



SENIOR PLAYING CONDITIONS
SEASON 2022/23

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Contents

1	MATCH RULES	3
1.1	DIVISION ONE	3
1.2	DIVISION TWO	3
1.3	DIVISION THREE	3
1.4	ALTERATION OF STARTING TIMES	3
2	HOURS OF PLAY AND INTERVALS.....	3
2.1	HOURS OF PLAY	3
2.2	INTERVAL TIME AND LENGTH	4
3	COMPULSORY CLOSURE: LENGTH OF INNINGS	4
3.1	UNINTERRUPTED INNINGS	4
3.2	ENDING OF A SIDE'S SECOND INNINGS & MATCH	5
3.3	DECLARATIONS	5
4	CALCULATION TABLE	5
5	RESULTS OF MATCHES	6
5.1	WIN OR TIE: SECOND SIDE'S OVERS ENTITLEMENT RECEIVED.....	6
5.2	WIN OR TIE: FEWER OVERS FOR SECOND SIDE.....	6
6	ALLOCATION OF POINTS	7
7	OVER LIMITS FOR BOWLERS.....	7
7.1	LIMIT PER BOWLED	8
7.2	LIMIT REACHED OR EXCEEDED.....	8
7.3	FRACTIONAL ADJUSTMENTS	8
7.4	PART OVER INCAPACITY OR SUSPENSION.....	8
8	OVER LIMITS FOR UNDERAGE FAST OR MEDIUM PACED BOWLERS	8
9	FIELDING RESTRICTIONS (DIVISION ONE ONLY)	9
9.1	MARKING OF FIELDING RESTRICTION AREA	9
9.2	ON SIDE FIELDERS	9
9.3	POWERPLAY OVERS	9
9.4	POWERPLAY OVERS – INTERRUPTED MATCH	9
9.5	POWERPLAY OVERS - DISTRIBUTION	10
9.6	POWERPLAY OVERS - COMMENCEMENT.....	11
9.7	POWERPLAY OVERS – INTERRUPTED MATCH RECALCULATION.....	11
9.8	POWERPLAY OVERS - INTERRUPTIONS	11
9.9	POWERPLAY OVERS – SIGNALS	11

10	OVER RATES.....	12
11	NO BALL	12
11.1	FREE HIT AFTER A FOOT FAULT NO BALL (DIVISION ONE ONLY).....	12
11.2	FAST SHORT DELIVERIES ABOVE SHOULDER HEIGHT OF STRIKER.....	12
11.3	HIGH FULL-PITCHED DELIVERIES	12
12	WIDE BALL.....	13
13	NOTIFICATION TO CAPTAINS	13
14	ONE DAY FINALS MATCHES	13

1 MATCH RULES

1.1 DIVISION ONE

Matches shall commence at 11.30 am and consist of 50 overs per innings.

1.2 DIVISION TWO

(a) Matches shall commence at 12.30pm and consist of 40 overs per innings.

(b) Matches can be played with 5 consecutive overs being bowled at each end if mutual agreement of captains is adhered to. Both innings of a match shall be played under the same condition.

1.3 DIVISION THREE

(a) Matches shall commence at 12.30pm and consist of 40 overs per innings.

(b) Matches are to be played with five consecutive overs being bowled at each end. Both innings of a match shall be played under the same condition.

1.4 ALTERATION OF STARTING TIMES

(a) Changes to starting times can be made after mutual consent between Clubs.

(b) The home Club shall be responsible to contact the Association Secretary, Umpire's Coordinator and Competitions Coordinator at least 72 prior to the scheduled commencement of the match. Failure to do shall make the home liable for the complete payment of the Umpires fees.

2 HOURS OF PLAY & INTERVALS

2.1 HOURS OF PLAY

The following hours of play shall apply for senior grades:

Grade	First Session	Lunch Interval	Second Session
Division One (DAY)	11.30am – 2.45pm	2.45pm – 3.00pm	3.00pm – 6.15pm
Division One (NIGHT)	2.45pm – 6.00pm	6.00pm – 6.15pm	6.15pm – 9.30pm
Division Two (DAY)	12.30pm – 2.50pm	2.50pm – 3.10pm	3.10pm – 5.30pm
Division Two (NIGHT)	3.30pm – 5.50pm	5.50pm – 6.05pm	6.05pm – 8.25pm
Division Three (DAY)	12.30pm – 2.50pm	2.50pm – 3.10pm	3.10pm – 5.30pm
Division Three (NIGHT)	3.30pm – 5.50pm	5.50pm – 6.05pm	6.05pm – 8.25pm

NOTE: Start times may only be altered with the approval of the Match Committee.

2.2 INTERVAL TIME & LENGTH

- (a) If the team batting first has not been previously completed (dismissed or declared), it shall be compulsorily closed after the completion of the number of overs stipulated.
- (b) If the innings of the side batting first is compulsorily closed, then the side batting second, if not previously dismissed, shall be entitled to receive the same number of overs as the side batting first.
- (c) The tea break of 15 minutes shall be taken at the completion of the first innings unless both competing clubs agree to having the tea break at a later time.
- (d) If an innings is completed within 30 minutes of scheduled time for an interval, the interval shall be taken immediately.
- (e) If there is a stoppage for weather or bad light which extends into or occurs within 30 minutes of the scheduled time for an interval, the interval can be taken immediately and a 10 minute break between innings can occur.

3 COMPULSORY CLOSURE: LENGTH OF INNINGS IN A MATCH

3.1 UNINTERRUPTED INNINGS (BOTH INNINGS)

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 50 overs for Divisions One and 40 overs for Division Two & Three.

3.1.1 MATCH ABANDONMENT

- (a) If play has not commenced prior to 3.15pm in division one, the match shall be declared abandoned.
- (b) If play has not commenced prior to 3.15pm in divisions two and three, the match shall be declared abandoned.

3.1.2 A DELAYED START TO THE MATCH – AND NO FURTHER INTERRUPTIONS

In the event of a delayed start to a match a minimum number of twenty (20) overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

If the first innings of a match (the side batting first) is delayed the umpires shall reduce the maximum overs by one for each full eight (8) minutes of the aggregate time lost.

Example: If 17 minutes are lost to the maximum overs for the side batting first will be reduced by 2 overs, both sides would then be entitled to bat for 48 overs. (loss of 16 to 23 minutes would

also result in 48 over per innings) If the reduction calculation results in fewer than Twenty (20) overs per innings, Forty (40) overs for the match then the match shall be abandoned.

3.1.2 B DELAYED START TO THE MATCH – AND THEN INTERRUPTIONS TO THE FIRST INNINGS OF THE MATCH

Where the above Rule 3.1.2 A has occurred and there are further interruptions to the match in the innings of the side batting first, then a further reduction on the side batting first's allocation of overs as well as the side batting second's allocation will occur at the same rate as noted in the above Rule 3.1.2 that being one for each Full Eight (8) minutes of the aggregate time lost. If the reduction calculation results in fewer than Twenty (20) overs per innings, Forty (40) overs for the match then the match shall be abandoned.

3.1.2 C DELAYED START TO THE MATCH – THEN INTERRUPTION/S OCCUR AFTER A MINIMUM OF 20 OVERS IN THE INNINGS OF THE SIDE BATTING FIRST

Where 20 completed overs or more have been bowled and an interruption has then occurred and is continuing, compulsory closure of the side batting first shall occur when time (2.45pm) arrives. Should play be able to resume prior to 2.45pm then the reduced overs calculated by four minutes per over from the remaining available time for the side batting first becomes the number of overs to be bowled or time. This occurs if repeated interruptions occur.

THE SIDE BATTING SECOND

The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number of overs, including any part over, as calculated for the side batting first. The side batting second shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 6.15pm to less than that calculated for its innings. In such case the overs for the reduced time shall be its entitlement, even if less than 20 overs.

(Note: This is to allow the side batting second, if it can take to/or is at, the crease prior to 6.15pm, to be given the opportunity to chase down the score of the side batting first, in whatever overs remain until 6.30pm)

3.2 ENDING OF A SECOND SIDE'S INNINGS AND MATCH

Play shall cease immediately once one of the following circumstances applies:

- (a)** when the score of the opposing side is passed;
- (b)** the requirement of overs under 3.1.1 is completed;
- (c)** the innings ends before completion of its required overs;
- (d)** the number of overs in (b) is less than 20 and both captains agree a points result is no longer possible;
- (e)** the players are off the field at or leave it after 6.15pm;
- (f)** If play ceases in accordance with 3.2 (e) - the overs already bowled shall be its entitlement for the purposes of this Rule.

3.3 DECLARATIONS

Neither side shall be permitted to declare its innings closed.

4 CALCULATION TABLE

Calculations of overs, except where otherwise specified, shall be made from this table.

Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times.

ABT	Over	ABT	Over	ABT	Over	ABT	Over	ABT	Over
1-4	1	41-44	11	80-83	21	118-121	31	156-159	41
5-8	2	45-48	12	84-87	22	122-125	32	160-163	42
9-12	3	49-52	13	88-91	23	126-129	33	164-166	43
13-16	4	53-56	14	92-94	24	130-132	34	167-169	44
17-20	5	57-60	15	95-98	25	133-136	35	170-173	45
21-24	6	61-64	16	99-102	26	137-140	36	174-177	46
25-28	7	65-68	17	103-106	27	141-144	37	178-181	47
29-32	8	69-72	18	107-110	28	145-148	38	182-185	48
33-36	9	73-75	19	111-113	29	149-151	39	186-189	49
37-40	10	76-79	20	114-117	30	152-155	40	190-193	50

5 RESULTS OF MATCHES

5.1 WIN OR TIE: SECOND SIDE'S OVERS ENTITLEMENT RECEIVED

If the second batting side receives its entitlement of overs under 3.1.1 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.

5.2 WIN OR TIE: FEWER OVERS FOR SECOND SIDE

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under Rule 3, a number of runs as calculated in 5.2.2 shall be the first side's par score which, subject to the provision for a draw in 5.2.1, must be exceeded by the second side for a win or equalled for a tie.

5.2.1 DRAWN MATCH

If the side batting second receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn.

5.2.2 CALCULATION OF TARGET SCORE

(a) INTERRUPTED MATCHES – CALCULATION OF THE TARGET SCORE

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method calculated by the My Cricket Live Score App.

(b) PREMATURELY TERMINATED MATCHES

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target

score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

- 1 Refer to SWCA Rule 5.2.2.
 - 2 Refer to My Cricket Live Score App.
 - 3 Open the App, and select CONTINUE WITHOUT LOGGING IN.
 - 4 Select DL Calculator button.
 - 5 Enter the number of overs to be faced by each team at the start of play.
 - 6 Select SUSPENSION PERIODS Button. Please skip to step 8 if no interruption occurred in the 1st innings of the match.
 - 7 Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption to play occurred and select DONE.
 - 8 Enter total runs scored by the batting team at the close of their innings.
 - 9 Select the 2nd Innings button. (This step is only required if play is interrupted at any stage of the 2nd innings and then resumes, if play does not resume please refer to step 11).
 - 10 Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption occurred then select DONE. (This will provide an updated Target Score).
 - 11 Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score.
- Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

6 ALLOCATION OF POINTS AND PERCENTAGES

- a. The competition shall be played under a points system as follows.

First innings win or forfeit	12 points
Tie on first innings	6 points
Drawn or abandoned game	6 points
Even Byes	0 points
Uneven Byes	12 points

- b. In any innings which has been completed, ten wickets shall be declared lost for the calculation of percentage. In any innings compulsorily closed, only the actual wickets which have fallen shall be considered as lost for the calculation of percentage.
- c. If two or more teams tie on points, their position on the ladder shall be decided on their percentage for the season.

For the purpose of arriving at a team's percentage, the following system shall be adopted:

- The batting percentage of a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
- The bowling percentage of the team shall be obtained by dividing the total runs against it by the total number of wickets taken.
- The former shall be divided by the latter to give the team percentage.
- The team having the highest team percentage shall be placed higher on the ladder.

7 OVER LIMITS FOR BOWLERS

7.1 LIMIT PER BOWLER

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 3.1.1 for an interrupted innings or one-fifth of the number as reduced in 3.1.2 (a) for adverse conditions. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

7.2 LIMIT REACHED OR EXCEEDED

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

7.3 FRACTIONAL ADJUSTMENTS

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

7.4 PART-OVER INCAPACITY OR SUSPENSION

A part of an over bowled under the provisions of Laws of Cricket 17.8 shall count

8 OVER LIMITS FOR UNDERAGE BOWLERS OF MEDIUM AND FAST PACE

8.9.1 BOWLING TYPE DEFINITION

Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicketkeeper would normally stand back or as any bowler who is not considered to be a spinner.

8.9.2 AGE OF PLAYER

A player's age shall be determined as that at 1st September preceding a cricket season and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

8.3 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE

(a) Directions for limiting the maximum number of overs that under-age medium pace and fast bowlers may bowl consecutively in one spell and in a day's play, and the responsibilities of captains and umpires in this respect, are set out below.

Age Group	Consecutive Overs	Daily Quota
Under 19	7	N/A
Under 17	6	N/A
Under 15	5	N/A

(b) A part of an over bowled under the provisions of Law 17.8 (MCC Laws of Cricket) shall be treated as one full over in the limit for any underage bowler concerned in the over.

8.9.4 BREAK BETWEEN SPELLS: LENGTH OF BREAK

(a) The break between spells shall be a minimum of 30 minutes in a match of one day, including scheduled intervals and any unscheduled breaks in play.

(b) A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined in Rule 8.3) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break between spells as in (a) shall apply with the break within the spell to be disregarded.

(c) If any break in play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limit.

8.9.5 CHANGE OF BOWLING TYPE

(a) If a bowler begins with medium pace or faster and changes to slow bowling during a day's play that bowler remains subject to the playing condition throughout the day.

(b) If a bowler begins with slow bowling and changes to medium pace or faster the playing condition applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

8.9.6 RESPONSIBILITY OF CAPTAINS

(a) It is the responsibility of the captains to ensure that this playing condition is upheld.

(b) Where umpires become aware of breaches of this playing condition they are to direct the captain to take the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over, and shall not bowl the subsequent over.

(c) Should a dispute or uncertainty regarding the application of this playing condition occur during play the umpires shall make the final decision on its application based on information available from the scorers or other sources.

9 FIELDING RESTRICTIONS AND POWERPLAYS (DIVISION ONE ONLY)

9.1 MARKING OF FIELDING RESTRICTION AREA

- Two semi-circles shall be drawn on the field of play.
- The semi-circles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semi-circles shall be 27.5 metres.
- The semi-circles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

9.2 ON-SIDE FIELDSMEN

At the instant of delivery, there may not be more than five fieldsmen on the leg side.

9.3 POWERPLAY OVERS

In addition to the restriction contained in 7.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the paragraphs and table below.

9.4 A) POWERPLAY OVERS – UNINTERRUPTED MATCH

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at 9.5 and be taken as follows:

Powerplay 1: no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 1 to 10 inclusive.

Powerplay 2: no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 11 to 40.

Powerplay 3: no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 41 to 50 inclusive.

B) FIELDING RESTRICTIONS INFRINGEMENTS

In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal no-ball.

9.5 POWERPLAY OVERS – DISTRIBUTION

The number of Powerplay Overs shall be in accordance with the table below which shall be applied independently to both innings of the match.

Innings Length	Max Overs/Bowler	1 st Powerplay	2 nd Powerplay	3 rd Powerplay
1	1 x 1	1	0	0
2	2 x 1	1	1	0
3	3 x 1	1	1	1
4	4 x 1	1	2	1
5	5 x 1	1	3	1
6	1 x 2, 4 x 1	2	3	1
7	2 x 2, 3 x 1	2	4	1
8	3 x 2, 2 x 1	2	4	2
9	4 x 2, 1 x 1	2	5	2
10	5 x 2	2	6	2
11	1 x 3, 4 x 2	2	7	2
12	2 x 3, 3 x 2	3	7	2
13	3 x 3, 2 x 2	3	8	2
14	4 x 3, 1 x 2	3	8	3
15	5 x 3	3	9	3
16	1 x 4, 4 x 3	3	10	3
17	2 x 4, 3 x 3	4	10	3
18	3 x 4, 2 x 3	4	11	3
19	4 x 4, 1 x 3	4	11	4
20	5 x 4	4	12	4
21	1 x 5, 4 x 4	4	13	4
22	2 x 5, 3 x 4	5	13	4
23	3 x 5, 2 x 4	5	14	4
24	4 x 5, 1 x 4	5	14	5
25	5 x 5	5	15	5
26	1 x 6, 4 x 5	5	16	5
27	2 x 6, 3 x 5	6	16	5
28	3 x 6, 2 x 5	6	17	5
29	4 x 6, 1 x 5	6	17	6
30	5 x 6	6	18	6
31	1 x 7, 4 x 6	6	19	6
32	2 x 7, 3 x 6	7	19	6
33	3 x 7, 2 x 6	7	20	6

34	4 x 7, 1 x 6	7	20	7
35	5 x 7	7	21	7
36	1 x 8, 4 x 7	7	22	7
37	2 x 8, 3 x 7	8	22	7
38	3 x 8, 2 x 7	8	23	7
39	4 x 8, 1 x 7	8	23	7
40	5 x 8	8	24	8
41	1 x 9, 4 x 8	8	25	8
42	2 x 9, 3 x 8	8	25	8
43	3 x 9, 2 x 8	9	26	8
44	4 x 9, 1 x 8	9	26	9
45	5 x 9	9	27	9
46	1 x 10, 4 x 9	9	28	9
47	2 x 10, 3 x 9	10	28	9
48	3 x 10, 2 x 9	10	29	9
49	4 x 10, 1 x 9	10	29	10
50	5 x 10	10	30	10

9.6 POWERPLAY OVERTS – COMMENCEMENT

Each block of Powerplay OvertS must commence at the start of an over.

9.7 POWERPLAY OVERTS – INTERRUPTED MATCH RECALCULATION

If play is interrupted during non-Powerplay OvertS, then on resumption, it is necessary to determine how many remaining Powerplay OvertS should be allocated. The total number of Powerplay OvertS for the innings is derived from the table in 9.5. Any Powerplay OvertS already taken prior to the interruption will be deemed to have been in sequence: the initial allocation then the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay OvertS is made in the usual way.

9.8 POWERPLAY OVERTS – INTERRUPTIONS

If play is interrupted during the first Powerplay and on resumption the overtS required to be bowled in that Powerplay have already been exceeded, then the batting Powerplay will assume to have been taken consecutively up to that point. If play is interrupted during a Powerplay and on resumption the total number of Powerplay OvertS has already been exceeded, then the fielding restrictions will be lifted immediately. Note: This is the only circumstance under which the Powerplay status can be changed during an over. If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay OvertS remaining equals or exceeds the number of overtS to be bowled in the innings, then the batting Powerplay will commence at the start of the next over.

9.9 POWERPLAY OVERTS – SIGNALS

At the commencement of each block of Powerplay OvertS, the umpire shall signal such commencement to the scorers by rotating the arm in a large circle. The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

10 OVER RATES

In all one day matches the innings of the side batting first shall be compulsorily closed at the completion of 50 overs.

(a) If 50 overs are not completed by the scheduled cessation time, and in the opinion of the umpires the bowling team is at fault, the team batting second will only receive the number of overs equal to what they bowled at the scheduled cessation time (eg. If 47 overs bowled at 2.45pm, play will continue until 50 overs are complete and only 47 overs will be available for the team batting second)

(b) If the team batting first is dismissed prior to the scheduled cessation time the penalty is not applicable and the team batting second will receive the full allocation of available overs. In the event of a wicket falling in the last over of the days play the over is to be completed.

(c) Team batting second - If 50 overs are not completed by the scheduled cessation time, and in the opinion of the umpires the bowling team is at fault, the team bowling second will be penalised 5 runs per over they that have failed to bowl. (eg. If 47 overs bowled at 6:15pm, play will continue until 50 overs are complete [or 10 wickets fall/result achieved] with 15 added penalty runs for the team batting second)

(d) Captains are responsible for slow over rates. A captain who is penalised on the third instance may face further punishment.

11 NO BALL

11.1 FREE HIT AFTER A FOOT FAULT NO BALL (DIVISION ONE ONLY)

The delivery following a no ball called for a foot fault (**MCC Law 21.5**) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

11.2 FAST SHORT-PITCHED DELIVERIES ABOVE SHOULDER HEIGHT OF STRIKER

a) In any one over a bowler shall be permitted to bowl one fast short-pitched delivery, which having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over either umpire shall call and signal "no ball".

b) Any fast short pitched delivery, not being a no ball under **a)**, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide ball" by the umpire at the bowler's end.

11.3 HIGH FULL-PITCHED DELIVERIES

The dangerous and unfair bowling provisions of Law 41.7 shall apply to any full-pitched delivery above waist height of an upright striker at the popping crease. A no ball shall be called and if the umpire considers it to be dangerous or deliberate then a first and final warning will be issued.

Any cautionary or other action is to be implemented by the bowler's end umpire as required

12 WIDE BALL (REFER TO APPENDIX 1)

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket.

Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.

Instructions to umpires in respect of wides is contained in the “Wide Ball Interpretation” appendix to these rules.

In summary the following applies.

LEG SIDE

All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called “Wide”. The delivery is not a Wide if it passes on or inside the “Wide Guideline (Leg Side)” crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

OFF SIDE

A delivery shall be called “Wide” if it passes: (i) outside the “Wide Guideline (Off Side)” with the batsman in a “normal” batting stance; or (ii) wide of the return crease, regardless of the striker bringing it within reach or (iii) a bowler bowling around the wicket bowling full pitched yorkers on the off side just within the “Wide Guideline (Off Side)”. (iv) The delivery is not a wide if the batsman moves to the off side and brings the ball within reach.

WIDE – REVERSE SWEEP OR SWITCH HIT

When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

13 NOTIFICATION TO CAPTAINS

After each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers and fielding restrictions. A record of this is to be entered in the scorebook of the reduced time and overs.

14 ONE DAY FINALS MATCHES

14.1 SEMI FINALS

14.1.1 At the completion of the home and away season, the semi-finals shall be played between the four highest team ranked on the ladder as follows: 1st vs 4th and 2nd vs 3rd.

14.1.2 Should there be a tie, a draw or abandonment without play, the two teams ranked higher on the ladder at the conclusion of the home and away season shall be declared the winner.

14.2 GRAND FINAL

14.2.1 The two winners of the semi-final matches shall play off in the Final.

14.2.2 There shall be no reduction of overs in either innings.

14.2.3 In the event of play being interrupted by inclement weather, **play may continue until 6.30pm or a later time if the captains and umpires agree.**

14.2.4 If a result has not been obtained before 6.30pm the game shall resume on the following designated reserve day and continue until a result is achieved.

14.2.5 If no result is obtained after the completion of the reserve day, the winner shall be the team that finished higher on the ladder at the end of the home and away matches.

14.2.6 Should there be a tie or a draw the higher-ranked team, taking into account both match points and percentages at the conclusion of the home and away season shall be declared the winner.

14.3 SEMI FINAL VENUE SELECTION CRITERIA

14.3.1 The association will select a shortlist of venues for semi-final Matches based on the data received from the seasonal club captains and official umpire reports.

14.3.2 The short list of preferred suitable grounds will be published by the SWCA Match Committee three weeks prior to the finals to enable the clubs to decide on their preferred finals venue.

The approved criteria is as follows:

Division One: The highest ranked team in this Division will have first choice of their preferred turf wicket venue; team two on the division one ladder will choose the next most suitable turf venue for their game;

Division Two: A similar process will apply to the top two teams in this division, each having a choice of the listed venues;

Division Three: Likewise, Clubs that are placed 1 and 2 at the end of the division three season will have the choice of the nominated their preferred venues;

14.4 GRAND FINAL VENUE SELECTION CRITERIA

Venues for all grand final matches shall be determined by the executive.