THIS DOCUMENT IS PART 8.2 OF THE MWCA HANDBOOK 2026-27

PLAYING CONDITIONS – One Day Matches

Approved by MWCA Committee 12-Sep-2026

for Season 2026-27

Except as varied hereunder, the MCC Laws of Cricket (2017Code 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 Appendix D to these Playing Conditions.

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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 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. Should a team 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 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 MWCA Executive Committee will consider each case and its decision will be final.

1.**3 Nomination and Replacement of Players**

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 will be allowed to nominate up to a total of (13) players to participate in one day matches.
3. When nominating 12 players, captains will need to either nominate:
   a) a "specialist batter" and a "specialist bowler"; or
   b) a "1st Innings" and a "2nd Innings" player.
4. When nominating 13 players, captains will need to either nominate:
   a) two "specialist batters" and two "specialist bowlers"; or
   b) two "1st Innings" players and two "2nd Innings" players.
5. "Specialist batters" may only participate by batting in the game.
6. "Specialist bowlers" may only participate by bowling in the game.
7. "1st innings players" may only participate in the game by either batting, or bowling, in the first innings of the match.
8. "2nd Innings players" may only participate by batting, or bowling, in the 2nd innings of the match.
9. Captains must nominate these players on the team sheet prior to the commencement of play.
10. 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.
11. A "substitute" player is a person permitted to take the field – i.e.; a "substitute fielder" - 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. Law 2.7 – "Fitness for play" 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 of Laws 2.7 and 2.8.
4. In particular, the attention of captains is brought to the requirements of Laws 2.7 and 2.8 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.
   b) Further, it is recommended that:
      i. shelter not be sought under trees,
      ii. persons should not lie on the ground,
      iii. and contact with plumbing should be avoided, and
      iv. 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 (separatedocument).

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 24.5.

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 The Change of Innings Break - Tea
1. Subject to 11.1.4, a tea interval of twenty (20) minutes, which is not part of the schedules playing time, shall be taken at the change of innings.
2. If the team batting first is dismissed prior to the scheduled time for tea, the interval shall not, under any circumstances, be reduced or deferred.
3. Under no circumstances shall a lunch break be deferred and taken after the commencement of the team batting second.
4. In all grades except the 6th grade, where the first innings is not completed by 3.20pm, the tea break will be reduced by the amount of time the innings concluded after 3.20pm (to a maximum reduction of ten (10) minutes). The minimum time for any tea break is ten (10) minutes.

11.2 Drink Breaks
1. Unless both captains agree to dispense with one, or both, drink breaks, a drink break will be taken as follows.
   a) The break will not be taken before the completion of the 15th over; and
   b) The break must be taken before the commencement of the 21st over in each innings.
   c) The fielding side captain may nominate the time for taking of the drinks break, subject to such nomination complying with 11.2.1.d).
   d) The fielding side captain will advise the umpire of the nominated time for drinks. Such advice must be given at a time at least one over before the nominated time and *thereafter may not be changed by the fielding side captain)*.
   e) Where the fielding side captain does not make a nomination under 11.2.1.c) before the commencement of the 20th over, the drink break will be taken at the end of the 20th over unless 11.2.1.f) applies or play ceases for any other reason.
   f) If a wicket falls in the last over before the drink break, as determined in 11.2.1.c) or 11.2.1.e) above, then the drink break will be taken immediately.

LAW 12 - START OF PLAY CESSATION OF PLAY
Law 12 shall apply subject to the following:

12.1 Hours of Play – Uninterrupted Match
1. Play shall commence at 1.00pmin all grades._
   In all non-Day Light Savings_dates the times below will be 30 minutes earlier

2. Where a match starts on time with no interruptions the nominal playing hoursare:

   All Grades other than the 6th Grade:

1st Session	1.00pm to 3.05pm.
Innings Interval	3.05pm to 3.25pm.
2nd Session	3.25pm to 5.30 pm.

   In the 6th Grade:

1st Session	1.00pm to 2.50pm.
Innings Interval	2.50pm to 3.10pm.

2nd Session	3.10pm to 5.00pm.

12.2 Hours of Play – Delayed or Interrupted Match

1. Where due to ground, weather or light conditions play does not start on time and/or there are interruptions to the playing hours above, Playing Conditions 12.2.2, 12.3,12.4 and 12.5 will apply.
2. If, due to ground weather or light conditions, playing time is lost the number of overs lost in will be determined by reference to the appropriate chart(s) in Appendix A.

12.3 First Innings Delayed

1. If inclement weather delays the commencement of match, then the allotted number of overs for each side will be reduced in length by one (1) over for every seven (7) minutes of playing time lost. Refer Appendix A1.

12.4 First Innings Interrupted

1. If no play is possible before 3.30pm, play shall be abandoned and the match declared a draw.
2. If inclement weather interrupts the first innings of a one day over match, then the allotted number of overs for each side will be reduced in length by one (1) over for every seven (7) minutes of playing time lost. Refer Appendix A1.

12.5 Second Innings Delayed or interrupted

1. In addition to any time lost in the first innings of a one day limited over match, if inclement weather interrupts the second innings of a one day limited over match, then the allotted number of overs for the side batting second will be reduced in length as determined by Appendix A2.
2. Matches that have been changed from two days to one day by clubs and agreed by MWCA will only have two-day points available for completing and no bonus points apply. This includes matches changed under Match Day Operations Policy 9 and games changed by the agreement of both captains.
3. However, MWCA By Law 5.16.5 re Bonus Points will not apply if the whole round of that grade is unable to be completed on week one and <u>all</u> matches in that grade are changed to one day matches.

12.6 Over Rates

1. The fielding side is expected to bowl their scheduled number of overs in the times set out in Appendix B

12.7 Slow Over Rate Penalties

1. This Playing Conditions applies only to First and Second Grade Matches where an official umpire is appointed to the match.
2. Subject to 12.7.2 to 12.7.5, a Slow Over Rate Penalty (SORP) will be applied where the fielding side, in either innings:
   (i) in an uninterrupted day's play - has not completed the 35th over required to be bowled in that innings; or
   (ii) in an interrupted day's play - has not completed the last over of the reduced "Scheduled Overs" (see Appendix C) required to be bowled,
   within the period of playing time referred to in Appendix C as "Time after which SORP applies".
3. Provided that 20 or more overs have been bowled, where the Fielding side fails to complete their Scheduled Overs as in 2(i) or 2(ii) above:
   a) they will be required to complete their "Scheduled Overs"; and
   b) they will incur a five (5) run penalty for each full over that the team was still required to bowl at the relevant "Time after which SORP applies" for ending that innings.
5. Where an over has commenced before the SORP Time, that over will be counted as a completed over.
6. Notwithstanding 12.7.2 – 12.7.5 above, if the official umpire(s) determines that any shortfall in the minimum number of overs to be bowled, was reasonable on the part of the fielding side, then the umpire can reduce the overs to which a five (5) run penalty is applied.
7. If Slow Over Rate Penalty is applied under this Playing Condition, the penalty runs will be added to the innings total of the batting side at the end of the innings and only as directed by the official umpire

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Number of Innings

1. A match shall be one innings for each side.
2. In all grades, apart from the 6th grade, each team shall bat for thirty-five (35) overs unless dismissed earlier~~,~~

3. In the 6th grade each team shall bat for thirty (30) overs unless dismissed earlier.
4. If the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.
5. The MWCA Executive may at its absolute discretion change the playing hours and/or overs in each innings.

13.2 The toss

1. The toss and the exchange of team sheets shall be completed between 15 and 30 minutes prior to the scheduled commencement of play. 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. Captains MUST exchange correctly completed team sheets immediately prior to the toss. The team sheet shall list players' full first names and surnames as a minimum, and identify players aged under 19, 17, 15 and 14 as at 31 August prior to the season commencement.
3. Team sheets 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 to that scorebook.
4. 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 15 minutes prior to the starting time as determined in 13.4.3. below.
5. In the event of 12.3. or 12.4. 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 2.7).

13.3 Number of Overs Per Bowler

1. No bowler shall be permitted to bowl more than one-fifth of the allotted overs. For example, in First Grade in an uninterrupted match each bowler shall be allowed to bowl a maximum of seven (7) overs during the innings of 35 overs.
2. In the 6th grade no bowler shall be permitted to bowl more than one-sixth of the allocated overs.

13.4 Restrictions on Youth Bowlers

1. Bowlers under the age of 19 years are subject to further restrictions in 3. below.
2. An example of how these restrictions apply is - If, in the 2022/23 season, a player was 18 years of age as at August 31 the restrictions relevant to their actual age on 31 August 2022 will apply for all of the 2022/23 season.
3. 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	5	12

15		
Under 14	4	10

13.5 Restrictions on Youth Bowlers - Forced Rest Periods

1. A new spell can only start 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 an under aged medium or fast paced bowler.

LAW 14 – The FOLLOW-ON

Law 14 shall NOT apply.

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall NOT apply.

LAW 16 – THE RESULT

Law 16 shall apply subject to the following:

16.1 A Win – One-innings match

16.1.1 Uninterrupted Match In an uninterrupted match, the team scoring the highest number of runs shall be the winner, irrespective of the number of wickets lost by either team. Should an uninterrupted match conclude with both teams on an equal number of runs, the match shall be declared a tie, irrespective of the number of wickets lost be either team.

16.1.2 Interrupted Matches

1. In an interrupted match, where both teams have the same number of overs available to them, the team scoring the highest number of runs shall be the winner, irrespective of the number of wickets lost by either team.
2. Should an interrupted match conclude with both teams on an equal number of runs, the match shall be declared a tie, irrespective of the number of wickets lost be either team.
3. However, if, for any reason,
   a) the team batting second is prevented from receiving its allotted number of overs, and
   b) providing that both sides have faced a minimum of twenty (20) overs,
   the winner shall be determined by simple run rate, calculated by dividing the number of runs scored by the number of overs faced, calculated to two (2) decimal places.
4. Should this calculation in 16.2.3 result in an equal result for both teams, the match shall be declared a tie.
5. However, if either team has not faced twenty (20) overs, the match shall be declared a draw, unless a result is achieved beforehand. For the purposes of this rule and the calculation of run-rate, a team that is dismissed prior to receiving its full allotment of overs shall be deemed to have faced its full allotment of overs.
6. Bonus Points may be awarded in both uninterrupted and interrupted one day matches. See also Competition Administration By-Law 6.10.5.

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

19.1 Determining the boundary of the field of play

1. All matches in the will have maximum boundary size is **seventy (70) metres for 1st Grade, sixty (60) metres in 2nd to 4th Grade, for 5th Grade to 6th Grade of fifty-five (55) metres.**
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.

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 subject to the following:

22.1 Leg Side Wides

1. For First and Second Grade One Day matches only, umpires are to adopt a stricter than normal interpretation of the wide ball law.
2. Any ball that passes down the leg side of:
   (a) where the striker
      (i) is standing or has stood at any point after the ball came into play for that delivery, and
      (ii) would stand in a normal batting position and
      (ii) the stumps, and does so

b) without touching the striker's bat or person
shall be called, and signalled, a "wide".

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.
3. To remove any doubt, a "substitute fielder" may also include:
   a) in the first innings of a one-day game, a player named as a "second innings" player in that one-day game; or
   b) in the second innings of a one-day game, be a player named as 'first innings" player in that one-day game; or
   c) where that team is fielding in either innings of a one-day game, a player named as a "specialist batter" in that one-day game.

24.2.1 Fielder absence or leaving the field of play

1. Subject to 24.2.3 and 24.2.4,
   a) if a fielder fails to take the field at the start of play or at any later time,
   b) or leaves the field during play,
   the umpire shall be informed of the reason for this absence.
2. 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.
3. 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."
4. Penalty time will only apply to a player where their total time off the field is for a period in excess of 15 minutes.
5. A player's unserved Penalty time shall be limited to a maximum of 90 minutes.

24.2.2 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, has justifiably left the field or is unable to take the field, and/or

   b) in the opinion of the umpires, the player has been absent or has left the field for any other wholly acceptable reason(s), which shall not include illness or internal injury.

   c) 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.

   d) the player arrives late and is on the official team sheet

24.3 Player arriving Late

1. Notwithstanding the provisions of 24.2 and 24.2.1, where a player who "arrives late" to a match, they may 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 "arrives late" if, at the start of play, the player is:
   a) not at the match venue, or
   b) at the match venue, but is unable to take the field for a reason, or reasons, which the official umpire considers is reasonable, in all the circumstances.
3. However, where there is no official umpire(s) 24.3.2.b), will <u>not</u> apply.

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. Helmet complying with the requirements of British Standard - BS7928:2013 are "approved helmets".

2. With the approval of official umpires, or the fielding side 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 side 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 player refuses a request for the batter 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:
   a) all players will leave the field and
   b) 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 side will leave the field,
   c) the batting side captain will call his players from the field, and
   d) the official umpire (or fielding side captain, if no official umpire is appointed) will:
   i. record the result as a "forfeit" win to the fielding team in the score books.
   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) 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.
   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, 27.3.4 and 27.3.5 shall not apply.

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

1. If after the ball comes into play and before the ball reaches the striker;

a) a wicketkeeper shall not field within a 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:
a) A specifically designed, properly *(do we mean "a recommended helmet"*) fitting cricket helmet with a face guard; and
b) A protector (males only).

2. If a wicketkeeper is within a 5 metre (or 10 metres if 27.3.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 27.3.b) applies) of the striker's end wicket in contravention of 27.2.1 then the provisions of 27.2.3 and 27.3.4 or 27.3.5, as the case may be, will also apply.

LAW 28 - THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Limitation of number of fielders on leg side

1. The fielding side is not permitted to have any more than five (5) fielders in total on the leg side of the wicket at any time, including no more than two (2) fielders behind square leg.
2. Where a team has more than the allowed number of players on the leg side, or behind square leg, at the moment of delivery, either official umpire will call, and signal, a "no ball".
3. In matches without official umpires, the umpire will call, and signal, "dead ball" and inform the batter and the fielding side captain of the reason for doing so.

28.2 Limitation of number of fielders outside a fielding restriction circle

1. There will be a fielding restriction circle in a radius of approximately thirty (30) yards (27.43m) from the middle stump at each end. This fielding restriction circle is not to be marked in any permanent or semi-permanent way or any way that is likely to cause a hazard to participants in the match.
2. The fielding side is not permitted any more than five (5) fielders beyond this circle for the whole innings.
3. When an official umpire is officiating the match and a team has more than the allowed number of players outside the fielding restriction circle at the moment of delivery, either official umpire will call, and signal, "No Ball";
4. When an official umpire is not officiating at a match, and a team has more than the allowed number of players outside the fielding restriction circle at the moment of delivery, either umpire will call, and signal, "Dead ball", and inform the batter and the fielding side captain of the reason for doing so.

28.3 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 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.
   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.
   d) inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.
4. 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.
5. 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.

28.4 Close Fielders

1. 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 a 7 metre (or 10 metres if 28.4.1b) 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 after the ball comes into play and before the ball reaches the striker, a fielder enters within 7 metres (or 10 metres if 28.4.1b) applies) of the striker's end wicket in contravention of 28.3.1 then the provisions of
   a) 28.3.3, 28.3.4 and 28.3.5 or
   b) 28.3.5.
   will apply.
4. While 28.4.1 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.i., 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.i., 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.
   d. 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 A1 - Time/Overs Lost Table – Loss of time before, or during, <u>the First innings of a One Day Match</u>

- **Refers to Playing Conditions 12.3 and 12.4 which deal with the loss of time before, or during, the first innings of a One Day Match and provides for the number of overs lost by each team.**
- **Based on the rate of one (1) over lost <u>per team</u> for every seven (7) minutes of playing time lost.**

Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team
1	1	31	5	61	9	91	13	121	18	151	**22	181	26
2	1	32	5	62	9	92	14	122	18	152	22	182	26
3	1	33	5	63	9	93	14	123	18	153	22	183	27
4	1	34	5	64	10	94	14	124	18	154	22	184	27
5	1	35	5	65	10	95	14	125	18	155	23	185	27
6	1	36	6	66	10	96	14	126	18	156	23	186	27
7	1	37	6	67	10	97	14	127	19	157	23	187	27
8	2	38	6	68	10	98	14	128	19	158	23	188	27
9	2	39	6	69	10	99	15	129	19	159	23	189	27
10	2	40	6	70	10	100	15	130	19	160	23	190	28
11	2	41	6	71	11	101	15	131	19	161	23	191	28
12	2	42	6	72	11	102	15	132	19	162	24	192	28
13	2	43	7	73	11	103	15	133	19	163	24	193	28
14	2	44	7	74	11	104	15	134	20	164	24	194	28
15	3	45	7	75	11	105	15	135	20	165	24	195	28
16	3	46	7	76	11	106	* 16	136	20	166	24	196	28
17	3	47	7	77	11	107	16	137	20	167	24	197	29
18	3	48	7	78	12	108	16	138	20	168	24	198	29
19	3	49	7	79	12	109	16	139	20	169	25	199	29
20	3	50	8	80	12	110	16	140	20	170	25	200	29
21	3	51	8	81	12	111	16	141	21	171	25		
22	4	52	8	82	12	112	16	142	21	172	25		
23	4	53	8	83	12	113	17	143	21	173	25		

Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team	Minutes Lost	Overs Lost Per Team
24	4	54	8	84	12	114	17	144	21	174	25		
25	4	55	8	85	13	115	17	145	21	175	25		
26	4	56	8	86	13	116	17	146	21	176	26		
27	4	57	9	87	13	117	17	147	21	177	26		
28	4	58	9	88	13	118	17	148	22	178	26		
29	5	59	9	89	13	119	17	149	22	179	26		
30	5	60	9	90	13	120	18	150	22	180	26		

* (Over 16) Relates to Playing Condition 16.1.2.3 and 16.1.2.5 - From this point both teams have lost 15 overs of batting and neither team will receive at least 20 overs. Play can commence with the allotted overs.
However, if team batting first is not all out, then the game will be a draw.

** (Over 22) Playing Condition 12.4 .2 states "First Innings Interrupted. If no play is possible before 3.30pm, play shall be abandoned and the match declared a draw"

Appendix A2 - Time/Overs Lost Table – Loss of time before, or during, the <u>Second Innings of a One Day Match</u>.

- **Refers to Playing Conditions 12.5 which deal with the loss of time before, or during, the second innings of a One Day Match and provides for the number of overs lost by the team batting second.**
- **This loss of overs is in addition to any overs lost by both teams due to the provisions of Playing Conditions 12.3 and/or 12.4. See Appendix A1 above.**
- **Based on the rate of one (1) over lost for every three and a half (3.5) minutes of playing time lost.**

Minutes Lost	Overs Lost by Team Batting Second	Minutes Lost	Overs Lost by Team Batting Second	Minutes Lost	Overs Lost by Team Batting Second	Minutes Lost	Overs Lost by Team Batting Second
1	1	31	9	61	18	91	26
2	1	32	10	62	18	92	27
3	1	33	10	63	18	93	27
4	2	34	10	64	19	94	27
5	2	35	10	65	19	95	28
6	2	36	11	66	19	96	28
7	2	37	11	67	20	97	28
8	3	38	11	68	20	98	28
9	3	39	12	69	20	99	29
10	3	40	12	70	20	100	29
11	4	41	12	71	21	101	29
12	4	42	12	72	21	102	30
13	4	43	13	73	21	103	30
14	4	44	13	74	22	104	30
15	5	45	13	75	22	105	30
16	5	46	14	76	22	106	31
17	5	47	14	77	22	107	31
18	6	48	14	78	23	108	31
19	6	49	14	79	23	109	32
20	6	50	15	80	23	110	32
21	6	51	15	81	24	111	32
22	7	52	15	82	24	112	32
23	7	53	16	83	24	113	33
24	7	54	16	84	24	114	33
25	8	55	16	85	25	115	33
26	8	56	16	86	25	116	34
27	8	57	17	87	25	117	34
28	8	58	17	88	26	118	34
29	9	59	17	89	26	119	34
30	9	60	18	90	26	120	35

Appendix B – Over Rates for All One Day Matches - Uninterrupted and Interrupted Matches

Refers to Playing Condition 12.6 - Over Rates

In all grades the fielding side is expected to bowl their scheduled number of overs in the times set out in below

Number of overs to be bowled	Time to bowl Scheduled Overs	Number of overs to be bowled	Time to bowl Scheduled Overs	Number of overs to be bowled	Time to bowl Scheduled Overs	Number of overs to be bowled	Time to bowl Scheduled Overs	Number of overs to be bowled	Time to bowl Scheduled Overs
1	3	8	28	15	52	22	77	29	101
2	7	9	31	16	56	23	80	30	105
3	10	10	35	17	59	24	84	31	108
4	14	11	38	18	63	25	87	32	112
5	17	12	42	19	66	26	91	33	115
6	21	13	45	20	70	27	94	34	119
7	24	14	49	21	73	28	98	35	122

1. **In an uninterrupted match the fielding side is expected to bowl their overs within 122 minutes (125 minutes less 3 minutes for drinks)**

2. **If 14 over are lost, the batting side will receive 21 overs and the fielding side will then have 73 minutes to bowl those overs. In First and Second Grade, a Slow Over Rate Penalty may apply. See Appendix C.**

Appendix C – Over Rates with Slow Over Rates Penalty times for First and Second Grade Matches
- Uninterrupted and Interrupted Matches
Relates to Playing Condition 12.7 – Slow Over Rate Penalties

"Scheduled Overs"	Time to bowl "Scheduled Overs"	Time after which SORP applies	"Scheduled Overs"	Time to bowl "Scheduled Overs"	Time after which SORP applies	"Scheduled Overs"	Time to bowl "Scheduled Overs"	Time after which SORP applies	"Scheduled Overs"	Time to bowl "Scheduled Overs"	Time after which SORP applies
1	3	4	10	35	40	19	66	76	28	98	112
2	7	8	11	38	44	20	70	80	29	101	116
3	10	12	12	42	48	21	73	84	30	105	120
4	14	16	13	45	52	22	77	88	31	108	124
5	17	20	14	49	56	23	80	92	32	112	128
6	21	24	15	52	60	24	84	96	33	115	132
7	24	28	16	56	64	25	87	100	34	119	136
8	28	32	17	59	68	26	91	104	35	122	140
9	31	36	18	63	72	27	94	108			

Example
If 14 over are lost, the batting side will receive 21 overs and the fielding side will then have 73 minutes to bowl those overs.
In First and Second Grade there will a Slow Over Rate Penalty applied if those overs are not completed within 84 minutes

In an uninterrupted match, the Fielding side will be expected to bowl their overs within 122 minutes. In First and Second Grade there will a Slow Over Rate Penalty applied if those overs are not completed within 137 minutes.

Appendix D. LAWS OF CRICKET REFERENCES

All Extracts are from the Laws of Cricket 2017 Code 3rd Edition – 2022)

1. Playing Condition 1.3 "Substitute Player" refers to Laws of Cricket 24.1

24.1 Substitute Fielder

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, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Law 42.7.1 (Additional points relating to Level 3 and Level 4 offences).

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him/her, subject to 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires)

2. 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.

3. 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.

4. 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.

5. Playing Condition 27.1 refers to Law 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.

6. Playing Condition 28.3.2 Movement of any Fielder Other than the Wicketkeeper refers to Laws of Cricket 28.4

28.4 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.

7. 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.

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 E- Record of Amendments to the MWCA 2023-24 One Day Matches Playing Conditions

Item	Action	Date	Approver	Synopsis of Action
MWCA One Day Matches Playing Conditions 2023-24	Approved for Issue	11 September 2023	MWCA Executive	New One Day Match PCs approved
MWCA One Day Matches Playing Conditions 2023-24	Approved for amendment	6 December 2023	MWCA Executive	Inclusion of NSW Extreme Weather Policy at 2.3
MWCA One Day Matches Playing Conditions 2024-25	Approved for Issue	12 September 2024	MWCA Executive	New One Day Match PCs approved
MWCA One Day Matches Playing Conditions 2025-26	Approved for Issue	15 September 2025	MWCA Executive	New One Day Match PCs approved
MWCA One Day Matches Playing Conditions 2026-27	Approved for Issue	12 September 2026	MWCA Executive	New One Day Match PCs approved