THIS DOCUMENT IS PART 8.3 OF THE MWCA HANDBOOK 2026 - 27

PLAYING CONDITIONS – Twenty20 Cricket

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 A to these Playing Conditions.

LAW 1 - THE PLAYERS 4
1.1 Number of Players 4
1.2 Team Not Ready to Commence Play 4
LAW 2 - THE UMPIRES 4
2.1 Fitness for play 4
2.2 Fitness for Play – Lightning 5
2.3 Other Extreme Weather 5
LAW 3 - THE SCORERS 5
LAW 4 - THE BALL 5
LAW 5 - THE BAT 5
LAW 6 - THE PITCH 5
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 6
LAW 10 - COVERING THE PITCH 6
LAW 11 INTERVALS 6

11.1 Interval – change of Innings 6
LAW 12 - START OF PLAY CESSATION OF PLAY 6
12.1 Hours of Play 6
LAW 13 - INNINGS 7
13.1 Number and length of Innings 7
13.2 The toss 7
13.3 Number of Overs Per Bowler 7
LAW 14 – The FOLLOW-ON 7
LAW 15 – DECLARATION AND FORFEITURE 7
LAW 16 – THE RESULT 7
16.1 A Win 7
LAW 17 - THE OVER 8
17.1 Plate Twenty20 Matches – Change of ends 8
LAW 18 - SCORING RUNS 8
LAW 19 BOUNDARIES 8
LAW 20 DEAD BALL 9
LAW 21 NO BALL 9
21.1 Ball Pitching beyond the width of the Pitch 9
21.2 Short Pitched Ball passing over the head of the batter 9
21.3 Free Hit from any “No Ball” 9
LAW 22 – WIDE 10
22.1 Leg-side Wide 10
LAW 23 - BYE AND LEG BYE 10
LAW 24 - FIELDER’S ABSENCE; SUBSTITUTES 10
24.1 Substitute fielders 10
25.1 – Protective Equipment 10
LAW 26 - PRACTICE ON THE FIELD 11
LAW 27 - THE WICKET-KEEPER 11
27.1 Movement by Wicket Keeper 11
27.2 Wicketkeeper within 5 metres of Wicket (or 10 metres for under 18 players) 11
LAW 28 - THE FIELDER 12
28.1 Limitation of number of fielders on leg side 12
28.2 Limitation of number of fielders outside a fielding restriction circle 12
28.3 Movement by any fielder other than the wicket-keeper 12

28.4 Close Fielders 13
LAW 29 - THE WICKET IS BROKEN 13
LAW 30 - BATTER OUT OF HIS/HER GROUND 13
LAW 31 - APPEALS 13
LAW 32 - BOWLED 13
LAW 33 - CAUGHT 13
LAW 34 - HIT THE BALL TWICE 13
LAW 35 - HIT WICKET 13
LAW 36 - LEG BEFORE WICKET 13
LAW 37 - OBSTRUCTING THE FIELD 13
LAW 38 - RUN OUT 14
LAW 39 - STUMPED 14
LAW 40 - TIMED OUT 14
LAW 41 - UNFAIR PLAY 14
41.1 Bowling of Dangerous and unfair non pitching deliveries 14
41.2 Bowling of Deliberate Dangerous and unfair non pitching deliveries 14
Appendix A. LAWS OF CRICKET REFERENCES 15
Appendix B Record of Amendments to the MWCA 2023- 24 Twenty20 Playing Conditions 17

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 the requisite number of players and 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) seven (7) 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 (12) 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. Captains must nominate these players on the team sheet prior to the commencement of play.
5. 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.
6. 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.

1.4 Final Eligibility

1. Minimum of 3x games for that grade or lower for any competition with 6 or more round matches; or
2. Minimum of 2x games for that grade or lower for any competition with 5 or less round matches.
3. Player restrictions of batting 7 or lower and bowling a maximum of 3 overs. Applies for 2x games for that grade or lower for any competition with 6 or more round matches or 1x game for that grade or lower for any competition with 5 or less round matches. A maximum of 2x restricted players is permitted per team per finals match.

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:
   Play will not start or recommence, unless both captains agree to do so; and
   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.

4. The attention of captains is brought to the requirements of Laws 27.1 and 28.1 which state:

   "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. As a result, 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, play must cease immediately.
   b) All players and umpires must leave the field until thirty (30 minutes) after the last lightning flash.

2. Further, it is recommended that:
   a) shelter not be sought under trees,
   b) persons should not lie on the ground,
   c) contact with plumbing should be avoided, and
   d) 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 (separate document).

LAW 4 - THE BALL

Law 4 shall apply, subject to the following

1. All balls used in Twenty20 matches on synthetic pitches are to be Kookaburra **Red King**, Crown or Colt 156g white in colour. These are to be provided by each team for their own bowling innings.
2. All balls used in Twenty20 matches on turf pitches are to be Kookaburra Regulation or **Senator** 156g white in colour. These are to be provided by the association for both teams.
3. The ball shall comply with the weight and circumference requirements of Law 5.1.
4. The ball shall be new for the commencement of each bowling innings and is subject to Playing Condition 1.2.3.
5. The Association's preferred ball for use in all matches is the Kookaburra **Red King,** Crown or Colt. This ball may be used at any time without objection from opposing teams. A ball, which is not a **"Red King",** "Crown", "Colt"ball (see 5. above), may be used if the following criteria are met:
   a) The ball is a Kookaburra ball.
   b) The ball complies with the weight and circumference requirements of Law 5.1 of the Law of Cricket; and

   c) the opposing captain consents to its use.

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

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(i).

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 Interval – change of Innings

1. An interval of ten (10) minutes shall be taken at the change of innings. The interval is not part of the scheduled playing time.

11.2 Drink Breaks

1. In matches in Third Grade and below, unless both captains agree otherwise, a two minutes drink break will be taken after ten (10) overs.
2. In First and Second Grade there will be a five-minute drink break only if the ambient temperature is 34 degrees or higher for matches played on grass ovals) or 30 degrees or higher for matches played on synthetic ovals.

LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of Play

1. Twenty20 matches may commence at variable times according to the published draw. Please refer to the draw for details.
2. If inclement weather delays the commencement of a Twenty20 match, each innings shall be reduced in length by

one (1) over for every seven (7) minutes of playing time lost.

3. If no play is possible within 90 minutes of the scheduled starting time, play shall be abandoned and the match declared a draw.

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Number and length of Innings

1. A match shall be one innings for each side.
2. In all matches, each team shall bat for twenty (20) overs unless dismissed earlier. This quota of overs as specified in this rule is applicable to all grades.
3. If the team batting first declares it innings closed or is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.

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.
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. 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.
4. 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.in the scorebook
5. 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 13.2.5. below.
6. In the event of 13.2.4. 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 2.2 and 2.3).

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 an uninterrupted match each bowler shall be allowed to bowl a maximum of four (4) overs during the innings.

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

1. 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 by either team.
2. Should inclement weather or related ground conditions prevent the team batting second receiving its allotted number of overs, and providing that both sides have faced a minimum of ten (10) overs, the winner shall be determined by simple run rate, whereby dividing the number of runs scored by the number of overs faced,

calculated to two (2) decimal places. Should this calculation result in an equal result for both teams, the match shall be declared a tie.

3. Should the match result match in a "Tie" either under 16.1.1 or 16.1.2 there will be a Super Over played, as set out below
4. However, if either team has not faced ten (10) overs, the match shall be declared a draw, unless a result is reached 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.
5. In the event that scores are tied at the completion of a preliminary round match, the match shall be decided by a Super Over The following procedure shall be adopted for the conduct of a Super Over:
    a. The Super Over will take place on the scheduled day of the relevant match at a time agreed upon by both team captains. This time shall typically be five (5) minutes following the conclusion of the match.
    b. The Super Over will take place on the pitch that was used for the match unless an alternative is agreed upon by both team captains.
    c. Prior to the commencement of the Super Over, each teams elects three (3) batsmen and one (1) bowler. These nominated players are to be made clear to the opposing captain prior to the commencement of the Super Over.
    d. The captain of the bowling side may elect which end the Super Over shall be bowled from. Each team may elect to bowl their Super Over from either end.
    e. The fielding restrictions applicable to the last over of a normal match shall apply for the Super Over.
    f. Captains will toss for the right to elect to bat or bowl first during the Super Over after nominating the batsmen and bowler to participate and prior to the commencement of the Super Over.
    g. The same ball used on the final ball of each innings during the match is to be used by the respective teams in the Super Over. If this ball is unavailable due to being lost or becoming out of shape, a ball of similar age is to be used.
    h. The loss of two (2) wickets in the Super Over will end that team's Super Over.
    i. The team scoring the most runs in the Super Over will be declared the winner of the match.
6. In the preliminary rounds, the event that teams have the same score after the Super Over has been completed, the final result will be a "Tie"

LAW 17 - THE OVER

Law 17 shall apply. Subject to the following

17.1 Plate Twenty20 Matches – Change of ends

1. For all grades below 2nd Grade the first ten (10) overs will be bowled from one end and the second ten (10) overs will be bowled from the other end.

17.2 Minimum Over Rates (Only for official umpired matches)

2. The bowling team must commence its final over for the innings within 80 minutes of that innings' commencement (or within any rescheduled duration).
3. In First and Second Grade, where the bowling team has not commenced its final over within 80 minutes of the innings commencement that team will be required to have one more fielder within the inner fielding circle in every over commencing after the 80 minute time frame.

LAW 18 - SCORING RUNS

Law 18 shall apply.

LAW 19 BOUNDARIES

Law 19 shall apply subject to the following:

1. All matches in the will have maximum boundary size of sixty (60) metres, with exception of the lower two grades which will have a maximum boundary size 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.

21.3 Free Hit from any "No Ball"

1. Any no ball (including balls that land off the pitch) will result in a "free hit" to the batting team on the following ball. For a free hit the striker can only be dismissed under the circumstances that apply for a No Ball even if the "free hit" delivery is called a "wide". A free hit enables the striker to avoid being dismissed in any way that would result in a wicket being credited to the bowler. Other modes of dismissal continue to be available, specifically handled the ball, hit the ball twice, obstructing the field and run out.
2. If the free hit delivery is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
3. Changes to fielding positions for free hit deliveries are not permitted unless:
   a) There is a change of striker, or
   b) the no ball was the result of a fielding restrictions breach, in which case the field may be changed only to extent of correcting the breach.

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 fast 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 Wide

1. 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 signaled, a "wide".

22.2 Delivery not a Wide

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

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. 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.
2. Any player registered with the club can be used as a substitute fielder.

LAW 25 - LAW 26 – 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 continues to refuse 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 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) 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, 27.1.4 and 27.1.5 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 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 five (5) metres (or ten (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 five (5) metres (or ten (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 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. 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".

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:
   a) two (2) fielders beyond this circle for the first six (6) overs of an innings, and
   b) more than five (5) fielders beyond this circle for the remaining overs of the innings.
3. Where 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 a "no ball".
4. In the event that the number of overs available to the batting team is reduced, the number of overs for which the fielding restrictions of paragraph 28.1 and 28.2 shall apply will be reduced in accordance with the table below.

Total overs available to the batting team	Number of overs for which fielding restrictions shall apply
10 – 13	3
14 – 16	4
17 – 19	5

5. Where an innings is interrupted and on resumption the recalculated number of overs for which the fielding restrictions apply is no longer achievable, the actual number of overs for which the fielding restrictions shall apply for that innings will be the closest achievable whole number.
6. If an innings is interrupted during an over and if on resumption of play due to the reduced number of overs of the batting team, the required number of overs for which fielding restrictions apply have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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.
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.
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.

28.4 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 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, 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 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) 28.3.6
   will also apply.
4. 28.4.1 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

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.

   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 (recommend - delete *after two warnings)*.
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. LAWS OF CRICKET REFERENCES

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

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.

4. 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 B Record of Amendments to the MWCA 2023- 24 Twenty20 Playing Conditions

Item	Action	Date	Approver	Synopsis of Action
MWCA Twenty20 Playing Conditions 2023-24	Approved for Issue	06 December 2023	MWCA Committee	New Twenty20 Playing Conditions approved
MWCA Twenty20 Playing Conditions 2024-25	Approved for Issue	12 September 2024	MWCA Committee	New Twenty20 Playing Conditions approved
MWCA Twenty20 Playing Conditions 2025-26	Approved for Issue	15 September 2025	MWCA Committee	New Twenty20 Playing Conditions approved
MWCA Twenty20 Playing Conditions 2026-27	Approved for Issue	12 September 2026	MWCA Committee	New Twenty20 Playing Conditions approved