrupted innings the drinks break shall be taken at the mid-way point of the innings (rounded down for odd numbered innings).

11.4.1.2 For any innings reduced to 15 overs or less, no drinks break will be available.

11.4.2 During the drinks break, members of the coaching and support staff of both teams are permitted to enter the playing field to address their players. Players not presently on the field can also enter.

11.4.3 During the drinks break no practice is permitted on the field

11.4.4 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, if no playing time is wasted. If individual drinks have been brought onto the field at the fall of a wicket, the fielding side must be ready to continue play as soon as the new batter reaches the pitch. No other drinks shall be taken onto the field without the permission of the umpires.

11.5 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play at the start of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time when the ball is dead on the cessation of play before any interval or interruption and at the conclusion of the match. See clauses 20.3 (Call of Over or Time) and 31 (Appeals).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4 Conclusion of match

12.4.1 The match is concluded

12.4.1.1 as soon as a result as defined in clauses 16.1 to 16.4 and 16.5.1 (The result) is reached.

12.4.1.2 as soon as the prescribed number of overs are completed, unless a result is reached earlier.

12.4.2 The match is concluded if, without a conclusion having been reached under 12.5.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.5 Hours of Play

12.5.1 There will be two sessions of 1 hour and 20 minutes each, separated by a 10-minute interval between innings.

12.5.2 Refer to the competition fixtures for start times. Any State Association wishing to change the hours of play must first obtain approval from Cricket Australia.

12.6 Extra Time

No extra time shall be made available.

12.7 In-Game Over-Rate Penalty

12.7.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by 85 minutes playing time in the (the cut off time)

For a reduced innings, available time is to be calculated in accordance with clause 13.7.2.

12.7.2 Where this requirement is not met, clause 28.7.2.2 shall be varied and from the start of the next over after the cut off time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.

12.7.3 Clause 12.8.2 shall not apply where:

12.7.3.1 a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

12.7.3.2 a side's innings is completed prior to the scheduled (or re-scheduled) cut off time for the innings

12.7.4 The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

12.7.4.1 the scheduled cut off time for the innings prior to the start of the innings, and of any rescheduled cut off time following any subsequent interruption to play; and

12.7.4.2 any time allowances pursuant to clause 12.7.5 as and when they arise.

12.7.5 **Actual time** where assessment by authorised medical personnel is required on the field of play and/or for a player leaving the field due to serious injury.

NOTE: Time to assess on-field injuries is up to a maximum of five minutes, with this ostensibly being one minute for the medical staff to reach the player, three minutes to assess on field, and one minute to leave the field. For clarity, ongoing treatment for any injury after an on-field assessment should take place off the field of play.

12.7.5.1 **Actual time** taken for: third umpire referrals, drying a wet ball, finding/replacing a ball, and for all other circumstances beyond the control of the fielding side.

12.7.6 There shall be no allowances given for:

12.7.6.1 Wickets falling.

12.7.6.2 Sightscreen changes.

12.7.7 20 overs are to be completed in a 1 hour and 30-minute innings subject to the allowances outlined in clause 12.7.5.

13 INNINGS

13.1 Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies:

13.3.1 the side is all out.

13.3.2 at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.

13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and in the presence of the match umpires, not earlier than 45 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the match umpires of this decision immediately. Once notified, the decision cannot be changed.

13.6 Match Duration

All matches shall be of one day's scheduled duration.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.

13.7.1.3 The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.7.1.4 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

13.7.1.5 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or interruption to the Innings of the Team Batting First

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.

13.7.2.1.4 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.2 Delay or interruption to the Innings of the Team Batting Second

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7.2.2.3 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or re- scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.8 Number of Overs per Bowler

13.8.1 Bowling restrictions are always subject to the applicable age-based bowling restrictions at Appendix D.

13.8.2 No bowler shall bowl more than 4 overs in an innings.

13.8.3 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

13.8.4 Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.8.5 In the event of a bowler becoming ill or injured and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.8.6 The scoreboard shall show the total number of overs bowled by each bowler.

14 THE FOLLOW-ON

The follow-on does not apply.

15 DECLARATION AND FORFEITURE

Declarations and forfeitures do not apply.

16 THE RESULT

16.1 A Win – one-innings match

16.1.1 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. See Law 13.3 (Completed innings). Note also 16.4 (Winning hit or extras).

16.1.2 Except for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (see 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

16.1.3 Except for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (see 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 Umpires awarding a match

16.2.1 A match shall be lost by a side which either:

16.2.1.1 concedes defeat; or

16.2.1.2 in the opinion of the umpires refuses to play. If so, the umpires shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match in accordance with 16.2.1. See also clause 42.3 (Captain refusing to remove a player from the field).

16.2.3 If action as in 16.2.2 takes place after play has started and does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed time for intervals) above.

16.3 All other matches – A Tie or No result

16.3.1 A Tie

The result of a match shall be a Tie when both innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

In the event of a tie in the preliminary matches each team will be awarded points as per clause 16.10.1.2 (Tie)

In the event of a tied match in the Semi Finals or Championship final the teams shall compete in a “Super Over” to determine the winner. Refer to Appendix G

16.3.2 No result

See 16.1.3 above.

16.4 Prematurely Terminated Matches - Calculation of the Target Score

16.4.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

16.4.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also 16.8.

16.5.2 The side batting second will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 If a boundary is scored before the batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

If the side batting second wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still to fall and the number of balls remaining in the innings. Should the team win with more than 59 balls remaining then it will refer to overs remaining.

If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs

If the side fielding second wins the match, the result shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores). Any query on the result of the match will be resolved as soon as possible and a final decision made by the umpires at close of play.

16.8 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has

occurred which affects the result then, subject to 16.10, they shall adopt the following procedure:

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings have not been completed or the agreed time for close of play, or for the end of the innings, has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed as appropriate. The number of overs and time remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.2 If, at this call of Time, the overs have been completed the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10 Match Points / Qualifying Provisions

16.10.1 Match Points earned by a team:

16.10.1.1	Win:	**2 Points**
16.10.1.2	Tie	**1 Point Each**
16.10.1.3	No result / Abandoned matches other than under 16.10.1.5:	**1 Point Each**
16.10.1.4	Loss:	**0 Points**
16.10.1.5	Abandoned or rescheduled/relocated matches due to inadequate pitch and/or ground preparation:	**See clause 6.4**

16.10.2 Qualifying for Finals

16.10.2.1 In the Female Division, the teams that finish first, second, third and fourth on the points table at the completion of all preliminary matches shall qualify for the Semi-Finals (1st v 4th & 2nd vs 3rd).

16.10.2.2 In the Female Division, the winner of the Semi-Finals shall qualify to play in the Final.

16.10.2.3 If there is a Tie (with no “Super Over” possible), No Result, or an Abandoned match in the Semi Final match, then the team which finished higher on the points table at the completion of all preliminary matches shall be declared the winner of the Semi Final match and qualify for the Final.

16.10.2.4 In the event of teams finishing on equal points, the right to play in the Semi-Final will be determined as follows:

16.10.2.4.1 The team with the highest Net Run Rate will be placed higher.

16.10.2.4.2 The team with the most number of wins will be placed higher.

16.10.2.4.3 The team with the most number of ties will be placed higher

16.10.2.4.4 If still equal, the team with the highest number of wins over the other team(s) who are equal on points

16.10.2.4.5 If still equal then a coin toss between the team(s) equal on points

16.10.2.5 In a match declared as no result, run rate is not applicable.

16.10.2.6 In the Male Division, the teams that finish first and second on the points table at the completion of all preliminary matches shall qualify for the Final

16.10.2.7 In the event of teams finishing on equal points, the right to play in the Final will be determined as follows:

16.10.2.7.1 The team with the highest Net Run Rate will be placed higher

16.10.2.7.2 The team with the most number of wins will be placed higher.

16.10.2.7.3 The team with the most number of ties will be placed higher

16.10.2.7.4 If still equal, the team with the highest number of wins over the other team(s) who are equal on points

16.10.2.7.5 If still equal then a coin toss between the team(s) equal on points

16.10.2.8 All other teams will continue to play off for final ranking positions.

16.10.3 Champion Teams - National Championship

The winners of the Finals shall be declared the Champion Team. In the event of the result of a Final being a:

16.10.3.1 Tie (with no Super Over possible), or

16.10.3.2 No Result, or

16.10.3.3 Abandoned Match,

the team that finished higher on the points table at the completion of all preliminary matches will be declared the Champion Team.

16.10.4 Net Run Rate

16.10.4.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

16.10.4.2 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

16.10.4.3 Only those matches where results are achieved will count for the purpose of net run rate calculations.

16.10.4.4 Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be credited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

17 THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 balls.

17.2 Start of an over

An over has started when the bowler starts his/her run-up or, if there is no run-up, starts his/her action for the first delivery of that over.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving his/her ground early) a batter may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over

17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).

17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5.

17.3.2.3 if it is a No ball. See clause 21 (No ball).

17.3.2.4 if it is a Wide. See clause 22 (Wide ball).

17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batter) is applied.

17.3.3 Any deliveries other than those listed in 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

17.5.3 Whenever possible, the third umpire shall liaise with the scorers and, if possible, inform the on-field umpires if an over has been miscounted.

17.6 Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

17.7 Finishing an over

Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under any of the clauses.

17.8 Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated during an over, the umpire shall call and signal Dead ball. If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that the

bowler does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

18.1 A run

The score shall be reckoned by runs. A run is scored:

18.1.1 so often as the batters, at any time while the ball is in play, have crossed and made good their ground from end to end.

18.1.2 when a boundary is scored. See clause 19 (Boundaries).

18.1.3 when Penalty runs are awarded. See 18.6.

18.2 Runs disallowed and runs not scored

18.2.1 Wherever in these clauses provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for a run to be disallowed or a run not to be scored (see Appendix A.11) or for the non-award of penalties.

18.2.2 When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

18.3.1 A run is short if a batter fails to make good his/her ground in turning for a further run.

18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of 18.5:

18.4.1 if either batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal short run as soon as the ball becomes dead and that run shall not be scored.

18.4.2 if, after either or both batters run short, a boundary is scored, the umpire concerned shall disregard the short running and shall not call or signal short run, unless the boundary is a result of an overthrow or wilful act of a fielder (see clause 19.8 – Overthrow or wilful act of fielder).

18.4.3 if both batters run short in one and the same run, this shall be regarded as only one short run.

18.4.4 if more than one run is short then, subject to 18.4.2 and 18.4.3, all runs called as short shall not be scored.

18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply 18.5.2.

18.5.2 The bowler's end umpire shall:

18.5.2.1 disallow all runs to the batting side;

18.5.2.2 return any not out batter to his/her original end;

18.5.2.3 signal No ball or Wide to the scorers, if applicable;

18.5.2.4 repeat the Short run signal to the scorers

18.5.2.5 award 5 Penalty runs to the fielding side;

18.5.2.6 award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side);

18.5.2.7 inform the scorers as to the number of runs to be recorded; and

18.5.2.8 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.5.3 The umpires together may report the occurrence under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

18.6 Runs awarded for penalties

18.6.1 Runs shall be awarded for penalties under 18.5, and Laws 210 (No Ball), 22 (Wide Ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 28.2 (Fielding the ball), 28.3 (Protective Helmets belonging to fielding side), 41 (Unfair Play) and 42 (Players Conduct).

18.6.2 Note, however, the restrictions on the award of Penalty runs in clauses 18.5, 23 (Bye and Leg bye), 25 (Dismissal and conduct of a batsman and his runner), 25 (Restriction on the strikers runner), 28.3 (Protective helmets belonging to the fielding side), 34 (Hit the ball twice) and 41.15 (Striker in protective area).

Note, however, the restrictions on the award of Penalty runs under 18.5, and clauses 23.3 (Leg byes not to be awarded), 25.6.5 (Dismissal and conduct of a batter and their runner) 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side) 34 (Hit the ball twice) 41.14 (Batter damaging the pitch) and 41.15 (Striker in protected area).

18.7 Runs scored for boundaries

Runs shall be scored for boundary allowances under clause 19 (Boundaries).

18.8 Runs scored when a batter is dismissed

When a batter is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows:

18.8.1 If a batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.

If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.

18.8.2 If a batter is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

18.9.1 When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the clauses, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

18.9.2 Additionally the batting side shall be credited with, all runs completed by the batters before the incident or call of Dead ball and the run in progress if the batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batter).

18.10 Crediting of runs scored

Unless stated otherwise in any of the clauses:

18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

18.10.1.1 an award of 5 Penalty runs, which shall be scored as Penalty runs; and

18.10.1.2 the 1 run penalty for a No ball, which shall be scored as a No balls extra.

18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

18.10.3 the bowler shall be debited with:

18.10.3.1 all runs scored by the striker;

18.10.3.2 all runs scored as No ball extras; and

18.10.3.3 all runs scored as Wides.

18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.1 to 18.11.1.6, the not out batter shall return to his/her original end.

18.11.1.1 A dismissal in the circumstances of clause 25.6.4 or 25.6.5.

18.11.1.2 Bowled.

18.11.1.3 Stumped.

18.11.1.4 Hit the ball twice.

18.11.1.5 LBW.

18.11.1.6 Hit wicket.

18.11.1.7 Caught.

18.11.1.8 Obstructing the field, where the obstruction or distraction prevents the striker being out Caught.

18.11.2 The batters shall return to their original ends in any of the cases of 18.11.2.1 to 18.11.2.3.

18.11.2.1 A boundary is scored.

18.11.2.2 Runs are disallowed for any reason.

18.11.2.3 A decision by the batters at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batter).

18.12 Batter returning to wicket he/she has left

18.12.1 When a batter is dismissed in any of the ways in 18.12.1.1 to 18.12.1.3, the not out batter shall return to the wicket he/she has left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his/her original end.

18.12.1.1 Obstructing the field where the obstruction or distraction does not prevent the striker being out Caught.

18.12.1.2 Run out other than under clause 25.6.4 or 25.6.5 (Dismissal and conduct of a batter and his/her runner).

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of 18.11.2.1 to 18.11.2.3 apply, the batters shall return to their original ends.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.1.4.

19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.

19.1.3 The aim shall be to provide the largest playing area, subject to no boundary exceeding:

19.1.3.1 90 yards (82.29 metres) from the centre of the pitch to be used in male National Championships.

19.1.3.2 67.80 yards (62 metres) from the centre of the pitch to be used in female National Championships.

19.2 Identifying and marking the boundary

19.2.1 All boundaries must be designated by a rope or similar object of a minimum standard as authorised by Cricket Australia from time to time.

19.2.2 At all times, the rope or similar object must be placed a minimum distance of 4m (4.37 yards) inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing or advertising signs.

NOTE: Hard or immovable objects include (but are not limited to): broadcast cameras and tripods/stands, tables, dugout infrastructure, marquees, TVs, speakers, unpadded drinks eskies, non-plastic chairs, and all posts, poles and other hard infrastructure. As far as reasonably practicable, Match Managers must also eliminate all other hazards in the boundary area, such as kit bags, strength and conditioning gear, broadcast Segway and unnecessary people.

19.2.3 If the boundary is marked by means of:

19.2.3.1 a white line, the edge of the line nearest the pitch shall be the boundary.

19.2.3.2 an object such as a flag, post or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.

19.2.3.3 an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.4 A boundary that cannot be identified as in 19.2.2, 19.2.3 or 19.2.4 shall be determined by the umpires before the toss.

19.2.5 An obstacle within the field of play, other than as in 19.2.6, shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.1.4.

19.2.6 If an unauthorised person animal or object enters the playing arena and comes into contact with the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result.

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1 the boundary shall be considered to be in its original position.

19.3.2 the object shall be returned to its original position as soon as is practicable. If play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable. If play is taking place, this shall be as soon as the ball is dead.

19.4 Ball grounded beyond the boundary

19.4.1 The ball in play is grounded beyond the boundary if it touches:

19.4.1.1 the boundary or any part of an object used to mark the boundary;

19.4.1.2 the ground beyond the boundary; or

19.4.1.3 any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if:

19.4.2.1 a fielder, grounded beyond the boundary as in clause 19.5, touches the ball; or

19.4.2.2 a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his/her person is in contact with any of the following:

19.5.1.1 the boundary or any part of an object used to mark the boundary;

19.5.1.2 the ground beyond the boundary;

19.5.1.3 any object that is in contact with the ground beyond the boundary; or

19.5.1.4 another fielder who is grounded beyond the boundary, if the umpire considers that it was the intention of either fielder that the contact should assist in the fielding of the ball.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his/her final contact with the ground, before his/her first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

19.6 Boundary allowances

19.6.1 Before the toss the umpires shall agree the runs to be allowed for boundaries with both captains. In deciding the allowances the umpires and captains shall be guided by the prevailing custom of the ground.

19.6.2 Unless agreed differently under 19.6.1, 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also 19.7.

19.7 Runs scored from boundaries

19.7.1 A Boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A Boundary 4 will be scored when a ball that is grounded beyond the boundary

19.7.2.1 whether struck by the bat or not, was first grounded within the boundary, or

19.7.2.2 has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of 19.8, shall be awarded whichever is the greater of:

19.7.3.1 the allowance for the boundary; or

19.7.3.2 the runs completed by the batters together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4 When the runs in 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.1.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

19.8 Overthrow or wilful act of fielder

If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be:

19.8.1 any runs for penalties awarded to either side; and

19.8.2 the allowance for the boundary; and

19.8.3 the runs completed by the batters, together with the run in progress if they had already crossed at the instant of the throw or act.

Clause 18.12.2 (Batter returning to wicket he/she has left) shall apply as from the instant of the throw or act.

20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when:

20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.

20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).

20.1.1.3 a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4 whether played or not it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.

20.1.1.5 whether played or not it lodges in the clothing or equipment of a batter or an umpire.

20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7 there is contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in clause 12.9 (Conclusion of match).

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

20.2 Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

20.3 Call of Over or Time

Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under 20.1 or under 20.4.

20.4 Umpire calling and signalling Dead ball

20.4.1 When the ball has become dead under 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the clause specifically provides for the call to be delayed, so as not to disadvantage the non-offending side, under clause 25.7 (Restriction on the Striker's Runner), clause 34.4 (Runs permitted from the ball lawfully struck more than once), clause 41.2.1 (Unfair actions) and clause 42.1.2 (Unacceptable conduct), the ball will be considered to be dead at the point of the call.

Either umpire shall call and signal Dead ball when:

20.4.2.1 intervening in a case of unfair play.

20.4.2.2 a possibly serious injury to a player or umpire occurs.

20.4.2.3 leaving his/her normal position for consultation.

20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

20.4.2.9 the bowler throws the ball towards the striker's end before entering his/her delivery stride

20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.3 (Non-striker leaving their ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see clause 19.2.6 – Identifying and marking the boundary).

20.4.2.13 the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch as defined in clause 6.1 (Area of pitch).

20.4.2.14 required to do so under any of the clauses not included above.

20.5 Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the bowler starts his/her run- up or, if there is no run-up, starts his/her bowling action.

20.6 Dead ball not to be revoked

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

20.7 Dead ball; ball counting as one of over

20.7.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in 20.6.2,

20.7.1.1 it will not count in the over if the striker has not had an opportunity to play it.

20.7.1.2 it will be a valid ball if the striker has had an opportunity to play it, unless No ball or Wide ball has been called, except in the circumstances of 20.4.2.6 and clauses 24.4 (Fielder returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batter).

20.7.2 In 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

21 NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.

21.1.2 It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal No ball.

21.1.3 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

21.2.1 For a delivery to be fair in respect of the arm the ball must not be thrown.

21.2.2 A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

21.2.3 Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this clause to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.

21.3 Ball thrown – action by umpires

21.3.1 If, in the opinion of either umpire, the ball has been thrown, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. The bowler's end umpire shall then:

21.3.1.1 warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings;

21.3.1.2 inform the captain of the fielding side of the reason for this action; and

21.3.1.3 inform the batters at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 The umpires together shall report the occurrence under the Code of Conduct and/or Suspect Bowling Action Policy (as appropriate) as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under clause 20.4.2.9.

21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.

21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and
- behind the popping crease.

If the bowler's end umpire is not satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

21.6 Bowler breaking wicket in delivering ball

If the ball is delivered and if the non-striker is not dismissed under Law 41.16 (Non-striker leaving his/her ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. See Appendix A.12. Laws 20.4.2.8, 20.4.2.9 (Umpire calling and signalling Dead ball) and 21.12 will apply.

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21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

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 clause 6.1 before it reaches the line of the striker's wicket.

21.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see clause 25.8 – Striker's right to play the ball), without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Ball bouncing over head height of striker

See clause 22.1.1, 41.6.2.4 and 41.6.2.5.

21.11 Call of No ball for infringement of other clauses

In addition to the instances above, No ball is to be called and signalled as required by the following clauses.

Clause 27.3 – Position of wicket-keeper clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Clause 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.9 (Umpire calling and signalling Dead ball).

21.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1(Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.14 Ball not dead

The ball does not become dead on the call of No ball.

21.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

21.18 Out from a No ball

When No ball has been called, neither batter shall be out under any of the clauses except 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).

21.19 Free Hit after a No ball

21.19.1 The delivery following a No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

21.19.3 Field changes are not permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 28 shall apply), or

21.19.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

21.19.3.3 Unless umpires believe a fielder is placed in a dangerous position for the free-hit. In this instance, the umpires will allow the fielder/s that are in a dangerous fielding position for the free-hit to move back in a straight line from their original position to (approximately) 15 metres from the batter. In the case of a wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

21.19.4 For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

21.19.5 The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

22.1 Judging a Wide

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:

22.1.1.1 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.

NOTE: Normal, routine movements prior to receiving the ball will not be classified as 'where they have stood since the ball came into play'.

Movements however that are made in an attempt to deceive the bowler or allow a batter to access a particular part of the ground, will be considered under the strict interpretation. For example, stepping back towards the leg-side will allow the leg-side wide line to "go with" the batter (and off-side line remains). Moving across to the off-side to open up the chance for a leg-side shot will see the off-side wide line "go with" the batter (and leg-side line remains)

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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.

22.1.3 A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of clause 22.

22.1.4 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.

22.1.5 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

22.1.5.1 the ball passes between the striker and the stumps.

22.1.5.2 the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

22.1.5.3 the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his/her delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her, as defined in 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.5 Ball not dead

The ball does not become dead on the call of Wide ball.

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

22.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the clauses except 35 (Hit wicket), 37 (Obstructing the field), 38 (Run out) or 39 (Stumped).

23 BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his/her bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

23.2.2.1 If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person any runs completed by the batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with his/her bat but otherwise to the batting side as in 23.2.3.

23.2.2.2 If the striker wilfully makes a lawful second strike, clauses 34.3 (Ball lawfully struck more than once) and 34.4 (Runs scored from ball lawfully struck more than once) shall apply.

23.2.3 The runs in 23.2.2.1, unless credited to the striker, shall be scored as Leg byes. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded

23.3.1 If in the circumstance of 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

23.3.2 If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. The umpire shall then:

23.3.2.1 disallow all runs to the batting side;

23.3.2.2 return any not out batter to his/her original end;

23.3.2.3 signal No ball to the scorers if applicable;

23.3.2.4 award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder:

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match;

24.1.1.2 for any other wholly acceptable reason; or

24.1.1.3 if a Concussion Substitute is activated in accordance with Appendix C.

In all other circumstances, a substitute is not allowed.

24.1.2 Other than a player activated as a Concussion Substitute, a substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him/her, subject to 24.2 and 24.3.

24.2 Fielder absent or leaving the field of play

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 clause, is he/she 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 the match or at any later time, or leaves the field during play,

24.2.2.1 an umpire shall be informed of the reason for this absence.

24.2.2.2 he/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next innings of the match and, if applicable, any Super Over.

24.2.3.2 The player shall not be permitted to bat in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately.

24.2.4 If the player leaves the field before having served all of his/her Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his/her Penalty time has been served.

24.2.6 For the purposes of 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after he/she is dismissed, for the remainder of his/her team's batting innings.

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his/her side is now batting.

24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his/her side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match.

NOTE: The interchange of fielders without restriction is permitted between the 12 players selected in accordance with clause 1.1.1.1, provided no playing time is wasted.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

24.3.1 he/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of 24.2.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead and:

24.4.1 The umpires shall signal No ball or Wide to the scorers, if applicable.

24.4.2 The umpire shall award 5 Penalty runs to the batting side.

24.4.3 Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.

24.4.4 The ball shall not count as one of the over.

24.4.5 The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.

24.4.6 Together with the other umpire, report the occurrence under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

25 BATTER'S INNINGS

25.1 Eligibility to act as a batter

Only a nominated player or a Concussion Substitute (activated in accordance with Appendix C) may bat and, subject to 25.3, may do so even though a substitute fielder has previously acted for him/her.

25.2 Commencement of a batter's innings

25.2.1 The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

25.2.2 A batter:

25.2.2.1 under the age of 19 years, must wear a British Standard 7928:2013 compliant helmet at all times when batting.

25.2.2.2 over the age of 19 years, must wear a British Standard 7928:2013 compliant helmet at all time when batting against fast or medium-paced bowling.

25.2.3 The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

25.2.4 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.2.3 but are not be responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.2.5 The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

25.3 Restriction on batter commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his/her side has lost 5 wickets.

25.3.2 A batter's Penalty time is served while waiting to bat, during his/her innings and for the remainder of the team's innings after he/she is dismissed, subject to the conditions in 25.3.2.1 to 25.3.2.2.

25.3.2.1 The period of time for a scheduled interval does not count as Penalty time served.

25.3.2.2 In the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he/she is able to participate shall count as Penalty time served.

25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next innings of the match if appropriate.

25.4 Batter retiring

25.4.1 A batter may retire at any time during his/her innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.

25.4.2 If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume his/her innings unless a Concussion Substitute has been activated to replace him/her. If for any reason this does not happen, that batter is to be recorded as 'Retired - not out'.

25.4.3 If a batter retires for any reason other than as in 25.4.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his/her innings is not resumed, that batter is to be recorded as 'Retired - out'.

25.4.4 If after retiring a batter resumes his/her innings, subject to the requirements of 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.4.5 Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes, he/she will be recorded as "Retired – not out".

25.5 Runners

25.5.1 The umpires shall allow a runner for a batter if they are satisfied

25.5.1.1 that the batter has sustained an injury that affects his/her ability to run and

25.5.1.2 that this occurred during the match

25.5.1.3 that the batting side has lost its penultimate wicket

25.5.1.4 Additional runners may be allowed if multiple batters are injured and require a runner. The injured players must be the last available batters in the lineup at the fall of the penultimate wicket.

25.5.2 A runner shall

25.5.2.1 be a member of the batting side

25.5.2.2 be changed only with the consent of the umpires

25.5.2.3 wear external protective equipment equivalent to that worn by the batter for whom he/she runs and shall carry a bat

25.5.2.4 not have any unserved Penalty time as described in Law 24.2.7 (Fielder absent or leaving the field of play)

25.5.3 A batter's runner is subject to the Laws and will be regarded as a batter except where there are special provisions for his/her role as a runner. See Law 30.2 (Which is a batsman's ground)

25.6 Dismissal and conduct of a batter and his/her runner

25.6.1 A batter who has a runner will suffer the penalty for any infringement of the Laws by the runner as if he/she, the batter, had been responsible for the infringement. In particular he/she will be out if the runner is out under either of Laws 37 (Obstructing the field) or 38 (Run Out)

25.6.2 When a batter who has a runner is the striker he/she remains subject to the Laws and will be liable to the penalties that any infringement of them demands. In the case of Run out and Stumped, however, special provisions, set out in 25.6.3, 25.6.4, and 25.6.5, apply to him/her as a striker who has a runner.

25.6.3 When a batter who has a runner is the striker, his/her ground is always at the wicket-keeper's end.

25.6.4 If the striker who has a runner is in his/her ground, and the runner is out of his/her ground at the wicket-keeper's end when the wicket is fairly put down at that end, the conditions of Law 38 (Run out) shall apply.

25.6.5 If the striker who has a runner is out of his/her ground and the wicket at the wicket-keeper's end is fairly put down, the striker is liable to be out under Laws 38 (Run out) or 39 (Stumped). If the runner is also out of his/her ground at the wicket-keeper's end, then only Law 38 (Run Out) can apply.

25.6.6 If a striker who has a runner is dismissed in 25.6.5 the umpire shall

- disallow all runs to the batting side
- return any not out batter to his/her original end
- award any 5-run Penalty that is applicable

25.6.7 When a batter who has a runner is not the striker, he/she

25.6.7.1 remains subject to Law 37 (Obstructing the field) but is otherwise out of the match

25.6.7.2 shall stand where directed by the striker's end umpire so as not to interfere with play

25.6.7.3 will be liable, even though out of the match as in 25.6.7.1 to any penalty demanded by the Laws should he commit any act of unfair play

25.7 Restriction on the striker's runner

25.7.1 Once the ball comes into play, the runner for an injured batter who is the striker shall have part of his/her person or bat grounded behind the popping crease until the ball reaches the striker or passes the popping crease, whichever is the sooner.

25.7.2 If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction, then, if the ball does not become dead for any other reason, he/she shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The bowlers end umpire shall

- disallow all runs to the batting side
- return any not out batter to his/her original end

- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)

25.8 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (see clause 27.5 – Restrictions on actions of wicket-keeper and clause 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in clause 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

25.9 Batter's Equipment

25.9.1 A batter may call for a helmet to be brought out to him/her at any time.

25.9.2 He/she must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket or at the end of an over. In all cases, no actions involving helmets are to waste playing time.

25.9.3 Umpires are not to hold helmets.

25.9.4 A batter may only change other items of protective equipment provided that there is no waste of playing time.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

26.1.1 There shall not be any practice on the pitch at any time on the day of the match.

26.1.2 There shall not be any practice on the rest of the square at any time, except with the approval of the umpires and, if approved, such practice must be restricted to any netted practice area on the square set aside for that purpose.

26.2 Practice on the outfield

26.2.1 On the day of the match, all forms of practice are permitted on the outfield:

26.2.1.1 before the start of play; and

26.2.1.2 during the interval between innings;

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

26.2.2.1 only the fielders as defined in Appendix A.7 participate in such practice;

26.2.2.2 no ball other than the match ball is used for this practice;

26.2.2.3 no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch; and

26.2.2.4 the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side). If there is such a contravention, the sanctions in clause 41 shall be applied. However, any warning given shall apply to further instances under both clause 26 and clause 41 (Unfair play).

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of 26.1 or 26.2, the umpire shall:

- warn the player that the practice is not permitted;

- inform the other umpire and, as soon as practicable, both captains of the reason for this action; or

26.4.1.1 if the contravention is by a batter at the wicket, the umpire shall inform the other batter and each incoming batter that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall:

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batters at the wicket; and

26.4.2.1 together with the other umpire, report the occurrence under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

27 THE WICKET-KEEPER

27.1 Protective equipment

27.1.1 The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his/her person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he/she will not be able to carry out the normal duties of a wicket-keeper, he/she shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.1.2 At all times when wicket-keeping up to the stumps, the wicket-keeper must wear a British Standard 7928:2013 compliant helmet, unless otherwise approved in writing by Cricket Australia.

27.1.3 The umpires are responsible for ensuring that a helmet is worn when required by this clause 27 but are not be responsible for ensuring that the helmet being worn by the wicket-keeper is compliant with British Standard 7928:2013.

27.1.4 The umpires must not allow the match to continue during any period in which a wicket-keeper fails to wear a helmet when required by this clause 27.

27.2 Gloves

27.2.1 If, as permitted under 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See the Clothing and Equipment Regulations.

27.3 Position of wicket-keeper

27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker or passes the wicket at the striker's end or the striker attempts a run.

27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his/her position in relation to the striker's wicket, except for the following:

27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.

27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3 movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. However the provisions of 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

27.5 Restriction on actions of wicket-keeper

27.5.1 If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his/her wicket, clause 20.4.2.6 shall apply.

27.5.2 If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.4 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of his/her wicket, the striker interferes with the wicket-keeper, he/she shall not be out except as provided for in clause 37.3 (Obstructing a ball from being caught).

28 THE FIELDER

28.1 Protective equipment

28.1.1 No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.1.2 The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpires do not consider that it constitutes a waste of playing time.

28.1.3 At all times when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line (for example, short leg or silly point), with the exception of any fielding position behind the popping crease (on both the off and on sides), a fielder must wear a British Standard 7928:2013 compliant helmet.

NOTE: While it is not mandatory to wear a helmet when fielding in a position closer than 7 metres behind the popping crease, it is still strongly recommended for the fielder to wear a British Standard 7928:2013 compliant helmet.

28.1.4 The umpires are responsible for ensuring that a helmet is worn when required by 28.1 but are not be responsible for ensuring that the helmet being worn by the fielder is compliant with British Standard 7928:2013.

28.1.5 The umpires must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this clause 28.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his/her person (see Appendix A.12), except as in 28.2.1.2. However, he/she will be deemed to have fielded the ball illegally if, while the ball is in play he/she wilfully:

28.2.1.1 uses anything other than part of his/her person to field the ball;

28.2.1.2 extends his/her clothing with his/her hands and uses this to field the ball; or

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person or been dropped by an umpire.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and:

28.2.3.1 the penalty for a No ball or a Wide shall stand;

28.2.3.2 any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence; and

28.2.3.3 the ball shall not count as one of the over.

In addition, the umpire shall:

28.2.3.4 award 5 Penalty runs to the batting side;

28.2.3.5 inform the other umpire and the captain of the fielding side of the reason for this action;

28.2.3.6 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred; and

28.2.3.7 together with the other umpire, report the occurrence under the Code of Conduct as soon as possible after the match to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes the protective helmet, placed as described in 28.3.1, the ball shall immediately become dead and, unless 28.3.3 applies:

28.3.2.1 the umpire shall signal No ball or Wide to the scorers, if applicable

28.3.2.2 the umpire shall award 5 Penalty runs to the batting side

28.3.2.3 any runs completed by the batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the batters had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in 28.3.1 and the circumstances of clause 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner) or clause 34 (Hit the ball twice) apply, the umpire shall

28.3.3.1 disallow all runs to the batting side;

28.3.3.2 return any not out batter to his/her original end;

28.3.3.3 signal No ball or Wide ball to the scorers if applicable; and

28.3.3.4 award any 5-run Penalty that is applicable except for Penalty runs under 28.3.2.

28.4 Limitation of on side fielders

28.4.1 At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.

28.4.2 At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

28.5.1 While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his/her person grounded on or extended over the pitch.

28.5.2 In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play.

28.6.1.4 a fielder is moving to a position to avoid a fielding restriction breach after the ball has come into play but before the ball has been delivered and if, in the umpires' opinion, such movement has arisen through seeking to correct an oversight rather than a deliberate attempt to obtain an advantage (see clause 28.7.6.5).

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

28.6.3.1 award the one-run penalty for Wide or No ball, if applicable

28.6.3.2 award 5 Penalty runs to the batting side

28.6.3.3 inform the captain of the fielding side of the reason for this action.

28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

28.7 Restrictions on the placement of fielders

28.7.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be:

28.7.1.1 for the male – 27.43 metres (30 yards).

28.7.1.2 for the female – 23 metres (25.15 yards).

The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or 'dots' at 4.57 metres (5 yards) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 18 cm (7 inches) in diameter. This constitutes the "**fielding restriction area**" (Refer Appendix H).

28.7.2 These fielding restrictions shall apply at the instant of delivery (Refer Appendix I):

28.7.2.1 during the first 6 overs of each innings ("**Fielding Restriction Overs**"): a maximum of 2 fielders permitted outside the fielding restriction area; and

28.7.2.2 During the non-Fielding Restriction Overs: a maximum of 5 (male) or 4 (female) fielders permitted outside the fielding restriction area.

28.7.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

28.7.4 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

28.7.5 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.6 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'.

29 THE WICKET IS BROKEN

29.1 The Wicket is broken

The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

29.2 Breaking the wicket fairly

29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.2.1.1 by the ball;

29.2.1.2 by the striker's bat if held or by any part of the bat that he/she is holding;

29.2.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached;

29.2.1.4 by the striker's person or by any part of his/her clothing or equipment becoming detached from his/her person. However, any detached equipment shall not include the striker's protective helmet, or any part thereof, as defined in Appendix A.2.3,

29.2.1.5 by a fielder with his/her hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.2.1.6 The wicket is also broken if a fielder strikes or pulls a stump out of the ground as in 29.1.1.5.

29.2.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

29.2.3 For the purposes of 29.1, when "LED" stumps and bails are in use, the bails will be deemed to have been completely removed from the top of the stumps when the lights on the stumps and/or bails illuminate provided that one or both of the bails remains dislodged from the top of the stumps.

29.3 One bail off

If one bail is off, it shall be sufficient for the purpose of breaking the wicket to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in 29.1.

29.4 Remaking wicket

If a wicket is broken while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 20 (Dead ball). Any fielder may, however, while the ball is in play:

29.4.1 replace a bail or bails on top of the stumps.

29.4.2 put back one or more stumps into the ground where the wicket originally stood.

29.5 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been broken.

29.5.1 After a decision to play without bails, the wicket has been broken if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his/her clothing or equipment as described in 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in 29.1.1.6.

29.5.2 If the wicket has already been broken, 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 29.3, in order to have an opportunity of breaking the wicket.

30 BATTER OUT OF HIS/HER GROUND

30.1 When out of his/her ground

30.1.1 A batter shall be considered to be out of his/her ground unless some part of his/her person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batter shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond, and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact between:

30.1.2.1 the ground and any part of his/her person or bat; or

30.1.2.2 between the bat and person,

30.2 Which is a batter's ground

30.2.1 If only one batter is within a ground, it is his/her ground and will remain so even if he/she is later joined there by the other batter.

30.2.2 If both batters are in the same ground and one of them subsequently leaves it, the ground belongs to the batter who remains in it.

30.2.3 If there is no batter in either ground, then each ground belongs to whichever batter is nearer to it, or, if the batters are level, to whichever batter was nearer to it immediately prior to their drawing level.

30.2.4 If a ground belongs to one batter then the other ground belongs to the other batter, irrespective of his/her position.

30.2.5 When a batter who has a runner is striker, his/her ground is always at the wicket-keepers end, However, 30.2.1, 30.2.2, 30.2.3 and 30.2.4 will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

30.3 Position of non-striker

The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

31 APPEALS

31.1 Umpire not to give batter out without an appeal

Neither umpire shall give a batter out, even though he/she may be out under the clauses, unless appealed to by a fielder. This shall not debar a batter who is out under any of the clauses from leaving the wicket without an appeal having been made. Note, however, the provisions of 31.7.

31.2 Batter dismissed

A batter is dismissed if he/she is:

31.2.1 either given out by an umpire, on appeal; or

31.2.2 out under any of the clauses and leaves the wicket as in 31.1.

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his/her run-up or, if there is no run-up, his/her bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

31.5 Answering appeals

The striker’s end umpire shall answer all appeals arising out of any of clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his/her jurisdiction.

When a batter has been given Not out, either umpire may answer an appeal, made in accordance with 31.3, if it is on a further matter and is within his/her jurisdiction.

31.6 Consultation by umpires

Each umpire shall answer appeals on matters within his/her own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

31.7 Batter leaving the wicket under a misapprehension

An umpire shall intervene if satisfied that a batter, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batter.

A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batter.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

32 BOWLED

32.1 Out Bowled

32.1.1 The striker is out Bowled if his/her wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

The striker is out Bowled if his/her wicket is put down as in 32.1, even though a decision against him/her for any other method of dismissal would be justified.

33 CAUGHT

33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his/her bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in 33.2, before it touches the ground.

33.2 A fair catch

33.2.1 A catch will be fair only if, in every case:

33.2.1.1 either the ball, at any time; or

33.2.1.2 any fielder in contact with the ball,

is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

33.2.2.1 the ball is held in the hand or hands of a fielder, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

33.2.2.2 fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 34 (Hit the ball twice).

33.2.2.3 a fielder catches the ball after it has touched or ricocheted off:

33.2.2.3.1 the wicket;

33.2.2.3.2 an umpire;

33.2.2.3.3 any member of the fielding side; or

33.2.2.3.4 either batter,

33.2.2.3.5 or any protective equipment worn by any of those persons.

33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in 33.2.1 are met.

33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

33.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his/her own movement.

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.12 (Batsman returning to the wicket he/she has left shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

If the criteria of 33.1 are met and the striker is not out Bowled, then he/she is out Caught, even though a decision against either batter for another method of dismissal would be justified.

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his/her person or is struck by his/her bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his/her bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his/her wicket. See 34.3 and clause 37 (Obstructing the field).

34.1.2 For the purpose of this clause ‘struck’ or ‘strike’ shall include contact with the person of the striker.

34.2 Not out Hit the ball twice

The striker will not be out under this clause if he/she:

34.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

34.2.2 wilfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 37.1 (Out Obstructing the field).

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his/her wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his/her person other than a hand not holding the bat.

The striker may guard his/her wicket even if the delivery is a No Ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his/her wicket. See clause 37.3 (Obstructing a ball from being caught).

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed. The umpire shall:

34.4.1 disallow all runs to the batting side

34.4.2 return any not out batter to his/her original end

34.4.3 signal No ball to the scorers if applicable.

34.4.4 award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his/her wicket is broken by either the striker's bat or person as described in clauses 29.1.1.2 to 29.1.1.4 in any of the following circumstances:

35.1.1.1 in the course of any action taken by him/her in preparing to receive or in receiving a delivery;

35.1.1.2 in setting off for the first run immediately after playing or playing at the ball;

35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball; or

35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his/her wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).

35.1.2 If the striker puts his/her wicket down in any of the ways described in clauses 29.2.1.2 to 29.1.1.6 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

The striker is not out under this clause should his/her wicket be put down in any of the ways referred to in 35.1, if any of the following applies:

35.2.1 it occurs after the striker has completed any action in receiving the delivery, other than in 35.1.1.2 to 35.1.1.4;

35.2.2 it occurs when the striker is in the act of running, other than setting off immediately for the first run;

35.2.3 it occurs when the striker is trying to avoid being run out or stumped;

35.2.4 it occurs when the striker is trying to avoid a throw in at any time;

35.2.5 the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball); or

35.2.6 the delivery is a No ball.

36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

36.1.1 The bowler delivers a ball, not being a No ball.

36.1.2 The ball, if it is not intercepted full-pitch, pitches:

36.1.2.1 in line between wicket and wicket; or

36.1.2.2 on the off side of the striker's wicket.

36.1.3 The ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person.

36.1.4 The point of impact, even if above the level of the bails:

36.1.4.1 either is between wicket and wicket; or

36.1.4.2 if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

36.1.5 But for the interception, the ball would have hit the wicket.

36.2 Interception of the ball

36.2.1 In assessing 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2 In assessing 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.

36.2.3 In assessing 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery. See Appendix A.13.

37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

37.1.1 Either batter is out Obstructing the field if, except in the circumstances of 37.2, and while the ball is in play, he/she wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).

37.1.2 The striker is out Obstructing the field if, except in the circumstances of 37.2, in the act of receiving a ball delivered by the bowler, he/she wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his/her wicket.

37.1.3 This clause will apply whether or not No ball is called.

NOTE: For the avoidance of doubt if a batter, in running between the wickets, has significantly changed his/her direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batter should, on appeal, be given out Obstructing the field.

It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batter crossing the pitch, clause 41.14 shall also apply.

37.2 Not out Obstructing the field

A batter shall not be out Obstructing the field if:

37.2.1 obstruction or distraction is accidental, or

37.2.2 obstruction is in order to avoid injury; or

37.2.3 in the case of the striker, he/she makes a second or subsequent strike to guard his/her wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see 37.3.

37.3 Obstructing a ball from being caught

37.3.1 If the delivery is not a no ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batsman prevents the striker being out caught

37.3.2 37.3.1 shall apply even if the obstruction is caused by the striker in lawfully guarding his/her wicket under the provisions of Law 34.3 (Ball lawfully struck more than once)

37.3.3 If an obstruction or distraction takes place from a No Ball then the batsman who caused the obstruction or distraction will be out Obstructing the field. However, the striker is not out if the obstruction of a catch occurs while defending his/her wicket from a No ball with a lawful second strike.

37.3.4 37.3.3 shall not apply if the striker obstructs while instinctively defending his/her wicket with a lawful second strike.

37.4 Returning the ball to a fielder

Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he/she uses the bat or any part of his/her person to return the ball to any fielder.

37.5 Runs scored

When either batter is dismissed Obstructing the field:

37.5.1 unless the obstruction or distraction prevents the striker being out Caught, any runs completed by the batsmen before the offence shall be scored, together with any one-run Penalty for No ball or Wide, or any other award of 5 Penalty Runs to either side.. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

37.5.2 if the obstruction or distraction prevents the striker being out Caught, any runs completed by the batsmen shall not be scored but any award of 5 Penalty Runs to either side shall stand. clause 18.11 (Batter returning to original end) will apply.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

38 RUN OUT

38.1 Out Run out

Either batter is out Run out, except as in 38.2, if, at any time while the ball is in play:

38.1.1 he/she is out of his/her ground; and

38.1.2 his/her wicket is fairly put down by the action of a fielder,

even though No ball has been called, except in the circumstances of 38.2.2.2, and whether or not a run is being attempted.

NOTE: For the avoidance of doubt, a batter can be out Run out where the ball rebounds or ricochets directly onto the stumps off the helmet being worn by a fielder.

38.2 Batter not out Run out

38.2.1 A batter is not out Run out in the circumstances of 38.2.1.1 or 38.2.1.2.

38.2.1.1 He/she has been within his/her ground and has subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of clause 30.1.2 (When out of his/her ground).

38.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder before the wicket is put down.

38.2.2 The striker is not out Run out in any of the circumstances in 38.2.2.1 and 38.2.2.2.

38.2.2.1 He/she is out Stumped. See clauses 25.6.5 and 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called and:

38.2.2.2.1 he/she is out of his/her ground not attempting a run; and

38.2.2.2.2 the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

38.3 Non-striker leaving his/her ground early

38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.2 If the ball is not delivered,

38.3.2.1 if there is an appeal, the umpire shall make his/her decision on the Run out.

38.3.2.2 if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.

38.3.2.3 the ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal,

38.3.3.1 the umpire shall make his/her decision on the Run out.

38.3.3.2 if the non-striker is not dismissed, the ball remains in play and clause 21.6 (Bowler breaking wicket in delivering ball) shall apply.

if the non-striker is dismissed, the ball shall not count as one in the over.

38.4 Which batter is out

The batter out in the circumstances of 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batter's ground).

38.5 Runs scored

If either batter is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batters shall stand, together with any runs for penalties awarded to either side. See

clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed)) and 18.8 (Runs scored when a batter is dismissed).

If however, a striker who has a runner is himself/herself dismissed Run out and runs are completed by the runner and the other batter before the wicket is put down

- all runs to the batting side from that delivery shall be disallowed
- the one run penalty for No ball shall stand and 5 run penalties shall be allowed
- the umpire shall return the non-striker to his original end.

See Law 25.6 (Dismissal and conduct of a batsman and his runner).

38.6 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in 39.3, if:

39.1.1.1 a ball which is delivered is not called No ball; and

39.1.1.2 he/she is out of his/her ground, other than as in 39.3.1; and

39.1.1.3 he/she has not attempted a run,

when his/her wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however, clauses 25.6.2 and 25.6.5 (Dismissal and conduct of a batter and his/her runner) and 27.3 (Position of wicket-keeper).

39.1.2 The striker is out Stumped if all the conditions of 39.1.1 are satisfied, even though a decision of Run out would be justified.

39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any

part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

NOTE: For the avoidance of doubt, a batter can be out Stumped where the ball rebounds or ricochets directly onto the stumps off the helmet being worn by a wicket-keeper.

39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if, after having received the delivery he/she has left his/her ground in order to avoid injury.

39.3.2 If the striker is not out Stumped he/she may, except in the circumstances of Law 38.2.2.2, be out Run out if the conditions of clause 38.1 (Out Run out) apply.

40 TIMED OUT

40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

40.1.2 In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of clause 16.3 (Umpires awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 3 minutes referred to above.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within The Spirit of Cricket, as described in The Preamble – The Spirit of Cricket, as well as within the clauses.

41.2 Fair and unfair play – responsibility of umpires

41.2.1 The umpires shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the Laws, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire

41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match
- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team

41.2.1.2 If this is a second or subsequent offence by that side, the bowler's end umpire shall then

- summon the offending player's captain and inform him that there has been a further such offence
- award 5 penalty runs to the opposing side

41.2.1.3 The umpires together shall report the incident as soon as possible after the match under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate the team.

41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.3.2.

41.3.2 It is an offence for any player or player support personnel to take any action which changes the condition of the ball.

A batter may not wilfully change the condition of the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).

A fielder may, however:

41.3.2.1 polish the ball on their clothing provided that no artificial substance is used, that the only natural substance used is sweat and that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any person does not comply with the conditions in 41.3.2.

41.3.4 If the umpires together suspect, but are not certain, that the condition of the ball has been unfairly changed, or that its condition is inconsistent with the use it has received, the umpires may:

41.3.4.1 Change the ball forthwith. The umpires shall choose a replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention

41.3.4.2 Bowlers end umpire shall issue the captain with a first and final warning

41.3.5 If the umpires together agree that the condition of the ball has been unfairly changed by persons of either side, they shall consider that there has been a contravention of this clause. They shall then:

41.3.5.1 Ask the captain of the opposing side if he/she would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.

41.3.5.2 If a replacement ball is requested

– By the batting side, the batters shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

– By the fielding side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention

41.3.5.3 Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall:

- award 5 Penalty runs to the opposing side.
- if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires together shall report the matter under the Code of Conduct as soon as possible after the day's play to the Tournament Referee,

– The person or persons responsible for the contravention and/or

– The captain of the offending side in the event that the person or persons are not able to be identified, or where the umpires believe that contravention was planned or systematic to the extent that the captain either knew, or ought to have known that the contravention was occurring.

– The Tournament Referee shall then take such action as is considered appropriate against the person/s concerned.

NOTE: If person/s responsible for changing the condition of the ball are later identified then any CoC report brought against the captain of the offending side is to be withdrawn

41.3.6 If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball they shall repeat the procedures in 41.3.5

41.3.7 If the umpires believe that saliva has been applied to the ball the umpires shall:

41.3.7.1 If it is the first instance during an innings, summon the captain of the fielding side and issue a first warning

41.3.7.2 If it is the second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side

41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side

41.3.7.4 The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth

41.3.8 Use of saliva in breach of 41.3.2.1 above shall not, in and of itself, be considered an offence under Article 2.16 of the CA Code of Conduct

41.4 Deliberate attempt to distract striker

41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he/she is preparing to receive or receiving a delivery.

41.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall:

41.4.2.1 award 5 Penalty runs to the batting side;

41.4.2.2 inform the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for the action; and

Neither batter shall be dismissed from that delivery and the ball shall not count as one of the over. However, if either umpire had reason to call and signal No ball, he/she shall do so regardless of the attempt to distract, and this call shall stand.

41.4.3 The umpires together may report the matter under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the fielder/s concerned.

41.5 Deliberate distraction, deception or obstruction of batter

41.5.1 In addition to 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.

41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4 Neither batter shall be dismissed from that delivery.

41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 has been committed and:

41.5.5.1 if an offence under clause 42 has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of 41.5.7 to 41.5.9.

41.5.5.2 if they consider that there has been no offence under clause 42, they shall apply each of 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall:

41.5.6.1 Signal No ball or Wide to the scorers, if applicable,

41.5.6.2 award 5 Penalty runs to the batting side; and

41.5.6.3 inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.7 The ball shall not count as one of the over.

41.5.8 Any runs completed by the batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batters had already crossed at the instant of the offence.

41.5.9 The batters at the wicket shall decide which of them is to face the next delivery.

41.5.10 The umpires together, if they consider it appropriate, may report the occurrence under the Code of Conduct to the Tournament Referee, who shall take such action as is considered appropriate against the person/s concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries

NOTE: 41.6.1 to 41.6.11 below regulate the bowling of “fast short pitched deliveries” that pass or would pass above the shoulder height of the striker standing upright at the crease to no more than one per over.

41.6.1 A bowler shall be limited to one fast short pitched deliveries per over.

41.6.2 A “fast short pitched delivery” is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.

NOTE: Fast short pitched deliveries described in 41.6.2 are distinct from the fast short pitched balls described in 41.6.12 to 41.6.13, although fast short pitched deliveries can be considered fast short pitched balls for the purpose of determining whether the bowling is dangerous and unfair under 41.6.12.

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

41.6.4 For the avoidance of doubt any fast short pitched delivery that is called a Wide under clause 22.1 above shall also count as one of the fast short pitched deliveries in that over.

41.6.5 In the event of a bowler bowling more than one fast short pitched deliveries in an over as defined in 41.6.2, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

41.6.6 If a bowler delivers a second fast short pitched delivery in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.7 If there is a second instance of the bowler being no balled in the same innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

41.6.8 Should there be any further instance by the same bowler in that same innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof nor be allowed to bowl the next over, or part thereof.

41.6.9 The bowler thus taken off shall not be allowed to bowl again in that match.

41.6.10 The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.6.11 The umpires may then report the matter under the Code of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

NOTE: 41.6.12 to 41.6.13 regulate short pitched bowling, including both fast short pitched deliveries (as defined in 41.6.2) and fast short pitched balls bouncing below shoulder height, that pose a danger to the batter.

These provisions apply regardless of any action taken by the umpire as a result of a breach of 41.6.1 to 41.6.11 at any time during the match:

41.6.12 The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.13 The bowler's end umpire may still consider that the bowling of short pitched deliveries, although not dangerous under 41.6.12, is unfair if they pass above head height of the striker standing upright at the crease. See also clause 22.1.

NOTE: The fast short pitched balls referred to in 41.6.12 and 41.6.13 include fast short pitched bowling that is not above shoulder height and fast short pitched deliveries (as defined in 41.6.2).

41.6.14 As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.12, or unfair under 41.6.13, he/she shall adopt the following procedure:

41.6.14.1 in the first instance, call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred.

41.6.14.2 if there is a second instance by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.

41.6.15 Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

41.6.16 Should there be any further instance by the same bowler in that innings, the umpire shall:

41.6.16.1 call and signal No ball; and

41.6.16.2 when the ball is dead direct the captain to take the bowler off forthwith.

41.6.17 If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

41.6.18 The bowler thus taken off shall not be able to bowl again in that match.

41.6.19 The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.6.20 The umpires will then report the matter under the Code of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.6.21 The warning sequences in 41.6 are independent of the warning and action sequence in 41.7.

41.7 Bowling of dangerous and unfair non-pitching deliveries

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, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

41.7.2 The bowling of a delivery as defined in 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:

- disregard any protective equipment worn by the striker
- be mindful of:
  - the speed, height and direction of the delivery
  - the skill of the striker
  - the repeated nature of such deliveries

41.7.3 If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.7.2 when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.4 Should there be any further dangerous such delivery by the same bowler in that innings the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action:

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together may report the occurrence under the Code of Conduct as soon as possible after the day's play to the Match Referee, who shall take such action as is considered appropriate against the player concerned.

41.7.5 The warning and action sequences in 41.7.3 and 41.7.4 are independent of those in 41.6.

41.7.6 If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in 41.7.1, then the caution and warning in 41.7.3 shall be dispensed with.

The umpire shall

- immediately call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor allowed to bowl any part of the next over

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side

The umpires together shall report the occurrence under the Code of Conduct as soon as possible after the day's play to the Tournament Referee, who shall take such action as is considered appropriate against the player concerned.

41.8 Bowling of deliberate front-foot No ball

41.8.1 If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall:

41.8.1.1 call and signal No ball; and

41.8.1.2 when the ball is dead, direct the captain to take the bowler off forthwith.

41.8.2 If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

41.8.3 The bowler thus taken off shall not be able to bowl again in that match.

41.8.4 The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.8.5 The umpires will then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall:

41.9.2.1 if the ball is in play, call and signal Dead ball.

41.9.2.2 inform the other umpire of what has occurred.

The bowler's end umpire shall then:

41.9.2.3 warn the captain of the fielding side, indicating that this is a first and final warning.

41.9.2.4 inform the batters of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall:

41.9.3.1 if the ball is in play, call and signal Dead ball.

41.9.3.2 inform the other umpire of what has occurred.

41.9.3.3 award 5 penalty runs to the batting side.

41.9.4 Additionally, the umpire shall inform the batters and, as soon as is practicable, the captain of the batting side of what has occurred.

41.9.5 The umpires may then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the fielder/s concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.10 Batter wasting time

41.10.1 It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his/her run-up.

41.10.2 Should either batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his/her run-up or when the ball becomes dead, as appropriate, the umpire shall:

41.10.2.1 warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.

41.10.2.2 inform the other umpire of what has occurred.

41.10.2.3 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead:

41.10.3.1 award 5 Penalty runs to the fielding side.

41.10.3.2 inform the other umpire of the reason for this action.

41.10.3.3 inform the other batter, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.4 The umpires may then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it. Guidance markings will be made as per Appendix E.

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his/her presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes avoidable damage to the pitch, other than as in 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then:

41.12.2.1 caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

41.12.2.2 inform the batters of what has occurred.

41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then:

41.12.3.1 signal No ball or Wide to the scorers, if applicable.

41.12.3.2 award 5 Penalty runs to the batting side.

41.12.3.3 inform the fielding captain of the reason for this action.

41.12.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

41.12.4 The umpires will then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the fielder concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his/her follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall:

41.13.2.1 caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.

41.13.2.2 inform the captain of the fielding side and the batters of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall:

41.13.4.1 direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.13.4.2 inform the other umpire of the reason for this action.

41.13.4.3 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

41.13.5 The umpires may then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.14 Batter damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he/she must move from it immediately thereafter. A batter will be deemed to be causing avoidable damage if either umpire considers that his/her presence on the pitch is without reasonable cause.

41.14.2 If either batter causes deliberate or avoidable damage to the pitch, other than as in 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then:

41.14.2.1 warn both batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.

41.14.2.2 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of avoidable damage to the pitch by any batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall:

41.14.3.1 disallow all runs to the batting side

41.14.3.2 return any not out batter to his/her original end

41.14.3.3 signal No ball or Wide to the scorers if applicable.

41.14.3.4 award 5 Penalty runs to the fielding side.

41.14.3.5 award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

41.14.3.6 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

41.14.4 The umpires will then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.15 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead and he/she shall then inform the other umpire of the occurrence. The bowler's end umpire shall then:

41.15.2.1 warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batter.

41.15.2.2 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence. The bowler's end umpire shall:

41.15.3.1 disallow all runs to the batting side;

41.15.3.2 return any not out batter to his/her original end;

41.15.3.3 signal No ball or Wide to the scorers if applicable;

41.15.3.4 award 5 Penalty runs to the fielding side; and

41.15.3.5 award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side); and

41.15.3.6 inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

41.15.4 The umpires will then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.16 Batters stealing a run

41.16.1 It is unfair for the batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out either batter – see 41.16 and clause 21.4 (Bowler throwing towards striker's end before delivery) – the umpire shall:

41.16.1.1 call and signal Dead ball as soon as the batters cross in such an attempt.

41.16.1.2 inform the other umpire of the reason for this action.

The bowler's end umpire shall then:

41.16.1.3 return the batters to their original ends.

41.16.1.4 award 5 Penalty runs to the fielding side.

41.16.1.5 inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

41.16.2 The umpires may then report the matter under the Conduct of Conduct to the Tournament Referee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 (Fair and Unfair Play - Responsibility of Captains).

41.17 Penalty runs

41.17.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).

41.17.2 Penalty runs shall be awarded in each case where the clauses require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

41.17.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then:

41.17.3.1 they shall be scored as Penalty extras and shall be in addition to any other penalties.

41.17.3.2 they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.

41.17.3.3 the batters shall not change ends solely by reason of the 5 run penalty.

41.17.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.18 Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

42 PLAYERS' CONDUCT

42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in 42.2.1. These offences correspond with Level 4 offences in the CA Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire (where available) and the Tournament Referee, who may review any audio or video evidence to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batters at the wicket may not deputise for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire

- making inappropriate and deliberate physical contact with an umpire

- physically assaulting a player or any other person

- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time if necessary.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him/her. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batter he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of clauses 32 to 39. If no further member of the batting side is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.2.2.5 The umpires must then report the matter under the Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.3 (Umpires awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 12.9 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute or has a runner will also suffer the penalty for any Level 4 offence committed by the substitute or runner. However, only the substitute or runner will be reported under 42.2.2.5.

APPENDIX A

Definitions and explanations of words or phrases not defined in the text.

A1 The match

A1.1 **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.

A1.2 **A match** is a single encounter (or contest) between two sides (or teams), played under the Playing Conditions.

A1.3 **The toss** is the toss for choice of innings.

A1.4 **Before the toss** is at any time before the toss on the day the match is expected to start or, in the case of a one-day match, on the day the match is due to take place.

A1.5 **Before the match** is at any time before the toss, not restricted to the day on which the toss is to take place.

A1.6 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.

A1.7 **Playing time** is any time between the call of Play and the call of Time.

A1.8 **Conduct of the match** includes any action relevant to the match at any time on any day of the match.

A2 Implements and equipment

A2.1 **Implements used in the match** are the bat, the ball, the stumps and bails.

A2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.

For a batter, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.

A2.3 **A protective helmet** is headwear made of hard material and designed to protect the head, neck and or the face. For the

purposes of interpreting these Playing Conditions, such a description shall include faceguards, grilles and neck guards.

A2.4 **Equipment** – a batter's equipment is their bat as defined above, together with any external protective equipment the batter is wearing.

A fielder's equipment is any external protective equipment that the fielder is wearing.

A2.5 **The bat** – the following are to be considered as part of the bat:

- the whole of the bat itself.
- the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
- the hand (or hands) holding the bat, if the batter is not wearing a glove on that hand or on those hands.

A2.6 **Held in batter's hand**. Contact between a batter's hand, or glove worn on their hand, and any part of the bat shall constitute the bat being held in that hand.

A3 **The playing area**

A3.1 **The field of play** is the area contained within the boundary.

A3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.

A3.3 **The outfield** is that part of the field of play between the square and the boundary.

A4 **Positioning**

A4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind,** in relation to any other marking, object or person, follows the same principle. See the diagram in A 13.

A4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. **In front of,** in relation to any other marking, object or person, follows the same principle. See the diagram in A 13.

A4.3 **The striker's end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.

A4.4 **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in A4.3.

A4.5 **The wicket-keeper's end** is the same as the striker's end as described in A4.3.

A4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See A4.2.

A4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See A4.1.

A4.8 **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.

A4.9 **Off side/on side** – see diagram in A13

A4.10 **Inside edge** is the edge on the same side as the nearer wicket.

A5 **Umpires**

A5.1 **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly, **the umpires** always means both umpires. **An umpire** and **umpires** are generalised terms**.** Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.

A5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see A4.4) for the current delivery.

A5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see A4.3), to one side of the pitch or the other, depending on their choice, for the current delivery.

A5.4 **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.

A6 Batters

A6.1 **Batting side** is the side currently batting, whether or not play is in progress.

A6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.

A6.3 **The striker** is the batsman who receives the ball delivered by the bowler.

A6.4 **The non-striker** is the batsman whose ground is at the bowler's end when the ball is delivered.

A6.5 **A batter's ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batter.

A6.6 **Original end** is the end where a batter was when the ball came into play for that delivery.

A6.7 **Wicket batter has left** is the wicket at the end where the batter was at the start of the run in progress.

A6.8 **A batting position** is the position and posture adopted by the striker to receive a ball delivered by the bowler. **A normal batting position** is one from which a striker could be reasonably expected to defend his wicket.

A6.9 For the purposes of these Laws, waist height is defined as the point at which the top of the batter's trousers would conventionally be when the striker is standing upright at the popping crease.

A7 Fielders

A7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.

A7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.

A7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players

legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging their duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is the fielder to be regarded as having left the field of play.

A8 Substitutes, Replacements

A8.1 **A Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom they are substituting on that side's list of nominated players. A substitute's activities are limited to fielding (other than a Concussion Substitute, which is managed in accordance with Appendix C).

A8.2 **A Replacement** is a player who takes the place of a nominated player and who, thereby, becomes a nominated player. A replacement's activities on the field of play are no more limited than those of any other nominated player.

A8.3 **A Runner** is a nominated player who runs for another nominated player of his own side who is batting and is unable to run

A9 Bowlers

A9.1 **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as their bowling arm, the bowler is bowling over the wicket. If the return crease is on the same side as their bowling arm, the bowler is bowling round the wicket.

A9.2 **Delivery swing** is the motion of the bowler's arm during which the bowler would normally releases the ball for a delivery.

A9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

A10 The ball

A10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean ‘the ball is struck by the bat’/‘strikes the ball with the bat’.

A10.2 **Full-pitch** describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

A11 **Runs**

A11.1 **A run to be disallowed** is one that in the Playing Conditions should not have been taken. It is not only to be cancelled but the batters are to be returned to their original ends.

A11.2 **A run not to be scored** is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batters will not be returned to their original ends on that account.

A12 **The person**

A12.1 **Person**; A player’s person is their physical person (flesh and blood) together with any clothing or legitimate external protective equipment that the person is wearing except, in the case of a batter, their bat.

A hand, whether gloved or not, that is not holding the bat is part of the batter’s person.

No item of clothing or equipment is part of the player’s person unless it is attached to them.

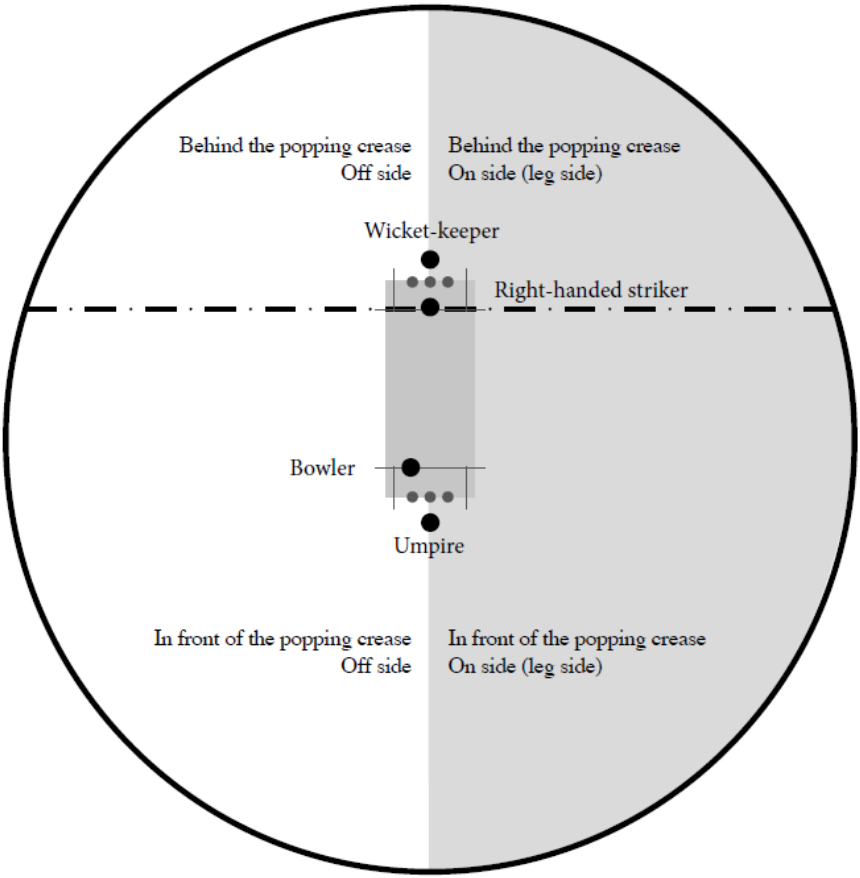
For a batter, a glove being held but not worn is part of their person.

For a fielder, an item of clothing or equipment the fielder is holding in their hand or hands is not part of their person.

A12.2 **Clothing** – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though the player may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batter does not come within this definition of clothing.

A12.3 **Hand** for batter or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

A13 Off side/on side; in front of / behind the popping crease.



APPENDIX B

The bat (Clause 5)

B.1. General guidance

B.1.1. Measurements - All provisions in sections B.2 to B.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.

B.1.2 Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity and in accordance with any Clothing and Equipment Regulations.

B.1.3 Categories of bat – The specifications given below relate to Type A bats unless specified otherwise.

B.2. Specifications for the Handle

B.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting B.3 and B.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

B.2.2. The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in B.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in B.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.2.3 Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth for Type A. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

B.2.4 **Binding and covering of handle** – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

- 2.5 in/6.35 cm in for the twine binding
- 2.75 in/6.99 cm for the covering grip.

B.3 Specifications for the Blade

B.3.1. The blade has a face, a back, a toe, sides and shoulders

B.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.

B.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.

B.3.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

B.3.1.4. The toe is the surface opposite to the shoulders taken as a pair.

B.3.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

B.3.2. No material may be placed on or inserted into the blade other than as permitted in B.2.4, B.3.3. and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.3.3 **Covering the blade**. Type A bats shall have no covering on the blade except as permitted in clause 5.4. This may be treated as specified in B.4 below.

Any materials referred to in clause 5.4 and B.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in B.7.

B.4 Protection and repair

B.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of

giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade unless otherwise approved by Cricket Australia (in its absolute discretion).

B.4.2. Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.

The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

B.4.3. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in B.7.

B.5. **Toe and side inserts** – The wood used must not be more than 0.35 in/0.89 cm in thickness.

The toe insert shall not extend from the toe more than 2.5 in/6.35 cm up the blade at any point.

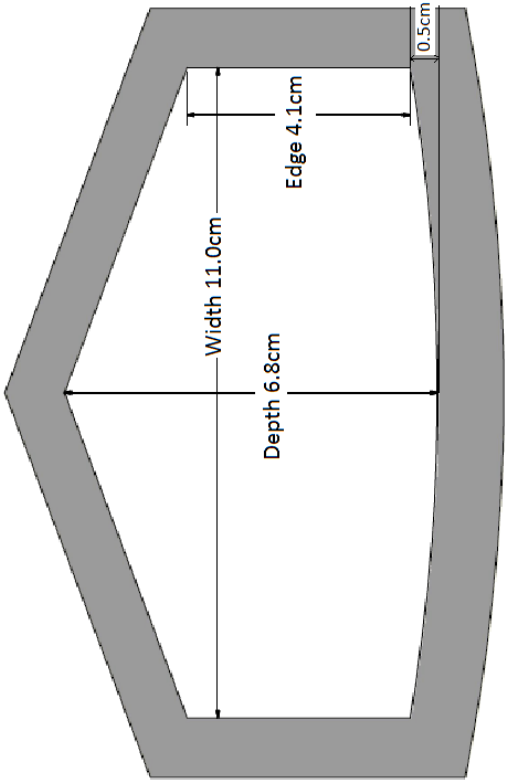
Neither side insert may extend from the edge more than 1 in/2.54 cm across the blade at any point.

B.6 **Commercial identifications** These identifications may not exceed 0.008 in/0.02 cm in thickness. On the back of the blade they must occupy no more than 50% of the surface. On the face of the blade, they must be confined within the top 9 in/22.86 cm, measured from where the bottom of the grip as defined in B.2.2 and B.2.4, would finish.

B.7 **Bat Gauge**

All bats that conform to the Laws of Cricket must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass

through a bat gauge, the dimensions and shape of which are shown in the diagram below.



Dimensions of aperture

Total depth:	2.68 in/6.8 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

APPENDIX C

Concussion Substitute

C.1. Concussion or Head Impact Trauma Assessment

C.1.1. If a head impact trauma occurs or the concussion of a player or umpire is suspected by an umpire, match referee, team-mate, team support staff or qualified medical personnel (either immediately after a head/neck impact trauma or at any later time during play), play shall cease immediately and the highest qualified medical personnel available can enter the field of play (in his/her absolute discretion) to conduct an initial assessment for the presence of concussion symptoms and signs.

C.1.2. If the medical personnel determine that concussion is established or that further assessment is required:

C.1.2.1. the medical personnel (in his/her absolute discretion) may direct the player or umpire to leave the field of play; and

C.1.2.2. play must not resume until that player or umpire has completely left the field of play.

C.1.3. A maximum of 5 minutes will be allowed for the initial assessment on the field of play.

C.1.4. For clarity:

C.1.4.1. A batter instructed to leave the field of play following an assessment is deemed to have retired pursuant to clause 25.4 and can, if no concussion has been diagnosed after a full assessment, return to play pursuant to clause 25.

C.1.4.2. A player on the fielding team instructed to leave the field of play following an assessment can, if no concussion has been diagnosed after further assessment, return to play pursuant to clause 24.

C.1.4.3. Where an umpire is instructed to leave the field of play following an assessment, clause 2.2 applies.

C.1.4.4. If a player or umpire has been diagnosed with a concussion following any assessment, then their return to play will be strictly in accordance with the provisions of the Australian Cricket Concussion and Head Impact

Trauma Policy and will be managed by the relevant medical personnel.

C.1.4.5. The outcome of any assessment by the relevant medical personnel is final and should not be subject to any influence or interference from any players, umpires, coaches or team support staff.

C.2. Activation of a Concussion Substitute

C.2.1. If the relevant medical personnel formally notify the match umpires of the diagnosis of a player with concussion (**Concussed Player**), then a Concussion Substitute may be activated to take the place of the Concussed Player for the remainder of the match.

C.2.2. Formal notification in accordance with C.2.1:

C.2.2.1. must be made orally by the relevant medical personnel to the match umpire/s (if made on the field of play);

C.2.2.2. must be followed up in writing from the relevant medical personnel to the Tournament Referee as soon as practicable after making the oral notification; and

C.2.2.3. requires the relevant medical personnel to provide the Tournament Referee with a copy of the completed Head Impact Trauma Report Form (as contained in the Concussion and Head Impact Trauma Policy and uploaded on the AMS by that medical personnel) for that incident as soon as practicable.

C.2.3. A Concussion Substitute:

C.2.3.1. cannot be activated without the formal notification of the diagnosis of the concussion of the Concussed Player to the match umpires; and

C.2.3.2. can be activated in accordance with and at any time during the remainder of the match following the formal notification.

C.2.4. There is no obligation for a team to immediately or subsequently activate a Concussion Substitute following any formal notification/s made in accordance with C.2.1.

C.2.5. Following the notification at C.2.1, if the Concussed Player's team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so):

C.2.5.1. formally notify the match umpires of its election to activate a Concussion Substitute for that Concussed Player; and

C.2.5.2. nominate a like-player to the opposing team captain (or coach if the opposing team captain is on the field of play) for approval (which must not be unreasonably withheld) as the Concussion Substitute for that Concussed Player for the remainder of the match concerned.

C.2.6. Where approval is not provided by the opposing team captain as contemplated by C.2.5 above, the Tournament Referee will make the final determination (in consultation with Cricket Australia) on whether to approve the nominated player as a Concussion Substitute for that Concussed Player.

C.2.7. Once approved, the Concussion Substitute may immediately participate in the match as a complete replacement player for the Concussed Player. To be clear, the Concussion Substitute is able to bat, bowl, keep wicket or field as though he/she was a member of the starting 11.

C.2.8. If, at the time of activation, the Concussion Substitute is replacing a:

C.2.8.1. Concussed Player that has “retired not out” during his/her team’s current batting innings, the Concussion Substitute may only bat in that innings (where possible) pursuant to clause 25 as though he/she was a batter returning to his/her innings; or

NOTE: For the purposes of scoring, the Concussion Substitute will be entered as an additional batter and his/her innings will be considered separate to the innings of the Concussed Player (who will remain “Retired – Not out”). However, the fielding side still only needs to take 10 wickets to complete the batting innings.

C.2.8.2. Concussed Player that has “retired not out” during his/her team’s previous batting innings and that batting innings has since concluded, the Concussion Substitute may bat at any position in the batting order in that team’s subsequent batting innings (if any); or

C.2.8.3. Concussed Player from the fielding team, the Concussion Substitute may enter play pursuant to clause 24 as though he/she was a member of the fielding side

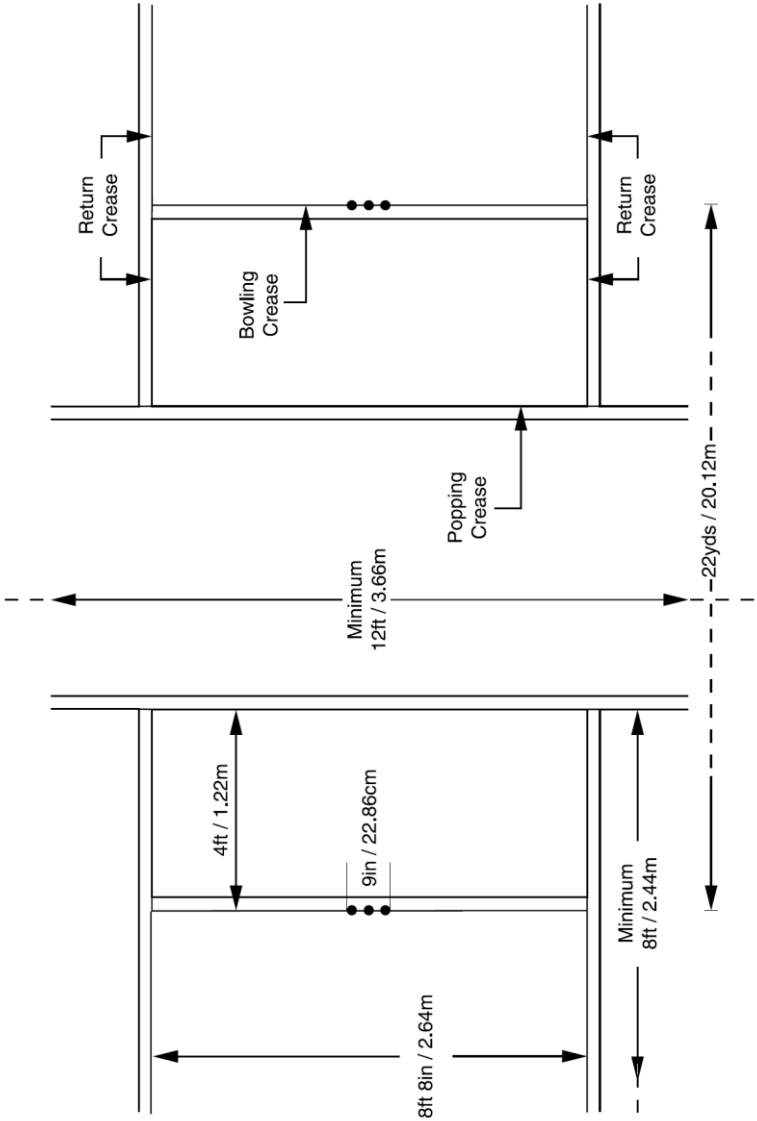
returning to play and without needing to serve any Penalty Time when entering the match.

C.2.9. Once replaced by a Concussion Substitute, a Concussed Player may take no further part in the match concerned.

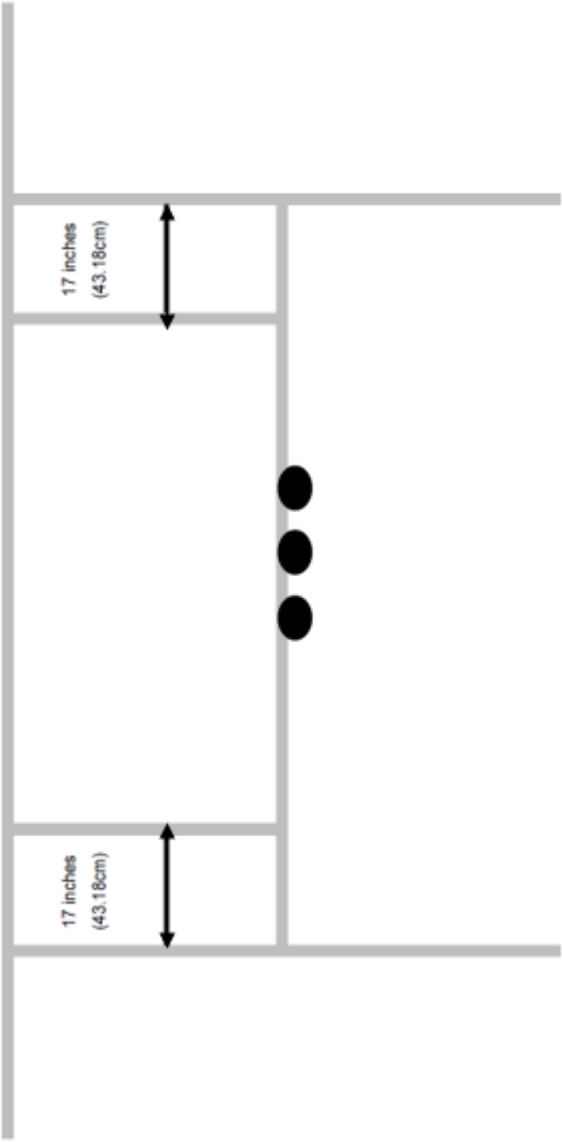
C.2.10. There is no maximum number of Concussion Substitutes available in a particular match.

APPENDIX E

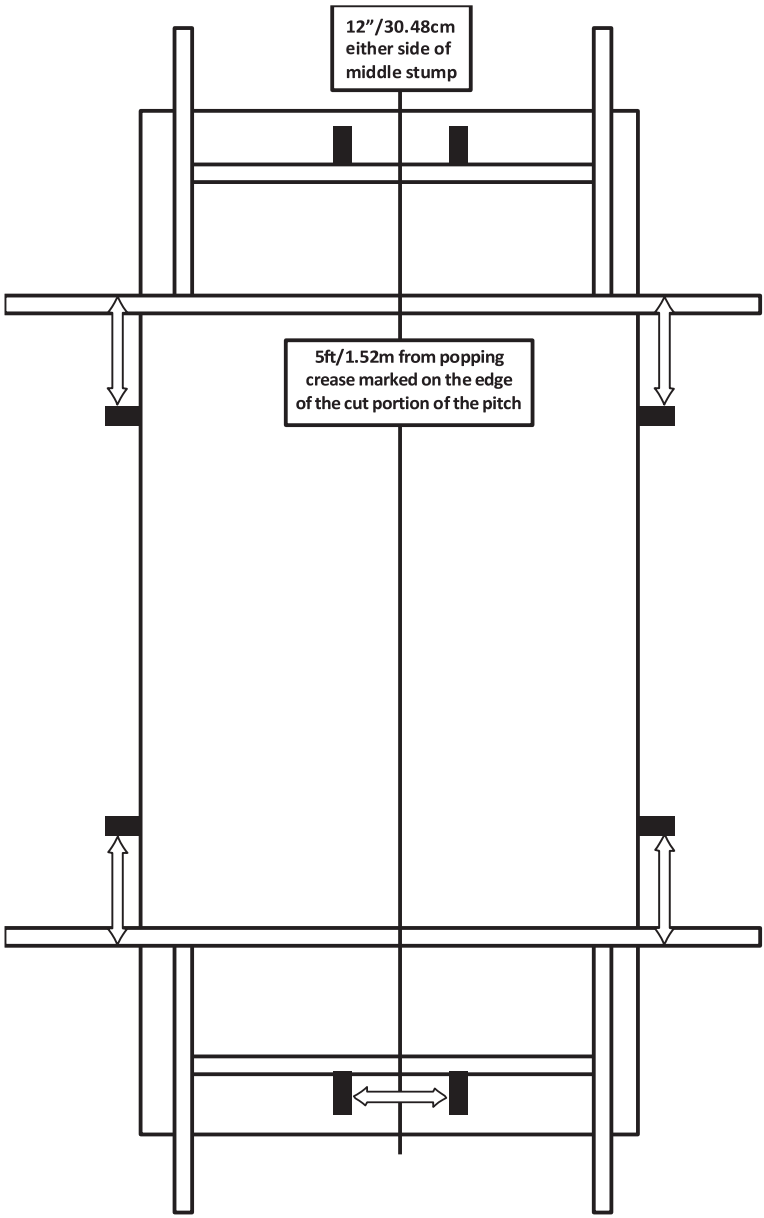
The creases (Clause 7.1)



Additional crease markings (Clause 7.5)

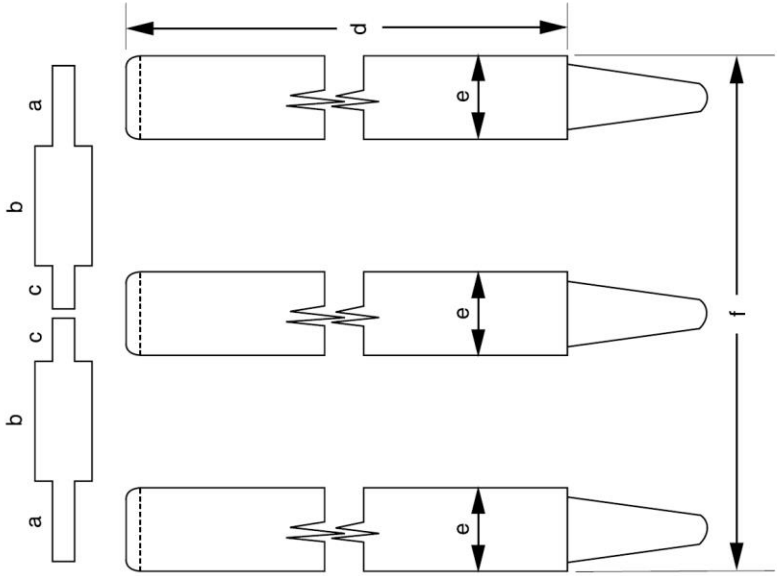


The protected area markings (Clause 41.11)



APPENDIX F

The wickets (Clause 8)



Bails

For Senior Cricket

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

Stumps

For Senior Cricket

Height (d) 28 in / 71.1 cm

Diameter (e)

max. 1.5 in / 3.81 cm

min. 1.38 in / 3.50 cm

Overall

Width (f) 9 in / 22.86 cm

of Wicket

APPENDIX G

A Tie (Clause 16.3.1)

The following procedure will apply should the provision for a Super Over be required.

G.1.1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.

G.1.2. The loss of two wickets shall end the batting team's one over innings.

G.1.3. If the Super Over is a tie, one subsequent Super Overs shall be played.

G.1.4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.

G.1.5. Should play be delayed prior to or during the Super Over(s) once the playing time is lost the Super Over(s) shall be abandoned (see paragraph 24 below).

G.1.6. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the Match Referee.

G.1.7. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.

G.1.8. Any penalty time being served in the match shall be carried forward to the Super Over.

G.1.9. The umpires shall stand at the same end at which they finished the match.

G.1.10. The team batting second in the match shall bat first in the Super Over.

G.1.11. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by

the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.

G.1.12. The fielding side shall choose the end from which it is to bowl its one over.

G.1.13. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.

G.1.14. The interval between the two overs in the Super Over shall be 5 minutes.

TIED SUPER OVER – REPEATING THE SUPER OVER

G.1.15. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 26).

G.1.16. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.

G.1.17. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.

G.1.18. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).

G.1.19. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.

G.1.20. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.

G.1.21. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.

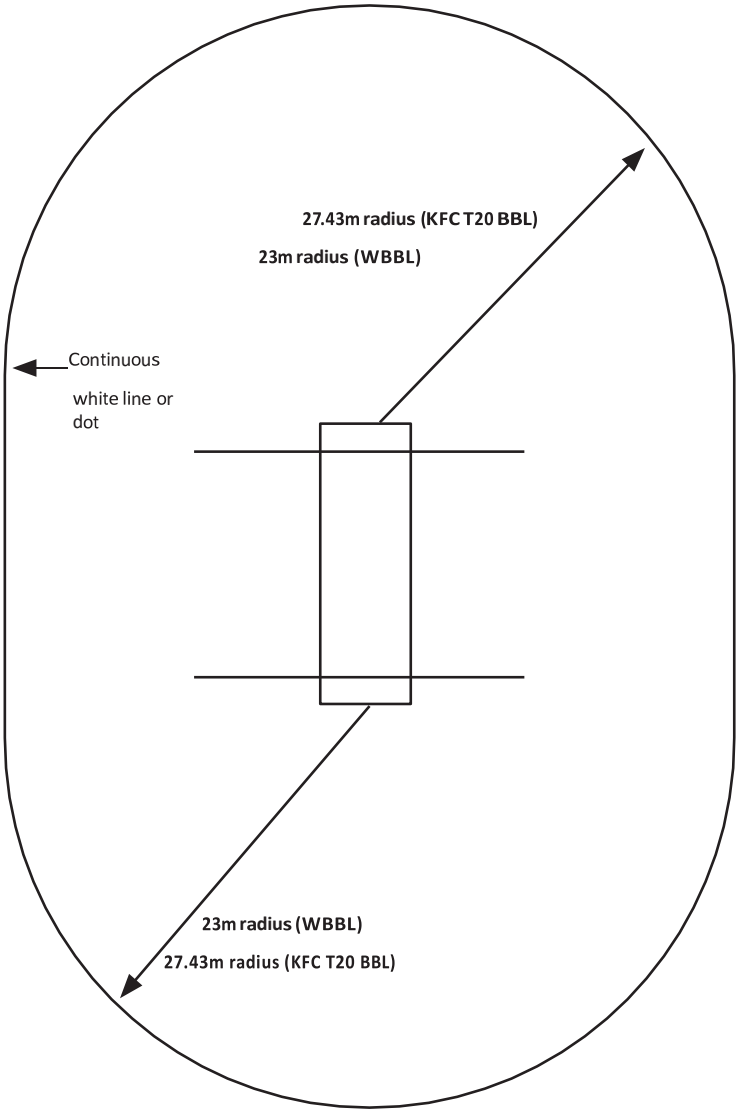
G.1.22. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

SUPER OVER UNABLE TO BE COMPLETED

G.1.23. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in Clause 16.11.1.

APPENDIX H

Restrictions on the placement of fielders (Clause 28.7)



APPENDIX I

Restrictions on the placement of fielders (Clause 28.7)

The following table is to be used as a GUIDE ONLY for uninterrupted limited over matches played under the Playing Conditions in this book. Interrupted matches shall have restrictions adjusted proportionately to the reduction in match length.

	Female	Male
Overs per innings	20	20
Minimum overs for match	5	5
Minimum overs for final match	5	5
Maximum overs per bowler	4	4
Only 2 fielders outside circle	First 6 overs for full 20 over match	First 6 overs For full 20 over match
Only 4 fielders outside circle	Overs 7 to 20 inclusive for full 20 over match	N/A
Only 5 fielders outside circle	N/A	Overs 7 to 20 inclusive for full 20 over match
Maximum fielders outside circle	4 for overs 7 onwards	5 for overs 7 onwards

APPENDIX J

Over Rate Calculation sheets

The following calculation sheets can be used when delays or interruptions occur in limited overs matches.

J.1.

1.1. Calculation sheet for use when a delay or interruptions occur in the First Innings.

Time	
Net playing time available at start of the match	160 minutes (A)
Time innings in progress	_____(B)
Playing time lost	_____(C)
Extra time available	_____(D)
Time made up from reduced interval	_____(E)
Effective playing time lost [C-(D+E)]	_____(F)
Remaining playing time available [A-F]	_____(G)
G divided by 4 (to 2 decimal places)	_____(H)
Max overs per team [H/2] (round up fractions)	_____(I)
Maximum overs per bowler [I/5]	_____
Number of Powerplay overs	_____
Rescheduled Playing Hours	
First session to commence or recommence	_____(J)
Length of innings [I x 4]	_____(K)
Rescheduled first innings cessation time [J+(K-B)]	_____(L)
Length of interval	_____(M)
Second innings commencement time [L+M]	_____(N)
Rescheduled second innings cessation time [N+K]	_____*(O)

*Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening

1.2. Calculation sheet to check whether an interruption during the First Innings should terminate the innings.

Proposed re-start time	_____(P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____(Q)
Minutes between P and Q	_____(R)
Potential overs to be bowled [R/4]	_____(S)
Number of complete overs faced to date in first innings	_____(T)

If S is greater than T then revert to section 1.1(J.1) above

If S is less than or equal to T then the first innings is terminated and go to section 1.3 (J.1) below.

1.3. Calculation sheet for the start of the Second Innings.

(If first innings was terminated, S from section 1.2 (J.1) above)	_____(A)
Scheduled length of innings: [A x 4]	_____(B)
Start Time	_____(C)
Scheduled cessation time [C+B]	_____(D)
Overs per bowler and Fielding Restrictions	
Maximum overs per bowler [A/5]	_____
Number of Powerplay overs	_____

1.4. Calculation sheet for use when interruption occurs after the start of the Second Innings.

Time	
Time at start of innings	_____(A)
Time at start of interruptions	_____(B)
Time innings in progress	_____(C)
Restart time	_____(D)
Length of interruptions [D-B]	_____(E)
Additional time available: (any unused provision for 'Extra Time" or for earlier than scheduled start of second innings)	_____(F)
Total playing time lost [E-F]	_____(G)
Overs	
Maximum overs at start of innings	_____(H)
Overs lost [G/4]	_____(I)
Adjusted maximum length of innings [H-I]	_____(J)
Rescheduled length of innings [J x 4]	_____(K)
Amended cessation time of innings [D+(K-C)]	_____(L)
Overs per bowler and Fielding Restrictions	
Maximum overs per bowler [J/5]	_____
Number of Powerplay overs	_____

APPENDIX K

Australian Cricket Heat Policy

K.1 The Australian Cricket Heat Policy (the Policy) applies to all Players, Player Support Personnel and Match Officials (collectively known as **Participants**) involved in any CA sanctioned competitions, including matches or training for such competitions (collectively known as **Elite Cricket**).

The aims of the AC Heat Policy are to:

a. Ensure that there is a protocol that can be implemented when extreme (heat related) weather conditions are expected
b. Introduce and implement an evidence-based Heat Stress Risk Index (HSRI) that provides an objective measure to indicate when heat stress management strategies and interventions should be implemented during CA sanctioned matches: and
c. Outline and reinforce guidelines for heat management strategies to reduce the risk of heat illness incidents to participants.

For the sake of applicability to this set of Playing Conditions, the application sections have been reproduced below.

K.2 Match days

a) Pre-Match Medical Meeting

I. A real-time HSRI measure should be taken just prior to the Pre-Match Medical Meeting to determine the baseline measure for the match day; and

II. Forecasted HSRI measures for each hour of the match day should also be taken.

The Match Event Manager or the **Medical Officials** (match day Medical Officer or physiotherapist) present at the match should communicate the real-time and forecasted HSRI measures at the Pre-Match Medical Meeting. If either, forecasted or real-time, HSRI for the match day is greater than 3 (see appendix K.4) then weather conditions must be monitored regularly throughout the match day (hourly) to

determine if the Heat Stress Management Interventions outlined in appendix K.4 should apply.

b) If at any time during the day the real-time HSRI is greater than 4 refer to appendix K.4.1. for the relevant Heat Stress Management Interventions

c) If the forecasted and the real-time HSRI is 3 or less, no further Heat Stress Management Interventions are required for the remainder of the match; unless there is a change in weather conditions or concern is raised by the **Match Officials** (umpires or match referees) or Medical Officials at the match or by Cricket Australia. In this instance, further measures of the HSRI must be observed and the Heat Stress Management Interventions implemented if the HSRI is greater than 3.

K.3 Responsibility for Measuring and Implementing the HSRI

a) Matches

i. The highest qualified Medical Official in attendance at match and the Match Event Manager is responsible for calculating the HSRI.

ii. The highest qualified Medical Official in attendance at Match and the Match Event Manager is responsible for collating and entering the data into the HSRI and making recommendations to the Match Referee and Match Officials (at Pre-Match Medical Meeting or in real-time during the match) based on the Heat Stress Management Interventions in section K.4.

K.4 Heat Stress Risk Index Management Interventions

K.4.1 The HSRI rating outlines the Heat Stress Management Interventions to be considered for different heat-related weather conditions. In the instance that:

a) **HSRI rating is between 0 to 3** (inclusive): no change to usual heat management strategies.

b) **HSRI rating is between 4 to 7** (inclusive): heat management strategies and consider extra drinks breaks, in accordance with appendix K.4.2 (e.g. every 40 mins in First Class instead of every hour). Medical Officials should be extra vigilant in monitoring Participants that exhibit signs of heat stress illness such as excessive muscle cramping, dizziness, excessive fatigue etc.);

c) **HSRI rating is between 8 to 10** (inclusive): extra drinks break's in accordance with item K.4.1 a) and b) above should be considered; and with potential that each drink's break should be extended in accordance with appendix K.4.2 (e.g.15 mins instead of 5 mins) to allow Players and Match Officials to leave the field of play if required;

d) **HSRI rating is above 10:** all Heat Stress Management Interventions in accordance with items K.4.1 a) to c) applied and / or consideration to suspend the match in accordance with appendix K.4.3 until the HSRI is 10 or below. A meeting between Medical Officer (or highest qualified Medical Official), the Match Event Manager (if present) and Match Referee (or highest-ranking Match Official) to consider how Participants and Match Officials are responding to the Heat Stress Management Interventions and if the match should be suspended until conditions improve. The Match Referee and the Medical Officials are responsible for making any decision to suspend the match. If no agreement can be made the opinion of the CA SSSM Manager and/or the CA Head of Cricket Operations should be sought.

e) If suspension has been agreed on, the Match Referee (or highest-ranking match official) responsible for the match confirms with the umpires that the match is at the suspension stage. The Match Referee is to contact CA (CA SSSM Manager, CA Head of Operations, or in their absence the CA Match Officials Manager) to inform them that the match has been suspended. Should all parties still agree, the umpires call a suspension.

K.4.2 If any additional and/or extended drinks break/s impact on the time allocated to the fielding team to complete their overs, the Match Referee (or highest-ranking Match Official) will determine if time lost can be added later in the day / match in accordance with the relevant Cricket Australia Playing Conditions.

K.4.3 If a determination is made to suspend a match, the Medical Officials and Match Event Manager are responsible for monitoring the HSRI at

regular intervals in real-time (such as when a match is suspended due to rain). Play should only resume when the Medical Officials, Match Event Manager and Match Referee (or highest-ranking Match Official) have unanimously determined that the HSRI indicates it is safe to resume the game (HSRI 10 or below) and the risk to Participants has been mitigated. The Match Referee (or highest-ranking Match Official) will determine when the match can resume or if time lost can be added later in the day or match in accordance with the relevant Cricket Australia Playing Conditions.

Note: Implementation of the Heat Stress Management Interventions must take a common-sense approach. In situations when Medical Officials, at Elite Cricket become concerned for Participants welfare due to heat they should consider implementing the strategies outlined in appendix K.4.1, regardless of the HSRI. Conversely, in circumstances where Participants are responding to the Heat Stress Management Interventions, Medical Officials and Match Officials may decide to adjust the Heat Stress Management Interventions (e.g. not suspend play if Players and Match Officials are responding well to additional and/or extended drinks breaks).

K.4.4 If no data is available to calculate the HSRI, the Medical Official at the match must decide if players are likely to be at risk of heat stress illness and if the Heat Stress Management Interventions (outlined in K.4.1 b, c and d) apply. The Medical Official should then communicate with the Match Referee (or highest-ranking Match Official) the recommendations. The Match Referee (or highest- Match Official) and the Medical Officials are responsible for making any decision to suspend the match.