THIS DOCUMENT IS PART 8.1 OF THE MWCA HANDBOOK

PLAYING CONDITIONS – Two Day Matches

Approved by MWCA Committee 12-SEP-2026

for Season 2026-27

Except as varied hereunder, the MCC Laws of Cricket (2017 Code 3rd Edition – 2022) shall apply. Note, all references to the "Governing Body" within the Laws of Cricket shall be replaced with "MWCA Committee" or"MWCA Secretary" (where available and applicable).

See also the Match Day Operations Policy for additional Playing Conditions in relation to Semi Final and Grand Final matches.

Where reference is made to the Laws of Cricket, the relevant Law can be found at Attachment C to these Playing Conditions.

LAW 1 - THE PLAYERS 4
1.1 Number of Players 4
1.2 Team Not Ready to Commence Play 4
1.3 Nomination and Replacement of Players in all Grades other than the 5th and 6th Grade 4
1.4 Nomination and Replacement of Players in the 5th and 6th Grade 4
1.5 Replacement and Substitute Players 5
LAW 2 - THE UMPIRES 5
2.1 Fitness for play 5
2.2 Fitness for Play - Lightning 6
2.3 Other Extreme Weather 6
LAW 3 - THE SCORERS 6
LAW 4 - THE BALL 6
LAW 5 - THE BAT 6
LAW 6 - THE PITCH 6
6.1 Pitch Width 6
6.2 Alterations to Pitch 6
LAW 7 - THE CREASES 6
7.1 Crease Markings 6
LAW 8 - THE WICKETS 6
LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA 7

LAW 10 - COVERING THE PITCH 7
LAW 11 INTERVALS 7
11.1 Tea Break 7
11.2 Drink Breaks 8
LAW 12 - START OF PLAY CESSATION OF PLAY 8
12.1 Hours of Play – Uninterrupted Match 8
12.3 End of Play 8
12.3.1 Day 1 of Match 8
12.3.2 Day 2 of Match 8
LAW 13 - INNINGS 9
13.1 The toss 9
13.2 Maximum length of any innings 9
13.3 Over Rates 9
13.4 Restrictions on Bowlers 10
13.5 Restrictions on Youth Bowlers - Forced Rest Periods 10
LAW 14 – THE FOLLOW-ON 10
14.1 The Follow-On 10
LAW 15 – DECLARATION AND FORFEITURE 10
LAW 16 – THE RESULT 10
16.1 A Win - Two Innings Match 11
LAW 17 - THE OVER 11
LAW 18 - SCORING RUNS 11
LAW 19 - BOUNDARIES 11
19.1 Determining the boundary of the field of play 11
LAW 20 - DEAD BALL 11
LAW 21 - NO BALL 11
21.1 Ball Pitching beyond the width of the Pitch 11
21.2 Short Pitched Ball passing over the head of the batter 11
LAW 22 – WIDE 12
LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES 12
24.1 Substitute fielders 12
24.2 Fielder absent or leaving the field of play 12
24.3 Penalty time not incurred 12
24.4 Player arriving Late 13
24.5 Players selected and/or released from MWCA Grade or Shires teams 13
LAW 25 – BATTER'S INNINGS; RUNNERS 13
25.1 Protective Equipment 13
LAW 26 - PRACTICE ON THE FIELD 13

LAW 27 - THE WICKET-KEEPER 14
27.1 Movement by Wicket Keeper 14
27.2 Wicketkeeper within 5 metres of Wicket (or 10 metres for under 18 players) 14
LAW 28 - THE FIELDER 14
28.1 Limitation on On-side Fielders 14
28.2 Movement by any fielder other than the wicket-keeper 14
28.3 Close Fielders 15
LAW 29 - THE WICKET IS BROKEN 15
LAW 30 - BATTER OUT OF HIS/HER GROUND 15
LAW 31 - APPEALS 15
LAW 32 - BOWLED 15
LAW 33 - CAUGHT 15
LAW 34 - HIT THE BALL TWICE 15
LAW 35 - HIT WICKET 15
LAW 36 - LEG BEFORE WICKET 15
LAW 37 - OBSTRUCTING THE FIELD 15
LAW 38 - RUN OUT 16
LAW 39 - STUMPED 16
LAW 40 - TIMED OUT 16
LAW 41 - UNFAIR PLAY 16
41.1 Bowling of Dangerous and unfair non pitching deliveries 16
41.2 Bowling of Deliberate Dangerous and unfair non pitching deliveries 16
LAW 42 - PLAYERS CONDUCT 16
Appendix A (Page 1) – Over Reduction Table – Two Day Matches 17
Appendix A (Page 2) – Over Reduction Table – Two Day Matches 18
Appendix A (Page 3) – Over Reduction Table – Two Day Matches 19
Appendix B1 – Slow Over Rate Penalty (SORP) – Calculations Required by 13.4.4 - First and Second Grade Only 20
Appendix B2 – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply 21
Appendix B3 (Page 1) – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply 22
Appendix B3 (Page 2) – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply 23
Appendix C - LAWS OF CRICKET REFERENCES (Page 1) 24
Appendix C - LAWS OF CRICKET REFERENCES (Page 2) 25
Appendix C - LAWS OF CRICKET REFERENCES (Page 3) 26
Appendix D - Record of Amendments to the MWCA 2023-24 Two Day Matches Playing Conditions 27

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

1.1 Number of Players

1. Subject to the provisions of 1.3 and 1.4 below, a team shall consist of up to 11 players.
2. A team shall have at least seven (7) nominated players in attendance while play is underway.

1.2 Team Not Ready to Commence Play

1. Where a team is not be ready to commence play at the scheduled starting time, or at the resumption of play after an interval, the non-offending side may claim the match by forfeit.
2. For the purposes of clarity, a team must have at least seven (7) players and the requisite equipment [see 1.2.3 b)] at the time play is to actually commence, which may be later than the scheduled starting time.
3. While there may be other reasons for a team not being ready to commence play, a team is also considered "not ready to commence play" if it does not have:
   a) At least seven (7) of the nominated players, and
   b) a playing kit (including stumps, bails, match ball and a scorebook) to commence play
   at the scheduled starting time, or at the resumption of play after an interval.
4. However, a match may continue under protest at the Association Executive Committee will consider each case and its decision will be final.

1.3 Nomination and Replacement of Players in all Grades other than the 5th and 6th Grade

1. Each captain shall nominate his/her players in writing or photo sent to mobile number to the opposing captain (and one of the umpires, if an umpire is appointed to the match) before the toss.
2. At least eight (8) players are to be nominated for both days of a match.
3. Up to three (3) players may be nominated as
   a) "Day One" players who will participate in the first day's play, and
   b) three (3) other "Day Two" players to participate in the second day's play.
4. The nomination of any players who are participating as "Day One" and "Day Two" and the names of each of the players that the Day Two players are replacing <u>must be made clear on the team sheet</u> and notified to the opposing captain and umpire prior to the toss.
5. To be clear, the eight (8) players nominated for both days must bat in any given innings with only three (3) of the other players making up the batting eleven (11), subject to the day of play for which the player is nominated.
6. If:
   a) a "Day One" player has batted in an innings, and
   b) that innings is continued on the second day's play, and:
   c) the "Day One" player has been dismissed in that innings
   then the "Day Two" player replacing that "Day One" player will not be permitted to bat in that innings.
7. If:
   a) a "Day One" Player is "not out" in his innings, and
   b) the innings of his team is incomplete at the close of play of the first day, then
      i. that "Day One" player shall be recorded as "Retired – Not Out", and
      ii. that "Day One" player will be replaced at the crease at the commencement of batting on day 2 by the "Day Two" player nominated to directly swap with that "Day One" player on the team sheet.
   c) Further, if the "Day Two" player in 7. ii above is not ready to commence batting at the commencement of play on day two they will be recorded as "Retired – Out".
8. All fourteen (14) players nominated are permitted to bowl in either inning of the match, subject to the day of play for which the player is nominated to participate.
9. If there is non-compliance to the above team criteria the offending team will be sanctioned with in game 20 run penalty.

1.4 Nomination and Replacement of Players in the 5th & 6th Grade

1. Each captain shall nominate his/her players in writing or photo sent to mobile number to the opposing captain (and one of the umpires, if an umpire is appointed) to the match) before the toss.
2. Captains of teams in the **5th & 6th Grade** may nominate a total of fourteen (14) players to participate in matches.
3. At least eight (8) players are to be nominated for both days of a match.
4. Of the three remaining players:
   a) (i) Up to three (3) players may be nominated as "Day One" players who will participate in the first day's play,

and

(ii) Up to three (3) other "Day Two" players may be nominated to participate in the second day's play. **OR**

b) (i) Up to three "specialist batters" who may be nominated to participate by batting in the game; and

(ii) Up to three "specialist bowlers" may be nominated to participate by bowling in the game.

5. A Captain may only use one nomination method, i.e. 3. a) **OR** 3. b) in any match.

a) If a captain nominates a "Day One" and "Day Two" Player they cannot also nominate "Specialist Batters" or "Specialist Bowlers" in that same match.

b) If a captain nominates a "Specialist Batter" and "Specialist Bowler" in a match they cannot also nominate "Day One" and "Day Two" Players in that same match.

6. The nomination of any players who are participating as "Day One" and "Day Two" OR "Specialist Batter" and "Specialist Bowler" and the names of each of the players that the:

a) "Day One" players and "Day Two" players, if nominated under 3 a) above, are replacing; OR

b) "Specialist Bowler" and "Specialist Batters", if nominated under 3 b) above, are replacing

must be made clear on the team sheet and notified to the opposing captain and umpire prior to the toss.

7. If method 3 a) is used, the eight (8) players (nominated under 3 a) (i) and 3 a) ii) above) for both days must bat in any given innings with only three (3) of the other players making up the batting eleven (11), subject to the day of play for which the player is nominated.

8. If:

i.a "Day One" player has batted in an innings, and

ii.that innings is continued on the second day's play, and:

iii.the "Day One" player has been dismissed in that innings

then the "Day Two" player replacing that "Day One" player will not be permitted to bat in that innings.

8. If:

I. a "Day One" Player is "not out" in his innings, and

II. the innings of his team is incomplete at the close of play of the first day, then

III. that "Day One" player shall be recorded as "Retired – Not Out", and

iv. that "Day One" player will be replaced at the crease at the commencement of batting on day 2 by the "Day Two" player nominated to directly swap with that "Day One" player on the team sheet.

9. Further, relevant to 8 above, if the "Day Two" player in 3. a) (ii) above is not ready to commence batting at the commencement of play on day two they will be recorded as "Retired – Out"

10. All fourteen (14) players nominated on a "Day One" and Day 2" basis are permitted to bowl in either inning of the match, subject to the day of play for which the player is nominated to participate.

1.5 Replacement and Substitute Players

1. A "replacement" player is a player who has taken the place of a nominated player as one of the eleven players involved in the match.
2. A "substitute" player is a person permitted to take the field by an umpire under Law 24.1.1 and takes the place of a player in the field whilst that player is off the field. A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

LAW 2 - THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Fitness for play

1. Laws of Cricket 2.7 – "Fitness for play" and Law 2.8 "Suspension of play in dangerous or unreasonable circumstances" shall apply in full, except where there is no official umpire(s).
2. In the absence of an official umpire (or umpires) and in the event of inclement weather or related ground conditions:
   a) Play will not start or recommence, unless both captains agree to do so; and
   b) Play will not cease unless both captains agree to leave the field.
3. In coming to such an agreement, the captains are to consider only the requirements of Laws 2.7 and 2.8. (See Appendix C.)
4. In particular, the attention of captains is brought to the requirements of Laws 27.1 and 28.1 where it states:
   "Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal." and
   "The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous."

5. Captains are advised that the fact that it may be raining does not mean that the conditions have become so dangerous or unreasonable that play should not take place.

2.2 Fitness for Play - Lightning

1. In the event of lightning, the umpires/captains are to apply the 30/30 rule, namely:
   a) If thunder follows a lightning flash by thirty (30) seconds or less,
      i. Play must cease immediately.
      ii. All players and umpires must leave the field until thirty (30 minutes) after the last lightning flash.

   Further, it is recommended that:
   I. shelter not be sought under trees, persons should not lie on the ground, and
   II. contact with plumbing should be avoided, and
   III. players with spiked footwear should remove such footwear.

2.3 Other Extreme Weather

1. Refer to the MWCA Extreme Heat Policy for guidelines on Extreme Heat. Also refer to NSW Cricket Policy on Poor Air Quality (smoke or dust), when necessary.

LAW 3 - THE SCORERS

Law 3 shall apply, subject to the Match Day Operations Policy.

LAW 4 - THE BALL

Law 4 shall apply.

LAW 5 - THE BAT

Law 5 shall apply.

LAW 6 - THE PITCH

Law 6 shall apply, subject to the following:

6.1 Pitch Width

1. The width of the pitch is defined as the width of the hard surface, its covering and the lateral extensions.

6.2 Alterations to Pitch

1. Where possible, the condition of the pitch and its immediate surroundings shall remain the same for the entirety of the match.
2. Any alterations to:
   a) the pitch,
   b) its immediate surrounds, and
   c) any items on or extending over the pitch
   must be agreed by both captains.
3. Playing Condition 6.2.2 does not preclude:
   a. normal sweeping/blowing of the pitch,
   b. maintenance of creases,
   c. attempts to dry the pitch, etc.
   provided they are permitted under the Laws of Cricket.

LAW 7 - THE CREASES

Law 7 shall apply subject to the following:

7.1 Crease Markings

1. Synthetic pitches shall have the bowling and popping creases marked.
2. Where the pitch does not have a return crease marked, the edge of the hard surface shall be deemed the equivalent of the return crease for the purposes of Law of Cricket 7.4.

LAW 8 - THE WICKETS

Law 8 shall apply

LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

LAW 10 - COVERING THE PITCH

Law 10 shall apply

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 Tea Break

1. A tea interval shall be taken:
   a) from 3.05pm to 3.25pm in all but 6th grades; and
   b) from 2:50pm to 3:10pm in 6th grades, except where allowed under paragraphs 11.1.2. through 11.1.5.
2. Should a wicket fall after 3.05pm (or 2:50pm for the 6th grade) but during the over being bowled, the tea break will commence at the fall of that wicket, subject to paragraph 11.1.4).
3. a) If within **sixty (60)** minutes of the scheduled time for tea, a change of innings occurs, the players leave or have left the field due to inclement weather, or the players have cause to leave or have left the field due to exceptional circumstances, the tea break shall be taken immediately.
   b) If the mandatory innings closure is within 17 overs of a scheduled tea break, a drinks break will be taken and tea break extended to end of innings.
4. Unless the Fielding side captain requests that the tea break be immediately taken, if nine (9) wickets are down at the scheduled time for tea or the ninth wicket falls after 3.05pm (2:50pm in 6th grade), tea will be postponed until the first of the following occur:
   a. a further thirty (30) minutes after the scheduled time for tea has elapsed, or
   b. the innings is completed earlier, or
   c. the players have cause to leave the field.
5. If both captains agree, the tea interval shall be dispensed with (refer Laws of Cricket 11.9). Such an agreement can be made at any time from the commencement of that day's play until the time scheduled for the tea break.
6. The tea interval is not part of the scheduled playing time.
7. A guide of session timing is tabled below:

70 Overs (In All Grades apart from the 6th Grade)	
Session 1	1:00pm to 2:03pm (18 overs)
Session 2	2:06pm to 3:05pm (17 overs)
Session 3	3:25pm to 4:28pm (18 overs)
Session 4	4:31pm to 5.30pm (17 overs)

N.B. Three minutes of the time for the drinks breaks is NOT included in the time for play. *

60 Overs (6th Grade)	
Session 1	1:00pm to 1.56pm (16 overs)
Session 2	1:59pm to 2:50pm (14 overs)

Session 3	3:10pm to 4:06pm (16 overs)
Session 4	4:09pm to 5:00 pm (14 overs)

N.B. Three minutes of the time for the drinks breaks is NOT included in the time for play. *

- Also see 11.2.4 and 11.2.5

11.2 Drink Breaks

1. Drink breaks will be taken at
   a. 2:03pm (or 1:56pm for 6th grade); and
   b. 4.28pm (or 4:06pm for 6th grade),
2. Both captains may agree to dispense with one, or both, drink breaks.
3. Drink breaks in all grades shall not exceed three (3) minutes
4. Three minutes of the time taken for drinks is <u>not</u> included in the time for play – i.e.; it is included in the "Scheduled Overs" calculations.

LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of Play – Uninterrupted Match

1. Playing times shall be 1.00pm to 5.30pm (or until 70 overs are bowled in the day, whichever comes last) in all grades apart from the 6th grade.
2. Playing times shall be 1.00pm to 5.00pm (or until 60 overs are bowled in the day, whichever comes last) in the 6th grade.
3. A change of innings (10-minute interval) shall constitute 3 overs of the quota.

12.2 Hours of Play – Interrupted Match

1. 12.1 – 12.3 above apply.
2. In all grades, where time is lost due to rain, light, inclement weather or related ground conditions in any day, the quota of "Scheduled Overs" required to be bowled on that day's play is reduced by one (1) over for each three and a half minutes (3.5) minutes (or part thereof) of lost time. See Appendix A.

12.3 End of Play

12.3.1 Day 1 of Match

1. Play will continue on the first day of any two-day match until the requirements of 12.1.1 (or 12.1.2 for the 6th grades) are met.
2. If the requirements of 12.1.1 (or 12.1.2 for the 6th grade) have been met and the scheduled time for the cessation of play is reached during an over, the over shall be completed before play ceases, except as provided for in 12.3.1.3. and 12.3.1.4 below.
3. If the requirements of 12.1.1 (or 12.1.2 for the 6th grade) have been met and less than 3 minutes remains before the scheduled time for the cessation of play, play shall cease immediately if either:
   a. if a batter is dismissed or retires. or
   b. the players have occasion to leave the field during that over.
4. Notwithstanding the requirements of 12.1.1 (or 12.1.2 for the 6th grade) not being met, if the final over for the day is in progress and the players have occasion to leave the field during that over, play will cease for the day. Other than at the end of an innings, if an over is interrupted under 12.3.1.3 or 12.3.1.4 it shall be completed on the resumption of play.

12.3.2 Day 2 of Match

1. On the second day of any two-day match, play shall continue until both (a) and (b) below occur.
   Play shall continue at least until
   a) a **second** innings result has been achieved; and
   b) the provisions of paragraph 12.1.1. (or 12.1.2) are met, **Umpires (or captains in absence of umpires) can offer a draw once the final hour is reached on day two, if they believe no 2nd innings result can not be achieved to both**

captains. Both captains need to agree to call off the match. If one captains believe a result can be achieved the match will continue to stump day two.

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 The toss

1. The toss shall be completed between 15 and 30 minutes prior to the scheduled commencement of play.
2. If the toss is unable to be completed at 10 minutes before the scheduled start of play, due to the unavailability of one of the captains or his substitute (who must be a nominated player for that match) then that captain's team will be deemed to have lost the toss.
2. In the event of inclement weather, or related ground conditions, delaying the start of play, the toss and the exchange of team sheets shall be completed at least 10 minutes prior to the starting time as determined in 13.1.5 below.
3. In the event of 13.1.2 applying, the starting time will be determined as follows:
   a) Where an official umpire(s) is/are appointed, the start time will be as determined by that, or those, umpires; or
   b) Where no official umpire(s) have been appointed, at a time agreed by the captains (see paragraph 2.1).
4. Captains must exchange correctly completed team sheets immediately prior to the toss. The team sheet shall
   a) list the players' full first names and surnames as a minimum, and
   b) identify players aged under 19, 17, 15 and 14 as at 31 August prior to the season commencement (see Playing Condition 13.4).
5. The Team sheet shall be of the format provided in the rear section of the scorebook. If using the "CSW" scorebook, team sheets can be found in schedule G of that Score Book.

13.2 Maximum length of any innings

1. The maximum length of any innings in all First-Grade matches shall be eighty (80) overs. A team that bats for eighty (80) overs shall be deemed to have declared their innings closed.
2. The maximum length of any innings, in **2nd grade and 3rd grade matches**, shall be seventy- five (75) overs. A team that bats for seventy-five (75) overs shall be deemed to have declared their innings closed.
3. The maximum length of any innings in matches in the **4th to 6th grade matches** shall be **fifty (50) overs**. A team that bats for **fifty (50) overs** shall be deemed to have declared their innings closed.

13.3 Over Rates

1. In all grades, the Fielding side is expected to bowl, at least, the number of "Scheduled Overs" in the time set out in Appendix A. The "Scheduled Overs" rate is based on one over per 3.5 minutes.
2. Where play is interrupted for rain, light, inclement weather or related ground conditions in any day, the "Scheduled Overs" rate is set out in Appendix A. See Playing Conditions 12.2.

13.4 Slow Over Rates – First and Second Grade Only

1. This Playing Conditions applies only in First and Second Grade Matches and only to matches where an official umpire is appointed to the match.

2. Subject to 13.4.2 to 13.4.13, in any innings of 120 minutes or more duration, <u>on any day's play</u>, failure by the Fielding team to bowl the required number overs on that day and / or in that innings at the rate of four minutes or less will be reported to the MWCA Secretary so that the MWCA Committee may take such action as deemed appropriate.

3. Prior to the start of any innings on any day, the umpire will determine and advise the fielding captain of the following:
   a) the nett time available for play for the remainder of the day.
   b) the "Scheduled Overs" to be bowled based on the nett time divided by fur minutes per over.
   c) The umpire will advise both captains of the Playing Time remaining and the overs to be bowled.

4. At the end of each innings and at the end of each day's play, the umpire will determine:
   a) the time play ceased;
   b) the number of overs bowled; and
   c) whether the overs bowled were bowled at the rate of minutes per over or better.
5. If the overs were not bowled at the rate of four minutes per over or better and the umpire is not aware of any reason for the slower than required over rate the umpire will provide a written report to the MWCA Secretary outlining the details in 3 and 4 above.
6. The following intervals shall not be part of playing time available for the day-
   a) The period between close of play on one day and the start of the next day's play.

b) Intervals between innings.
c) Intervals for tea.
d) Drink breaks (of 3 minutes or less for each drink break)
e) Any other agreed interval.

13.4 Restrictions on Bowlers

1. Bowlers under the age of 19 years are subject to restrictions as follows:
   No medium pace or faster bowler (broadly defined by one or both umpires as those to whom a wicket- keeper of average ability for the grade of cricket being played would normally stand back) shall be permitted to bowl more than the number of overs in a spell and a day's play than as set out below:

Age on 31st August prior to season commencement	Maximum overs in a spell	Maximum overs in a day's play
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

For Semi-Finals and Finals matches the above table shall be revised as follows:

Age on 31st August prior to season commencement	Maximum overs in a spell	Maximum overs in a day's play
Under 19	8	24
Under 17	6	20
Under 15	5	12
Under 14	4	10

2. **In 4th to 6th Grade maximum overs a bowler can bowl in twelve (12) overs, or one-forth of the maximum fifty (50) overs**

13.5 Restrictions on Youth Bowlers - Forced Rest Periods

1. A Youth bowler may only start a new "spell" after a break of one hour, real time, including breaks for any reason. A spell only ceases when the maximum allowable overs have been bowled (assuming there has not been an hour's break in bowling, in which case the player's spell automatically restarts).
2. The day's play refers to all cricket played on that day and may span multiple matches. It is the captain's responsibility to inform himself, and the umpire or opposing captain of overs already bowled that day by a Youth medium or fast paced bowler.

LAW 14 – THE FOLLOW-ON

Law 14 shall apply, subject to the following:

14.1 The Follow-On

1. A team that bats first and leads by seventy-five (75) runs or more on the first innings shall have the option to enforce the opposing team to follow on.

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall apply.

LAW 16 – THE RESULT

Law 16 shall apply, subject to the following.

16.1 A Win - Two Innings Match

1. An outright result shall be declared for the match on the basis of four (4) completed innings or in the event that one team, having completed two (2) innings, has failed to aggregate sufficient runs in both innings to equal or surpass the total runs scored by the opposing team in its innings.
   a) A team that has scored more runs in aggregate in one (1) or two (2) innings than the opposing team has in two (2) completed innings will be declared to have won the match outright. The opposing team will be declared to have lost the match outright.
   b) A match shall be declared a "tie outright" if at the completion of four (4) innings the aggregate scores of both teams are equal.
2. A first innings result shall be declared for the match on the basis of two (2) or more completed innings where an outright result has not been achieved.
   a) A team that has scored more runs in its first (1st) innings than the opposing team has in its completed first (1st) innings will be declared to have won the match on first (1st) innings. The opposing team will be declared to have lost the match on first (1st) innings.
   b) If, a team is batting 2nd and
      i. they complete their maximum innings **80 overs (1st Grade), 75 overs (2nd to 3rd grade), 50 overs (4th to 6th Grade),** and
      ii. they haven't been bowled out, and
      iii. have scored less run(s) than the team batting first,

   then the team batting 2nd innings will lose the match on the first innings.
   c) A match shall be declared a tie on first (1st) innings if the scores from both teams completed first (1st) innings are equal.
3. In the event that two (2) innings cannot be completed, the match shall be declared a draw or no result.

LAW 17 - THE OVER

Law 17 shall apply.

LAW 18 - SCORING RUNS

Law 18 shall apply.

LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Determining the boundary of the field of play

1. All matches in the will have maximum boundary size **seventy (70) metres in 1st Grade, sixty (60) metres in 2nd to 4th Grade, fifty-five (55) metres in 5th and 6th Grade**
2. The distances for boundaries will be measured from the mid-way point between the wickets. Teams will use a measuring tape for this purpose.
3. The first team mentioned in the draw is the "Home Team" and is responsible for ensuring that the boundary markers are placed out before the toss is made and at least 10 minutes before play is due to start of Day 2.

LAW 20 - DEAD BALL

Law 20 shall apply.

LAW 21 - NO BALL

Law 21 shall apply subject to the following:

21.1 Ball Pitching beyond the width of the Pitch

1. The umpire shall call and signal No ball for any delivery pitching beyond the width of the pitch.
2. The umpire shall call and signal No ball for any delivery pitching on any grass, or similar substance, overgrowing the width of the pitch.

21.2 Short Pitched Ball passing over the head of the batter

1. The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

Playing Condition 23.3 is not a substitute for Law 41.6 which umpires may apply at any time

23.3 (Bowling of short pitched deliveries)

1. A bowler shall be limited to two short pitched deliveries per over.
2. A 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.
3. The umpire at the bowler's end shall advise the bowler and the batter on strike when each short pitched delivery has been bowled.
4. In addition, for the purpose of this regulation and subject to clause 3.41.2 (f) below, a ball that passes above head height of the batter, that prevents him from being able to hit it with their bat by means of a normal cricket stroke shall be called a No Ball
5. In the event of a bowler bowling more than two short pitched deliveries in an over as defined in clause 3.41.2 (b) above, 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 short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
6. If a bowler delivers a third or more short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall inform the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

LAW 22 – WIDE

Law 22 shall apply.

LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Substitute fielders

1. Refer to Playing Condition 1.3.10 for definition of "Substitute Fielder"
2. Any player registered with the club can be used as a substitute fielder.

24.2 Fielder absent or leaving the field of play

1. Subject to 24.2.2, 24.2.3, 24.3 and 24.4 if a fielder fails to take the field at the start of play, or at any later time, or leaves the field during play,
   a) the umpire shall be informed of the reason for this absence.
   b) he/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
   c) he/she shall not be permitted to bowl, until having been back on the field of play for a period of time equal to the time they were off the field - known as "Penalty time".
   for the time that the player is replaced on the field.
2. A player's unserved Penalty time shall be limited to a maximum of 90 minutes.

24.3 Penalty time not incurred

1. A nominated player's absence will not incur Penalty time if,
   a) he/she has suffered an external blow during the match and, as a result,
      i. has left the field, or
      ii. is unable to take the field;
   b) in the opinion of the umpires, the player has
      a. been absent or
      b. has left the field
   for other, wholly acceptable reasons, which shall not include illness or internal injury.
   c) the player arrives late and is on the official team sheet
   d) the player's total time off the field is for a period which is less than or he equal to 15 minutes
2. If a player is aware that they will need to leave the field for what they consider to be a "wholly acceptable reason(s)", those reasons MUST be brought to the attention of the Umpire and other captain before play begins.

24.4 Player arriving Late

1. Notwithstanding the provisions of 24.2 and 24.2.1, where a player "arrives late" to a match, they can begin participation:
   a) as a batter as soon as a wicket falls or a batter retires, or
   b) as a bowler after the completion of an over.
2. A player is defined as "arriving late" if, at the start of play, the player is:
   a) not at the playing ground, or
   b) is at the playing ground, but is unable to take the field for a reason which the umpire considers is reasonable, in all the circumstances.
3. Where there is no official umpire(s) 24.4.2.b) will not apply.

24.5 Players selected and/or released from Manly Premier Cricket Grade or Warringah Shires teams

1. Where, after the commencement of a two-day match, a player nominated on the team sheet to participate in the match is later selected in the declared eleven (11) for a Manly Warringah Shires of Grade team, that player may be replaced on the second day of the match by a player not nominated on the team sheet. This exemption is not applicable for any Semi-Final or Grand Final matches.
2. If a player selected in a Warringah Shires or Manly Grade team for day one of MWCA fixture, but is released for day two of MWCA fixture. Approval is required from MWCA Executive Committee before a similar like for like player, in relation in playing role e.g., batsmen for batsmen, may replace a player in the previously named teamed. The opposition captain will be informed prior to commencement of day two, if approval is granted.

LAW 25 – BATTER'S INNINGS; RUNNERS

Law 25 shall apply subject to the following:

25.1 Protective Equipment

1. All batters are required to wear a properly fitting cricket helmet with face guard while batting against fast and medium-paced bowlers. Helmets complying with the requirements of British Standard - BS7928:2013 are "approved helmets".
2. With the approval of official umpires, or the Fielding team captain in absence of an official umpire(s), batters may take helmets off only if the over in progress and the preceding over were bowled by slow bowlers.
3. A slow bowler is defined as "*Those bowlers for whom a wicketkeeper of average ability would normally keep up to the stumps*."
4. If a batter takes strike without a helmet and hasn't received approval from the official umpires, or the Fielding team captain in absence of an official umpire(s), the non-strikers end umpire shall call "dead ball" and play will not be allowed to resume until the batter takes strike with the approved helmet.
5. If a batter refuses a request for them to wear a helmet from
   a) the official umpire, or in their absence,
   b) a request by the captain of the Fielding side,
   the batter will be advised by the non-striker's end umpire that unless the batter wears an approved helmet then:
   c) all players will leave the field, and
   d) the game will be awarded as a "forfeit" to the Fielding side.
6. If after having given the advice to the batter as in 25.1.5 above, the batter again refuses to wear a helmet, then
   a) the match will end, forthwith.
   b) the Fielding team will leave the field,
   c) the batting side captain will call his players from the field, and
   d) the official umpire (or Fielding team captain, if no official umpire is appointed) will
      i. record the result as a "forfeit" win to the Fielding side in the score books; and
      ii. within 72 hours of the end of the day of the game, provide a report consistent with By Law 4.10 "Reporting" to the MWCA Secretary in relation to the what has occurred.
7. Team captains are advised that failure to comply with any of the requirements of Playing Condition 25.1 will result in the captains themselves and/or their team being subject to investigation of a possible breach of the MWCA Code of Conduct – "improper conduct or behaviour".

LAW 26 - PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 - THE WICKET-KEEPER

Law 27 shall apply subject to the following:

27.1 Movement by Wicket Keeper

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:
   a) movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.
   b) lateral movement in response to the direction in which the ball has been delivered.
   c) movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play.
2. However, the provisions of Law 27.3 shall apply.
3. In the event of unfair movement by the wicket-keeper, either official 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:
   a) the one-run penalty for Wide or No ball, if applicable;
   b) award 5 Penalty runs to the batting side;
   c) award inform the captain of the Fielding side of the reason for this action; and
   d) inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.
4. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to the MWCA Committee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
5. In matches without official umpires, in the event of such unfair movement by the wicket-keeper, the umpire shall call and signal Dead ball and inform the Fielding side captain of the reason for doing so. In this circumstance, 27.1.3 and 27.1.4 shall not apply.

27.2 Wicketkeeper within 5 metres of Wicket (or 10 metres for under 18 players)

1. After the ball comes into play and before the ball reaches the striker;
   a) a wicketkeeper shall not field within a five (5) metres of the striker's end wicket; and
   b) a wicketkeeper under 18 years of age on 31st August prior to season commencement shall not field within a ten (10) metres radius of the striker's end wicket
   unless wearing the minimum protective equipment of:
   i) A specifically designed, properly *(do we mean "a recommended helmet"*) fitting cricket helmet with a face guard; and
   ii) A protector (males only).
2. If a wicketkeeper is within a 5 metre (or 10 metres if 27.2.1.b) applies) radius of the striker's end wicket without the minimum required protective equipment, after the ball comes into play and before the ball reaches the striker either umpire shall call, and signal, a "dead ball".
3. Further, if a wicketkeeper enters within 5 metres (or 10 metres if 27.2.1.b) applies) of the striker's end wicket in contravention of 27.1.1 then the provisions of 27.1.3 and 27.1.4 or 27.1.5, as the case may be, will apply.

LAW 28 - THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Limitation on On-side Fielders

1. Where a team has more than the allowed number of players behind square leg at the moment of delivery, either official umpire will call, and signal, a "no ball".
   In matches without official umpires these deliveries are to be called "dead balls".

28.2 Movement by any fielder other than the wicket-keeper

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:
   a) minor adjustments to stance or position in relation to the striker's wicket.
   b) movement by any fielder, other than a close fielder, towards the striker or c) the striker's wicket that does not significantly alter the position of the fielder.
   c) 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.
2. In all circumstances Law 28.4 (Limitation of on side fielders) shall apply
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.
4. The bowler's end umpire shall then:

a) award the one-run penalty for Wide or No ball, if applicable;
b) award 5 Penalty runs to the batting side;
c) inform the captain of the Fielding side of the reason for this action; and
d) inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

5. The umpire(s) shall report the occurrence as soon as possible after the match to the Executive of the offending side and to the MWCA Committee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the teamLimitation of number of fielders on leg side.
6. In matches without official umpires, in the event of such unfair movement, either umpire shall call, and signal, "Dead ball" and inform the batter and Fielding side captain of the reason for doing so. In this circumstance, 28.3.3 and 28.3.4 shall not apply.

28.3 Close Fielders

1. If after the ball comes into play and before the ball reaches the striker;
   a) No player shall field within a 7 metres radius of the striker's end wicket; and
   b) No player under 18 years of age on 31st August prior to season commencement shall field within a ten (10) metres radius of the striker's end wicket
   unless wearing the minimum protective equipment of:
   i) a specifically designed, properly *(do we mean "a recommended helmet"*) fitting cricket helmet with a face guard; and
   ii) A protector (males only).
2. If a fielder or wicketkeeper is within 7 metres (or 10 metres if 28.4.1b) applies) radius of the striker's end wicket without the minimum required protective equipment, prior to the ball striking the batsman, passing the stumps or being hit by the batsman, either umpire shall call, and signal, a "dead ball".

3. Further, if a fielder enters within 7 metres (or 10 metres if 28.4.1b) applies) of the striker's end wicket in contravention of 28.2.1 then the provisions of
   a) 28.2.3, 28.2.4 and 28.2.5 or
   b) 28.2.6,
   will apply.
4. While 28.1 also applies to the wicketkeeper when wicket keeping up to the stumps, it does not apply to offside slip and gully fieldsmen.

LAW 29 - THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 - BATTER OUT OF HIS/HER GROUND

Law 30 shall apply.

LAW 31 - APPEALS

Law 31 shall apply.

LAW 32 - BOWLED

Law 32 shall apply.

LAW 33 - CAUGHT

Law 33 shall apply.

LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

LAW 35 - HIT WICKET

Law 35 shall apply.

LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply.

LAW 38 - RUN OUT
Law 38 shall apply.

LAW 39 - STUMPED
Law 39 shall apply.

LAW 40 - TIMED OUT
Law 40 shall apply.

LAW 41 - UNFAIR PLAY
Law 41 shall apply subject to the following:

41.1 Bowling of Dangerous and unfair non-pitching deliveries

41.1 Law 41.7 regarding the process applicable to adjudicate on dangerous and unfair non pitching deliveries shall apply in full, except as amended below.

1. It is at the discretion of the umpire to deem if a delivery, that is an above waist height "no ball", is either dangerous and/or deliberate.
2. If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.1.1., when the ball is dead, the umpire shall:
   a) repeat the No ball signal to the scorers and then
   b) caution the bowler, indicating that this is a first warning. This caution shall apply to that bowler throughout the innings.
   c) inform the other umpire, the captain of the Fielding side and the batters of what has occurred.
3. If the umpire considers any further non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.1.1., when the ball is dead, the umpire shall:
   a) repeat the No ball signal to the scorers, and then
   b) caution the bowler, indicating that this is a second and final warning. This caution shall apply to that bowler throughout the innings.
   c) inform the other umpire, the captain of the Fielding side and the batters of what has occurred.
4. Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall
   a) call and signal No ball
   b) when the ball is dead, direct the captain of the Fielding side to suspend the bowler immediately from bowling
   c) inform the other umpire for the reason for this action.
   The bowler thus suspended shall not be allowed to bowl again in that innings.

41.2 Bowling of Deliberate Dangerous and unfair non pitching deliveries

1. If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be dangerous and unfair as defined in Law 41.7.1, then the caution and warning in Playing Condition 41.1.2. shall be dispensed with.
   The umpire shall
   a) immediately call and signal No ball.
   b) when the ball is dead, direct the captain of the Fielding side to suspend the bowler immediately from bowling and
   c) inform the other umpire for the reason for this action.
   The bowler will not be permitted to bowl for remainder of the innings.
2. If no official umpire has been appointed then both captains are to determine whether if the ball was dangerous and/or deliberate.

LAW 42 - PLAYERS CONDUCT
Law 42 shall apply

Appendix A (Page 1) – Over Reduction Table – Two Day Matches

a. This table relates to the minimum overs per day requirement in Playing Condition 12.1 and the over reduction provisions of Playing Condition 12.2. i.e.; the overs lost when time is lost due to light, rain or inclement weather.

b. The table provides details of the number of overs lost when playing time is lost and the resultant overs to be bowled in the remaining Playing Time available.

c. "Scheduled Overs to be Bowled" column provides the number of overs to be bowled before 5.30pm in any one day.

Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled
0	0	244	70								
1	1	243	69	31	9	213	61	61	18	183	52
2	1	242	69	32	10	212	60	62	18	182	52
3	1	241	69	33	10	211	60	63	18	181	52
4	2	240	68	34	10	210	60	64	19	180	51
5	2	239	68	35	10	209	60	65	19	179	51
6	2	238	68	36	11	208	59	66	19	178	51
7	2	237	68	37	11	207	59	67	20	177	50
8	3	236	67	38	11	206	59	68	20	176	50
9	3	235	67	39	12	205	58	69	20	175	50
10	3	234	67	40	12	204	58	70	20	174	50
11	4	233	66	41	12	203	58	71	21	173	49
12	4	232	66	42	12	202	58	72	21	172	49
13	4	231	66	43	13	201	57	73	21	171	49
14	4	230	66	44	13	200	57	74	22	170	48
15	5	229	65	45	13	199	57	75	22	169	48
16	5	228	65	46	14	198	56	76	22	168	48
17	5	227	65	47	14	197	56	77	22	167	48
18	6	226	64	48	14	196	56	78	23	166	47
19	6	225	64	49	14	195	56	79	23	165	47
20	6	224	64	50	15	194	55	80	23	164	47
21	6	223	64	51	15	193	55	81	24	163	46
22	7	222	63	52	15	192	55	82	24	162	46
23	7	221	63	53	16	191	54	83	24	161	46
24	7	220	63	54	16	190	54	84	24	160	46
25	8	219	62	55	16	189	54	85	25	159	45
26	8	218	62	56	16	188	54	86	25	158	45
27	8	217	62	57	17	187	53	87	25	157	45
28	8	216	62	58	17	186	53	88	26	156	44
29	9	215	61	59	17	185	53	89	26	155	44
30	9	214	61	60	18	184	52	90	26	154	44

Appendix A (Page 2) – Over Reduction Table – Two Day Matches

d. This table relates to the minimum overs per day requirement in Playing Condition 12.1 and the over reduction provisions of Playing Condition 12.2 i.e.; the overs lost when time is lost due to light, rain or inclement weather.

e. The table provides details of the number of overs lost when playing time is lost and the resultant overs to be bowled in the remaining Playing Time available.

f. "Scheduled Overs to be Bowled" column provides the number of overs to be bowled before 5.30pm in any one day.

Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled
91	26	153	44	121	35	123	35	151	44	93	26
92	27	152	43	122	35	122	35	152	44	92	26
93	27	151	43	123	36	121	34	153	44	91	26
94	27	150	43	124	36	120	34	154	44	90	26
95	28	149	42	125	36	119	34	155	45	89	25
96	28	148	42	126	36	118	34	156	45	88	25
97	28	147	42	127	37	117	33	157	45	87	25
98	28	146	42	128	37	116	33	158	46	86	24
99	29	145	41	129	37	115	33	159	46	85	24
100	29	144	41	130	38	114	32	160	46	84	24
101	29	143	41	131	38	113	32	161	46	83	24
102	30	142	40	132	38	112	32	162	47	82	23
103	30	141	40	133	38	111	32	163	47	81	23
104	30	140	40	134	39	110	31	164	47	80	23
105	30	139	40	135	39	109	31	165	48	79	22
106	31	138	39	136	39	108	31	166	48	78	22
107	31	137	39	137	40	107	30	167	48	77	22
108	31	136	39	138	40	106	30	168	48	76	22
109	32	135	38	139	40	105	30	169	49	75	21
110	32	134	38	140	40	104	30	170	49	74	21
111	32	133	38	141	41	103	29	171	49	73	21
112	32	132	38	142	41	102	29	172	50	72	20
113	33	131	37	143	41	101	29	173	50	71	20
114	33	130	37	144	42	100	28	174	50	70	20
115	33	129	37	145	42	99	28	175	50	69	20
116	34	128	36	146	42	98	28	176	51	68	19
117	34	127	36	147	42	97	28	177	51	67	19
118	34	126	36	148	43	96	27	178	51	66	19
119	34	125	36	149	43	95	27	179	52	65	18
120	35	124	35	150	43	94	27	180	52	64	18

Appendix A (Page 3) – Over Reduction Table – Two Day Matches

g. This table relates to the minimum overs per day requirement in Playing Condition 12.1 and the over reduction provisions of Playing Condition 12.2 i.e.; the overs lost when time is lost due to light, rain or inclement weather.

h. The table provides details of the number of overs lost when playing time is lost and the resultant overs to be bowled in the remaining Playing Time available.

i. "Scheduled Overs to be Bowled" column provides the number of overs to be bowled before 5.30pm in any one day.

Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled	Minutes Lost	Overs Lost	Playing Time Available	"Scheduled Overs" to be bowled
181	52	63	18	211	61	33	9	241	69	3	1
182	52	62	18	212	61	32	9	242	70	2	0
183	53	61	17	213	61	31	9	243	70	1	0
184	53	60	17	214	62	30	8	244	70	0	0
185	53	59	17	215	62	29	8				
186	54	58	16	216	62	28	8				
187	54	57	16	217	62	27	8				
188	54	56	16	218	63	26	7				
189	54	55	16	219	63	25	7				
190	55	54	15	220	63	24	7				
191	55	53	15	221	64	23	6				
192	55	52	15	222	64	22	6				
193	56	51	14	223	64	21	6				
194	56	50	14	224	64	20	6				
195	56	49	14	225	65	19	5				
196	56	48	14	226	65	18	5				
197	57	47	13	227	65	17	5				
198	57	46	13	228	66	16	4				
199	57	45	13	229	66	15	4				
200	58	44	12	230	66	14	4				
201	58	43	12	231	66	13	4				
202	58	42	12	232	67	12	3				
203	58	41	12	233	67	11	3				
204	59	40	11	234	67	10	3				
205	59	39	11	235	68	9	2				
206	59	38	11	236	68	8	2				
207	60	37	10	237	68	7	2				
208	60	36	10	238	68	6	2				
209	60	35	10	239	69	5	1				
210	60	34	10	240	69	4	1				

Appendix B1 – Slow Over Rate Penalty (SORP) – Calculations Required by 13.4.4 - First and Second Grade Only

Playing Condition 13.4.4 requires the umpire to advise the captains of the

(a) **total time for play = "Nett Time" in 1. below**
(b) **the overs to be bowled = Number of Scheduled Overs in 2. below**
(c) **time from when SORP may apply = "SORP Time" in 4. Below.**

N.B. These are shown in the larger font on the right side of the page below

Calculations Required before Play Begins

1. **Nett Time available for play in minutes**:
   a. Gross Hours of play: ____ Gross Time
   b. Example 1.00pm to 5.30pm (Full Day) 250 mins
   c. Less Breaks
      (i) Less Tea (20 mins) 20 ____ mins
      (ii) Less Drinks (6 mins = 3Dmins each x 2). 6 ____ mins
      (Normal 70 over day's play) 244 mins ____ mins
      (iii) Other Breaks ____ mins
      NETT TIME → _____ = A mins. (Nett Time)

2. **"Scheduled Overs" to be bowled** - based on the Nett Time and using Appendix A

_____ "Overs to be bowled"

Determine the "Additional SORP Time" from P.C. 13.4 - Table 1. _____ = B. Mins
Based on the "Scheduled Overs" in 2. above,

3. **Time to be played before SORP applies** = A mins + B Mins.

_____ = SORP applies from.

Appendix B2 – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply

SCENARIO 1 - In match where the "70th" Over for the day is bowled

This Calculation is used in the following circumstances**:**

a. First or Second Grade Match
b. An Official Umpire is appointed to match.
c. That innings on that day extended for 120 minutes, or more, of playing time.
d. That innings is concluded on that day by the bowling of the 70th over (70th over as per the requirements of Playing Condition 12.1 and 12.3)

1. In this scenario the information provided by the umpire under Playing Condition 13.4.4 (appendix B1) is the basis for determining whether SORP applies. That is:
   i. total time for play = "Nett Time"
   ii. the overs to be bowled = Number of Scheduled Overs
   iii. time from when SORP may apply = "SORP Time"
2. Where the last of the required number of overs for the day (ii. above) has commenced before the SORP time (iii. above), SORP will NOT apply.
3. Where the last of the required number of overs for the day (ii. above) has NOT commenced before the SORP time, a SORP of five runs will apply to every remaining over yet to be commenced by the "SORP time".

Example

1. Play is due to commence at 1pm. Due to rain at the time (or condition of field) play commences at 1.50pm. Fifty minutes of play are lost.
2. Appendix 1 shows that 15 overs are lost.
3. As a result, when play starts at 1.50pm, the hours of play for the Day will be 1.50pm to 5.30pm - leaving 194 minutes playing time (3 hrs 40 less 20 minutes for tea and less 3 minutes for one drink break) - A minimum of 55 overs to be bowled – (see Appendix A).
4. Team A bowls for the remainder of the day. They have 194 minutes plus an additional 24 minutes to bowl the overs.
5. In this scenario:
   - total time for play = "Nett Time" is 194 minutes.
   - the overs to be bowled = Number of Scheduled Overs is 55 overs.
   - time from when SORP may apply = "SORP Time". SORP will apply from 5.54pm.
6. In this scenario:
   - if the last of the 55 overs due (i.e.; the "70th" for the day (55 bowled plus 15 overs lost) commences before 5.54pm no SORP will apply.
   - If the last of the 55 over commences at 5.5pm SORP will apply to one over.
   - If the 53rd over commences at 5.54pm SORP will apply to three overs.

Appendix B3 (Page 1) – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply

SCENARIO 2 - In a completed innings for that day where the last over bowled was not the "70th" over for the day

This Calculation is used in the following circumstances:

a. First or Second Grade Match
b. An Official Umpire is appointed to match.
c. That innings on that day extended for 120 minutes, or more, of playing time.
d. The last over of that innings on that day was NOT the "70th" over for the day is bowled - (70th over as per the requirements of Playing Condition 12.1 and 12.3)

In these scenarios the Chart A below will be used.

The question for the umpire - Did the bowling team bowl the overs bowled within the total time available as per the second column?

An example of how it is used:

Team bowls from 1.00pm to 4.04 pm and bowled 41 overs

1. Umpire calculates playing time used:

Gross time:	3 hours 4 minutes	= 184 minutes
Less Tea:		= 20 minutes
Less Drinks Break (x 1)		= 3 minutes
Nett Time:		= 161 minutes

2. In the example, Chart A below the shows that they should have bowled 41 overs in 160 minutes.
3. As the innings time was took 161 minutes a Slow Over Rate Penalty of 1 over (5 runs) would be applied, subject to the umpire's view re whether the number of overs bowled was "reasonable". See 13.4.14.

Appendix B3 (Page 2) – Slow Over Rate Penalty (SORP) – Determining the Amount of Slow Over Rate Penalty to Apply

Chart A - Used when the innings is completed for the day and the last over bowled was not the "70th" over for the day

The first column refers to the number of overs bowled in the innings on that day.
The second column which shows the time in which the overs stated should be bowled before Slow Over Rate Penalty is applied.

Overs Bowled	Total Time Before SORP (mins.)	Overs Bowled	Total Time Before SORP (mins.)	Overs Bowled	Total Time Before SORP (mins.)	Overs Bowled	Total Time Before SORP (mins.)
20	80	33	132	46	184	59	236
21	84	34	136	47	188	60	240
22	88	35	140	48	192	61	244
23	92	36	144	49	196	62	248
24	96	37	148	50	200	63	252
25	100	38	152	51	204	64	256
26	104	39	156	52	208	65	260
27	108	40	160	53	212	66	264
28	112	41	164	54	216	67	268
29	116	42	168	55	220	68	272
30	120	43	172	56	224	69	276
31	124	44	176	57	228	70	280
32	128	45	180	58	232		

Appendix C - LAWS OF CRICKET REFERENCES (Page 1)

All Extracts are from the Laws of Cricket 2017 Code 3rd Edition – 2022)
Playing Condition 2.1 Fitness for Play refers to Laws of Cricket 2.7 and 2.8

1. Playing Condition 2.1 Fitness for Play refers to Laws of Cricket 2.7 and 2.8

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.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See Law 6.1 (Area of pitch).
2.8.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpire considers 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. Playing Condition 7.1 Crease Markings refers to Laws of Cricket 7.4

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. E ach 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.

3. Playing Condition 11.1.5 Tea Break refers to Laws of Cricket 11.9

11.9 Agreement to forgo intervals –

At any time during the match, the captains may agree to forgo the tea interval or any of the drinks intervals. The umpires shall be informed of the decision. When play is in progress, the batters at the wicket may deputise for their captain in making an agreement to forgo a drinks interval in that session.

Appendix C - LAWS OF CRICKET REFERENCES (Page 2)

4. Playing Condition 27.1.2 Movement by Wicketkeeper refers to Laws of Cricket 27.3

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 Law, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

5. Playing Condition 28.2.2 Movement of any Fielder Other than the Wicketkeeper refers to Laws of Cricket 28.4

28.3 Limitation of on side fielders

At the instant of the bowler's delivery there shall not be more than two 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. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

6. Playing Condition 41.1 Bowling of dangerous and unfair non pitching deliveries refers to Laws of Cricket 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 batters 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 - inform the batters and, as soon as practicable, the captain of the batting side.

Appendix C - LAWS OF CRICKET REFERENCES (Page 3)

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
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 be allowed to bowl any part of the next over.
- inform the batters and, as soon as practicable, the captain of the batting side.
The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

Appendix D - Record of Amendments to the MWCA 2023-24 Two Day Matches Playing Conditions

Item	Action	Date	Approver	Synopsis of Action
MWCA Two Day Matches Playing Conditions 2023-24	Approved for Issue	13 September 2023	MWCA Committee	New Two-Day Matches PC's approved
MWCA Two Day Matches Playing Conditions 2023-24	Approved for amendment	06 December 2023	MWCA Committee	Inclusion of NSW Extreme Weather Policy at 2.3
MWCA Two Day Matches Playing Conditions 2024-25	Approved for Issue	12 September 2024	MWCA Committee	New Two-Day Matches PC's approved
MWCA Two Day Matches Playing Conditions 2025-26	Approved for Issue	15 September 2025	MWCA Committee	New Two-Day Matches PC's approved
MWCA Two Day Matches Playing Conditions 2026-27	Approved for Issue	12 September 2025	MWCA Committee	New Two-Day Matches PC's approved