

HIGHLANDS DISTRICT CRICKET ASSOCIATION INC

UNDER 18 PLAYING CONDITIONS

SEASON 2025/26



Introduction

The HDCA reserves the right to decide which course of action to take when there is a disagreement over the wording or understanding of these Rules.

All matches shall be played in accordance with the 'MCC Laws of Cricket 2022 Edition', except as modified here after, and to the Rules considered applicable to the competitions within the Association.

Where HDCA is mentioned in these rules, as a point of contact it means the Association's Director of Junior Cricket or a person or persons nominated by that Director prior to the start of the season.

PART A – HDCA COMPETITION RULES

1 Administration

These Playing Conditions apply to all **T20** Under 18 games played within the Highlands District Cricket Association (HDCA).

2 Judiciary (HDCA Member Regulations)

2.1 Refer to the HDCA Members Regulations and HDCA code of conduct for

2.1.1 Judiciary hearings and process,

2.1.2 Lodging a complaint regarding player behavior, and

2.1.3 How to appeal against a decision made by the HDCA Judiciary regarding player behavior.

3 Competition Format

3.1 In order to constitute a valid competition round, at least one match must achieve a result other than a draw, in that round.

3.2 Clubs have up to 7 days following the completion of the match to notify the HDCA of any points discrepancy on the Competition Points Table or forfeit those points.

3.3 Competition Points – T20 Matches – Season 25/26

Win	10
Loss	2
Draw / Tie - Washout	6
Forfeit Win	Maximum points by a team in round
Forfeit Loss	0

3.6 The team mentioned first on the draw shall be the Home team and is responsible for the stumps and boundary markers.

4 Unfit Pitch or Ground Prior to Commencement of Play

4.1 Should a ground be deemed unplayable on the day before play it is the groundsman's responsibility to contact the HDCA. If a ground should be closed by council that decision shall stand. The HDCA director of Junior cricket will transfer games where possible prior to 11:00am on the day of the match.

4.2 Should a ground be deemed unplayable on morning of the day's play, the representatives of the Clubs concerned will be notified prior to 11:00am by the HDCA director of senior cricket. It will then be the Clubs' responsibility to inform the players.

5 Ground allocations for HDCA senior cricket

5.1 Normal preliminary rounds

Grounds are allocated to the Under 18 T20 competition shall be centralized around Bowral, Mittagong and Moss Vale.

5.2 Semi finals and finals

Grounds for Semi Finals are allocated to the best available ground, however the higher placed semi finalist will be allocated their best home ground.

Grounds for the Final, will be allocated as above, however the match will be played at the best ground available.

6 Return of Match Results/Match Disputes

6.1 On the completion of each Competition match both captains/coaches are to ensure all details in the scorebooks are entered and correct (including who took the catches). If it is agreed that this is so they are then required to sign the opposition scorebook.

6.1.1 Once the scorebook is signed the result is official and no further action can be taken.

6.1.2 If there is a scoring dispute DO NOT sign the scorebook.

6.2 All scoring disputes must be through the club Secretary and lodged with the Association Registrar no later than 8.00 pm Sunday following the completion of the match.

6.3 It is the responsibility of both teams to enter the match results into the Play HQ Website by no later than 8.00 pm on the Sunday following the completion of the match.

6.4 The team first entering the results are required to:

- a) select their team and **update**
- b) enter all the details for BOTH teams in the Enter Results section. I.e. toss won by, Batted 1st, innings commenced for both teams and all details of both teams scores, match result. If the match is in dispute enter as so near the bottom right of this page
- c) Enter both your batting and bowling figures and **save**

6.4.1 The team entering 2nd is required to:

- a) select their team and **update**
- b) **confirm** result
- c) Enter both your batting and bowling figures
- d) complete all details for BOTH teams in the Enter Players Scores section.

This includes entering who took the catches, batsman's score, bowling figures. Note you need to click opposition dismissals to enter their results. If the match is in dispute enter as so near the bottom of this page click save.

6.4.2 Team/s who fail to complete their required sections on time will be deducted competition points **as per Member Regulations**. The club will be notified of the deduction by the H.D.C.A. Registrar no later than 8.00 pm Monday following the deduction.

6.4.2.1 If team/s still fail to enter their required sections by 8.00 pm Wednesday following the match, team/s will have a further 8 points deducted. The club will be notified by the HDCA Registrar no later than 8.00 pm Friday following the deduction.

6.4.2.2 If team/s still have not entered their required results by the Monday a fine of \$250.00 will also be imposed on the club.

6.4.3 Team/s participating in the finals series are also required to complete their required sections on time. Team/s failing to do so will be fined \$100.00. The club will be notified of the fine by the H.D.C.A. Registrar no later than 8.00 pm Monday following the fine.

6.4.3.1 If team/s still fail to enter their required sections by 8.00 pm Wednesday, following the match, team/s will be fined a further \$250.00

6.5 Any protest or dispute (other than the scores) **must** be preceded by the Official Umpires or Captains declining to sign the scorebook.

6.6 Protests and Disputes (as opposed to matters relating to behaviour and conduct and the match scores) shall be lodged with the HDCA within three days of the termination of the match or event. The notice must be lodged in accordance with the HDCA Member Regulations.

7 Averages

7.1 The averages are determined by the following method:

A = batting average for (dividing total runs scored by total wickets lost)

B = batting average against (dividing total runs against by total wickets taken)

Average = divide A by B

7.2 The team with the higher average shall be deemed to have the better performance.

7.3 The average will be taken to 3 decimal places.

8 Premiership Award and End of Season Finals Qualification

8.1 Registered players will qualify for the end of season finals matches through playing (and being placed on the official team sheets) regular season matches and accumulating at least 3 points in the following way;

1 point for each T20 match played.

Regular season matches that are washed out or abandoned shall count as per the points above, provided the team list has been entered onto the MyCricket HDCA website.

8.2 The T20 winners will receive the Premiership, and it is a requirement that the winning Club return the trophy in good condition to the HDCA Secretary by the 1st of February. No prize money is payable by the HDCA to the winners.

10 Suspect Bowling Action Policy

Should an officially appointed HDCUA umpire have a concern regarding the legality of a bowler's delivery action during a match, they are able to lodge a report with the appropriate HDCA Director of cricket (Senior or Junior).

If a player umpire has a concern regarding the legality of a bowler's action, this needs to be reported as above, but through the President of the player umpire's club.

The report can be via email and should include at least the following information;

- Player's name
- Player's club
- Match details (teams, ground, date and grade)
- Umpire's name

- The concern with the bowling action (eg the entire action or one type of delivery)

Once a report is lodged with the appropriate HDCA Director, he/she will organise a viewing of the bowler's action within 14 days, preferably at a training session at an agreed time with the player and their club. Video may be taken and the action will be viewed by the HDCA Director, a panel umpire from the HDCUA and HDCA representative cricket coordinator (Senior or Junior).

The three member panel will either deem that the player is permitted to keep bowling or deem that the action is illegal. If illegal, the panel will recommend remedial work be carried out by the club and request to view the bowling action once completed, to determine the legality of the new action.

For the sake of clarity, nothing in the above policy prevents the umpire on the day from calling a No ball on field for an illegal bowling action under Law 21.2. Should a bowler be No balled onfield for an illegal action and suspended from bowling by the umpire, they will automatically have to submit to the review panel for an assessment of their bowling action within 14 days. They may continue to bowl in the meantime in subsequent matches, however they remain subject to the Laws of Cricket.

PART B – HDCA T20 Match Playing Conditions

Except as varied hereunder, the MCC Laws of Cricket 2022 Edition shall apply. Note, all references to the “Governing Body” within the Laws of Cricket shall be replaced with the “Carnival Referee” (where available).

1 The players*

Law 1 shall apply subject to the following:

1.1 Teams are permitted to play 13 players but only 11 players may bat and 10 may bowl. Non Batters and Non Bowlers must be nominated prior to the toss. Wicketkeepers cannot be a non bowler.

1.1.1 Any player playing in a match that is not listed on the Team Sheet shall be deemed ineligible and that player's team shall forfeit all points earned in that match. The opposition team will earn maximum points for the round in that grade.

1.1.2 The team list must identify all players under 18, 17, 16, 15 or 14 years of age on midnight the 31st August of that cricket season in question so that Umpires can apply injury prevention guidelines for young bowlers.

2 The Umpires*

Law 2 shall apply subject to the following:

2.1 Before the toss for innings, two umpires (either official or non- official) shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

2.1.1 If Official Umpires are unavailable, the captains should agree on the appointment of Non-Official Umpires, who may from time to time be changed as circumstances dictate.

2.1.2 When Non-Official Umpires are present, the captain of the fielding side may request that the Umpire be changed. Only the captain may request this course of action and the request must be to the opposing captain. Both captains are reminded not to abuse this rule and bring the game into disrepute.

2.1.3 During a match where there is only one or no Official Umpire present, the players or representatives of the batting team, acting in the position of the Umpire or Square Leg Umpire, will have the same rights and responsibilities as an appointed Umpire.

2.1.4 All players or team representatives acting as the Square Leg Umpire will assist the Official Umpire by counting the number of legal balls bowled and signalling the Official Umpire when 4 legal balls have been bowled.

2.1.4.1 They shall stand no more than 30 metres from the wicket and will stand at square leg unless required to move to point due to the position of fieldsman or the sun with the approval of the official umpire.

2.1.4.2 They must not be involved in discussions with the either or both batsmen during play or during the break between overs, and are not allowed to coach in any way.

2.7 The fitness of the ground, weather and light shall be determined by the official umpire(s) where in attendance, or by the acting unofficial umpires at the time. In the event of disagreement between the acting unofficial umpires, the state of affairs existing at the time shall continue. i.e. if play is in progress, it continues, if the players are off the field, they stay off. Where lightning is occurring play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

If one of the acting unofficial umpires or team captains considers the safety of the players is at considerable risk by continuing to play then play must be stopped until conditions are considered safe. Where this occurs and play is abandoned both team captains and acting unofficial umpires must submit an incident report to the HDCA as per the terms of Match Play Rule 5.5 and 5.6 for a ruling on the result of the game.

3 The scorers

Law 3 shall apply.

4 The ball

Law 4 shall apply subject to the following:

4.1 In the event of a ball during play, being lost or, in the opinion of the Umpires, becoming unfit for play through normal use, the Umpire shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the batsmen. The replacement ball shall be of a make and quality approved by the HDCA. .

4.2 Only a Pink Kookaburra 156 gram, two (2) piece leather balls of a good standard may be used in fixtures.

For the sake of clarity, a new ball is not required for the start of the innings (as per the choice of the fielding Captain).

5 The bat

Law 5 shall apply.

6 The pitch

Law 6 shall apply.

7 The creases

Law 7 shall apply. See Appendix 1.

8 The wickets

Law 8 shall apply subject to the following:

8.1 All stumps used in matches under the control of the HDCA must be made of timber only. Under no circumstances shall stumps with metal tops or ferrules be used.

9 Preparation and maintenance of the playing area

Law 9 shall apply subject to the following:

9.1 Rolling - There will be no rolling of the wicket between the change of innings.

10 Covering the pitch

Law 10 shall apply.

11 Intervals*

Law 11 shall apply subject to the following:

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

11.2 There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets providing no time is wasted.

11.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

12 Start of play; cessation of play

Law 12 shall apply subject to the following:

12.1 Hours of play (day matches)

The playing times listed below are for un-interrupted matches, the change of innings can be adjusted due to lost overs.

Start of Match	4:30pm
Cessation of 1st Innings	5:50pm
Start of 2nd Innings	6:00pm
Cessation of 2nd Innings	7:30pm

The innings time will be 80 minutes for the 20 overs, with a break of 10 minutes between innings.

12.2 No extra time is provided.

13 Innings

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 20 (six-ball) overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the number of overs bowled by it, at the scheduled time for cessation of the second session.

The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time.

The Umpires, may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

For the purpose of determining penalties, the following allowances shall be taken into account-

- (i) Actual time taken for treatment of an injured player on the field.
 - (ii) Actual time taken for a player leaving the field in the event of serious injury.
 - (iii) Actual time taken to dry a wet ball.
 - (iv) Actual time taken to find or replace a lost ball.
 - (v) Actual time lost due to all other circumstances that are beyond the control of the fielding side, including batsman wasting time.
- c) If the team batting first is all out, and the last wicket falls after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
 - d) If the team fielding second fails to bowl 20 overs or the number of overs as provided in clauses 13.3(a) or 13.4(a) by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved. Unless determined otherwise by the Umpires, and in discussions with the Scorers, penalty of six (6) runs per over may be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

13.2 Delayed or interrupted matches

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 5 overs each team, subject to the provisions of clause 13.3 and 13.4.

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.

- b) If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) Fractions are to be ignored in all calculations re number of overs.

13.3 Delay or Interruption to the Innings of the Team Batting First

- a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled or the innings is completed. Clause 13.1(c) shall also apply.
- c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 13.1 (d) shall apply.

13.4 Delay or Interruption to the Innings of the Team Batting Second

- a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.

- b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- c) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- e) A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.5 Number of overs per bowler

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

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

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

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

14 The follow-on

Law 14 shall not apply.

15 Declaration and forfeiture

Law 15 shall not apply.

16 The result

Law 16 shall apply subject to the following:

16.1 Determination of winner

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, subject to the provisions of clause 13, unless one team has been all

out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. A match shall be a “no result” if both teams have not had the opportunity to bat for a minimum 5 overs.

In any match in which both teams have had the opportunity to bat for the same number of overs.

- a) The team scoring the higher number of runs is the winner.
- b) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth/Lewis Calculator.

16.2 Target Score

In the event of an interruption after commencement of play, the Duckworth Lewis system shall be used to calculate target scores and match results. All clubs are required to download the **Duckworth Lewis Calculator** app by *Tarams Inc* and assist umpires in calculating these scores and results if required. The target set will always be a whole number and one run less will constitute a Tie.

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

16.3 Tie

If the scores are equal, the result shall be a tie, and a Super Over will occur to determine the winner. (See Appendix 4)

17 The over*

Law 17 shall apply.

18 Scoring runs*

Law 18 shall apply.

19 Boundaries*

Law 19 shall apply.

20 Dead ball*

Law 20 shall apply.

21 No ball*

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

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

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

For clarity, a batsman cannot be out stumped off a No ball free hit, but can be out Hit the ball twice, Obstructing the field and Run out.

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery 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.

21.2 Ball bouncing over head height of striker

See clauses 22.4 and 41.1.

22 Wide ball

Law 22 shall apply subject to the following:

22.1 A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – See Appendix 2) shall be a Wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

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

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

- i) the ball passes between the striker and the stumps.
- ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the

striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

22.4 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.

23 Bye and leg bye

Law 23 shall apply.

24 Fielder's absence; substitutes

Law 24 shall apply subject to the following:

24.1 If a fielder fails to take the field with his side at the start of the match or at any time later, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

If the player is absent from the field:

24.1.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the length of playing time for which he was absent.

24.1.2 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in clauses 24.1.1 and 24.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal such as a pulled muscle) whilst participating earlier in the match and consequently has been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

24.2 Interchange of fielders named in the team as defined above without restriction is permitted, provided no playing time is wasted. Clause 24.1 shall apply to a player whose position in the field is taken by a player from outside the selected team as defined in clause 1.1.

25 Batsman's innings; runners*

Law 25 shall apply with the addition of:

25.1 All junior batsmen (U/18 players) must wear a helmet at all times while batting.

26 Practice on the field*

Law 26 shall apply.

27 The wicket-keeper*

Law 27 shall apply subject to the following:

27.1 At all times when keeping up to the stumps, any junior player (U/18) acting as a wicket keeper shall wear a helmet with grill fitted and protector.

28 The fielder*

Law 28 shall apply with the addition of the following:

28.1 Any Under 18 player, if fielding closer than 7 metres from the batting crease must wear a helmet and protector, except those fielding in the quadrant from point to the wicketkeeper.

28.2 No Under 18 player may stand closer than 2 metres from the centre of the wicket, measured from stump to stump.

28.3 Limitation of on side fielders

- a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.
- b) At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.
- c) In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Restrictions on the placement of fielders

28.3.1 Two semi-circles shall be demarcated 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 30 yards (27.43 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 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.3.2 At the instant of delivery

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

- b) During the non-Fielding Restriction Overs: a maximum of 5 fielders permitted outside the fielding restriction area.

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

Total Overs in Innings	No. of overs for which fielding restrictions will apply
17 – 19	5
14 – 16	4
10 – 13	3
7 – 9	2
5 – 6	1

29 The wicket is down*

Law 29 shall apply.

30 Batsman out of his/her ground

Law 30 shall apply.

31 Appeals

Law 31 shall apply.

32 Bowled

Law 32 shall apply.

33 Caught

Law 33 shall apply.

34 Hit the ball twice

Law 34 shall apply.

35 Hit wicket

Law 35 shall apply.

36 Leg before wicket*

Law 36 shall apply.

37 Obstructing the field*

Law 37 shall apply.

38 Run out*

Law 38 shall apply.

39 Stumped

Law 39 shall apply.

40 Timed out*

Law 40 shall apply.

41 Unfair play*

Law 41 shall apply subject to the following:

41.1 DANGEROUS & UNFAIR BOWLING

Law 41.6 applies subject to the following;

- a) A bowler shall be limited to one (1) fast short pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called and signalled "Wide".
- e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as the one (1) allowable short pitched delivery for that over.
- f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in (b) above, the umpire at the bowlers 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.
- g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the

umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings.

- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to the Governing Body who shall take such action as is considered appropriate against the captain and the bowler concerned.

41.2 Sight screen adjustment (Time wasting)

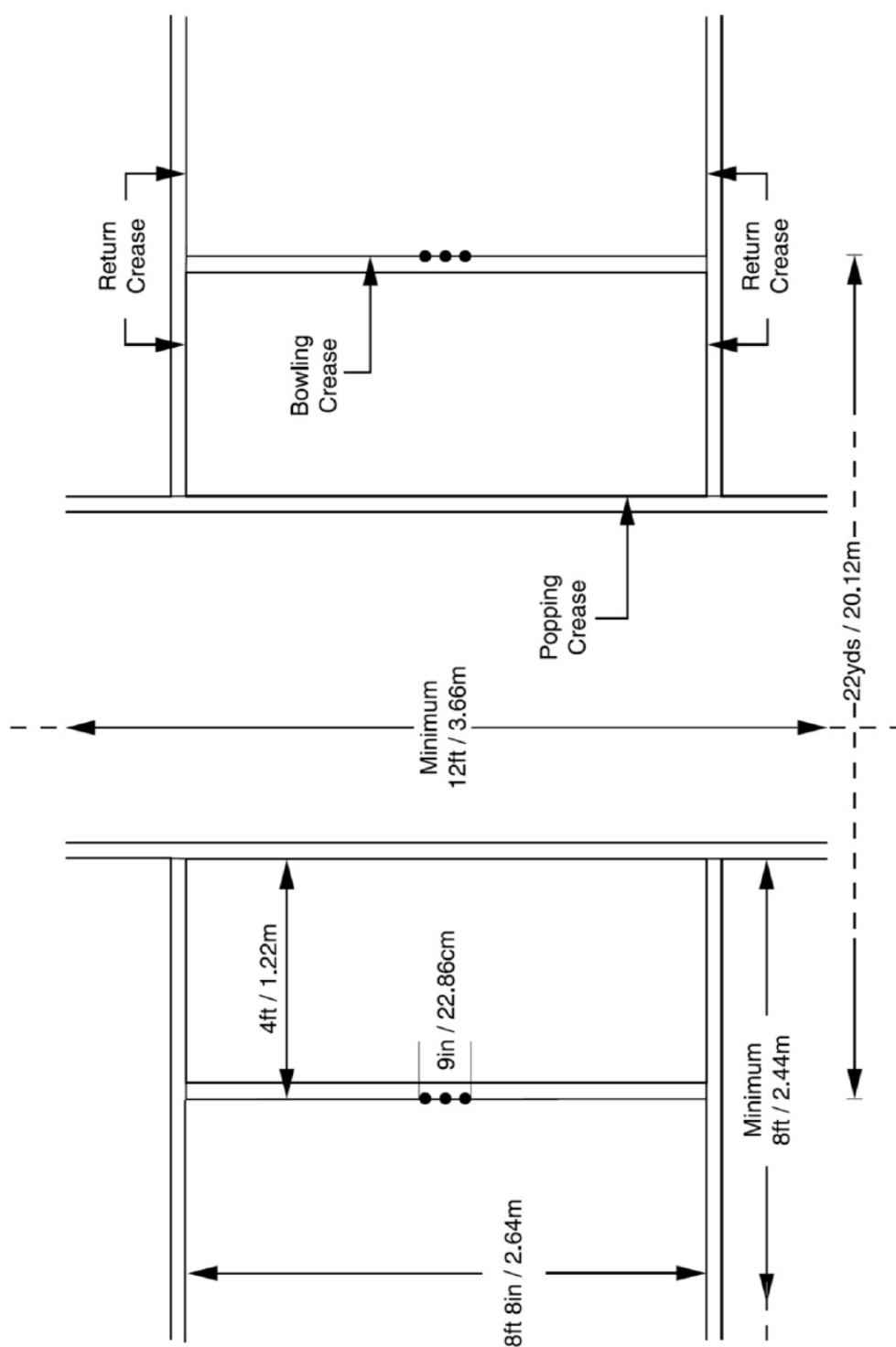
It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batsmen. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

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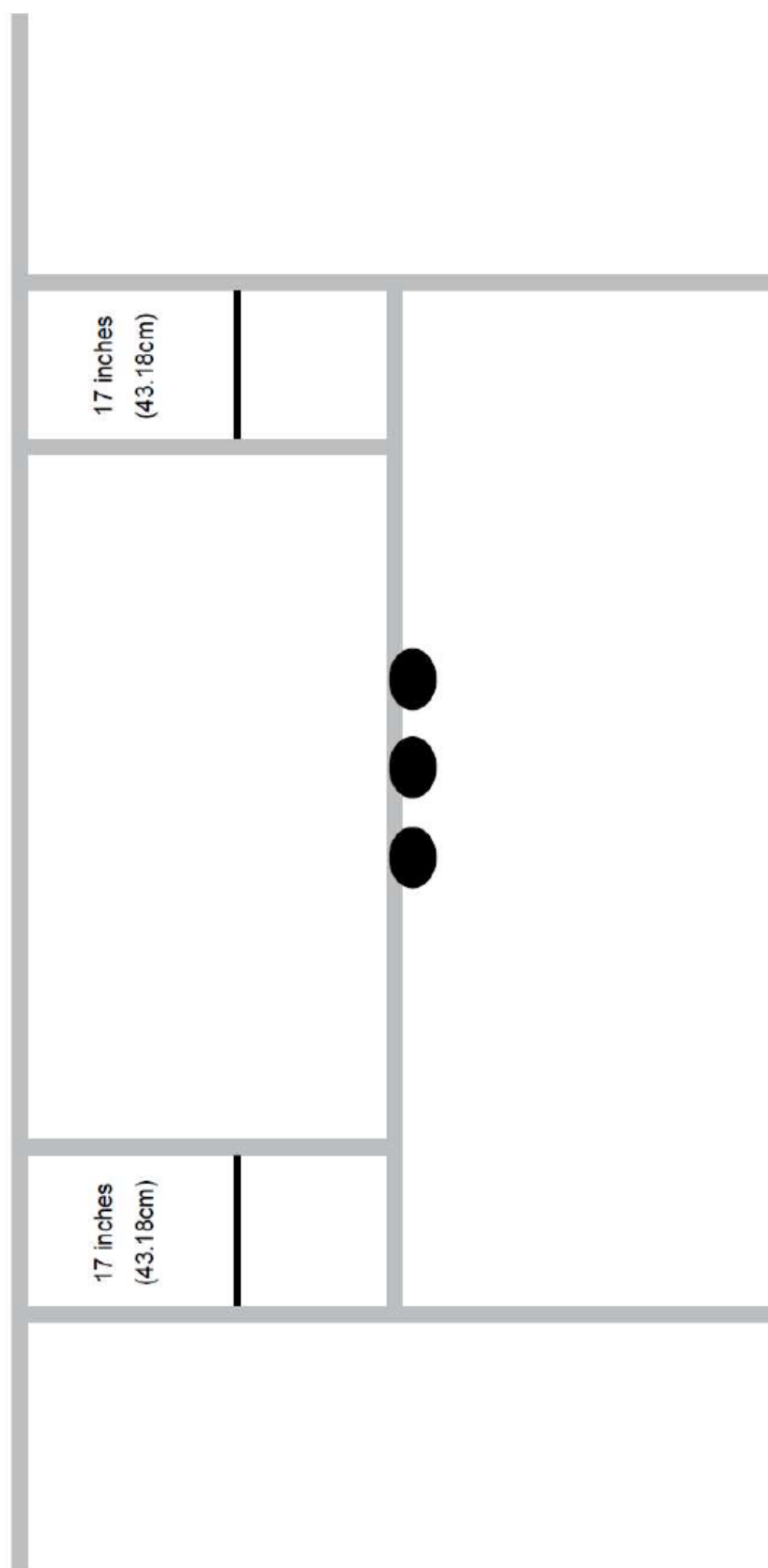
Law 42 shall NOT apply. HDCA Competition Rule 2 shall apply

Appendix 1 – Crease Markings

The creases (Clause 7.1)



Appendix 2 – Off Side Wide Guideline



Appendix 3 – Over rate calculation sheets

The following calculation sheets can be used when delays or interruptions occur in limited overs matches.

1.1. Calculation sheet for use when a delay or interruptions occur in the First Innings.

Time	
Net playing time available at start of the match	160 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C-(D+E)]	_____ (F)
Remaining playing time available [A-F]	_____ (G)
G divided by 4 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I/5]	_____
Number of Powerplay overs	_____
Rescheduled Playing Hours	
First session to commence or recommence	_____ (J)
Length of innings [I x 4]	_____ (K)
Rescheduled first innings cessation time [J+(K-B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L+M]	_____ (N)
Rescheduled second innings cessation time [N+K]	_____ * (O)

*Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening

1.2. Calculation sheet to check whether an interruption during the First Innings should terminate the innings.

Proposed re-start time	_____ (P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between P and Q	_____ (R)
Potential overs to be bowled [R/4]	_____ (S)
Number of complete overs faced to date in first innings	_____ (T)

If S is greater than T then revert to section 1.1(J.1) above
 If S is less than or equal to T then the first innings is terminated and go to section 1.3 (J.1) below.

1.3. Calculation sheet for the start of the Second Innings.

(If first innings was terminated, S from section 1.2 (J.1) above) _____(A)
Scheduled length of innings: [A x 4] _____(B)
Start Time _____(C)
Scheduled cessation time [C+B] _____(D)
Overs per bowler and Fielding Restrictions _____
Maximum overs per bowler [A/5] _____
Number of Powerplay overs _____

1.4. Calculation sheet for use when interruption occurs after the start of the Second Innings.

Time _____
Time at start of innings _____(A)
Time at start of interruptions _____(B)
Time innings in progress _____(C)
Restart time _____(D)
Length of interruptions [D-B] _____(E)
Additional time available: (any unused provision
for 'Extra Time' or for earlier than scheduled
start of second innings) _____(F)
Total playing time lost [E-F] _____(G)
Overs _____
Maximum overs at start of innings _____(H)
Overs lost [G/4] _____(I)
Adjusted maximum length of innings [H-I] _____(J)
Rescheduled length of innings [J x 4] _____(K)
Amended cessation time of innings [D+(K-C)] _____(L)
Overs per bowler and Fielding Restrictions _____
Maximum overs per bowler [J/5] _____
Number of Powerplay overs _____

Appendix 4 – Tied match (Super Over)

A.4.1 Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

A.4.2 There is no extra time available to the match. Should play be delayed prior to or during the Super Over, the Super Over shall be abandoned and the result shall be a tie.

A.4.3 The Super Over will take place on the pitch allocated for the match (the designated pitch).

A.4.4. The umpires shall stand at the same end as they stood during the match.

A.4.5 In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batsman can choose ends based on the bowling strategies.

A.4.6 Only the starting 13 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main match shall apply.

A.4.7 Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.

A.4.8 Each team's over is played with the same fielding restrictions as apply for the last over in the match.

A.4.9 The team batting second in the match will bat first in the Super Over.

A.4.10 The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over (as determined by the umpires)

A.4.11 Each team shall bat for one over unless all out earlier.

A.4.12 If the original match was a tie under the D/L method, clause 14 below immediately applies.

A.4.13 Otherwise, in the event of the teams having the same score after the Super Over has been completed, the team whose batsman hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

A.4.14 If the number of boundaries hit by both teams is equal, the team whose batsman scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

A.4.15 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

Example

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

A.4.16 In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is the winner.