

MID NORTH COAST CRICKET COUNCIL INC.

OVER 35s ONE DAY PLAYING CONDITIONS (40 OVER MATCHES)



OCTOBER 2023

PLAYING CONDITIONS – OVER 35s

Except as varied hereunder, all MCC Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply within the Association's One Day competition.

LAW 1 THE PLAYERS

Law 1 shall apply subject to the following:

- 1.1 A team shall consist of up to 13 players.
- 1.2 If more than 11 players are nominated, only 11 players shall be permitted to bat. These players do not need to be nominated prior to the commencement of the match.
- 1.3 If required, all 13 players may bowl.
- 1.4 Only 11 players are allowed to field at any time whilst the opposition team is batting.
- 1.5 Fielders within the nominated team may rotate without any restrictions. Further to this, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings.
- 1.6 At the toss, team lists must be nominated in writing by the Captains and presented to the umpire(s) and for perusal by the opposing Captain at the toss.
- 1.7 Player eligibility (Association of Origin players)
Players who are originally from one Association, but are currently playing in another Association, are eligible for selection in their Association of origin. A player's Association of origin is determined by where the player has played their Under 16 age cricket. A limit of three Association of origin players can be selected.

Note: For any player to be eligible to play in any Mid North Coast competition they must be registered with a Club or Association and have played at least 1 competition match within their respective Association. Exemptions can be sought on application to the Executive of the Mid North Coast Cricket Council.

LAW 2 THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Suspension of play due to lightning.

- 2.1.1 Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later.
- 2.1.2 Play shall not resume until 30 minutes after the last lightning flash.
- 2.1.3 Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition.

LAW 3 THE SCORERS

Law 3 shall apply subject to the following:

- 3.1 Both teams should try to provide a competent scorer (not the host responsibility).
- 3.2 At a minimum, one score book must be used at all times during play. Ideally, the home team is to live score with the away team using a score book.
- 3.3 Teams using an electronic device for scoring may do so, however, only one should be used, in addition to a score book. Where a team chooses to use an electronic device for scoring, they must ensure it is charged at all times.

LAW 4 THE BALL

Law 4 shall apply subject to the following:

- 4.1 A new ball shall be used at the start of each innings.
- 4.2 Only approved red, 156 gram, four (4) piece leather balls may be used.
- 4.3 All balls used must be approved by the MNCCC.

LAW 5 THE BAT

Law 5 shall apply.

LAW 6 THE PITCH

Law 6 shall apply subject to the following:

- 6.1 Matches scheduled for turf may be transferred to a synthetic pitch.

Note:

MCC Law 6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play.

See Laws 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

LAW 7 THE CREASES

Law 7 shall apply.

LAW 8 THE WICKETS

Law 8 shall apply.

LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply subject to the following:

A boundary clearance of a minimum of 2.75 metres from the fence is required at all fenced grounds. The boundary shall be marked with a continuous line and/or boundary markers.

LAW 10 COVERING THE PITCH

Law 10 shall apply to turf pitches only.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

- 11.1 A drink interval, which shall not exceed 5 minutes, shall be permitted after 20 overs. Drinks may be taken either on or off the field. This drinks break may be foregone due to the situation of the match.
- 11.2 Under conditions of extreme heat, the Umpires may permit extra intervals for drinks.
- 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.
- 11.4 No other drinks shall be taken onto the field without the permission of the Umpires.
- 11.5 Any player taking drinks onto the field shall be dressed in proper cricket attire.
- 11.6 At the completion of the first innings, an interval for lunch shall be taken of no more than 40 minutes, computed from the end of the innings of the team batting first.
- 11.7 Where the innings of the team batting first ends in 25 overs or less, a change of innings interval shall be 10 minutes. An interval for lunch shall be taken at 12:45 pm. The game is then played to completion with no further intervals other than a drinks breaks, if required.

LAW 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play.

1st Session: 10:00 am – 12:45 pm (160 mins.+ 5 min. drinks break after 20 overs)

Innings break: 12:45 pm – 1:25 pm (Max. 40 mins.)

2nd Session: 1:25 pm – 4:10 pm (160 mins. + 5 min. drinks break after 20 overs)

- 12.2 When more than 30 minutes are lost prior to the start of play, the number of overs to be bowled in each innings shall be reduced as follows:

Actual playing time lost	Interval
31 – 60 minutes	30 minutes
61 – 120 minutes	20 minutes
121 minutes or more	10 minutes

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match.

13.1.1 Each team shall bat for 50 six-ball overs, unless dismissed earlier.

13.1.2 If the team bowling first fails to bowl the required number of overs by the scheduled time for the cessation of the session (200 minutes), play shall continue until the required number of overs has been bowled. No further penalties shall apply.

13.1.3 Where the first innings goes over 200 minutes in duration, the innings break shall be reduced to no less than 25 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.

13.1.4 If the team fielding second fails to bowl its quota of overs in less than 200 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

13.1.5 There are no over rate penalties. Teams unable to maintain the required over rate of one over each 4 minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 Delayed or interrupted matches.

13.2.1 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. A minimum of 20 overs per team will constitute a match.

13.2.2 The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 mins. per over) in the total time available for play.

13.2.3 If the team bowling 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.

13.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been dismissed in less than the agreed number of overs.

13.2.5 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as determined by recalculation of the overs to be bowled.

13.2.6 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.

13.3.1 If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement and close of each session for the match, by applying a rate of 15 overs per hour (4 mins. per over).

13.3.2 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.

13.3.3 This calculation must not cause the match to finish earlier than the original time for cessation of play.

13.3.4 If required, the original time shall be extended to allow for one extra over per team.

13.3.5 If the team bowling 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.

13.4 Delay or interruption to the innings of the team batting second.

13.4.1 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 to be bowled shall be calculated at a rate of 4 minutes per overs in respect of the lost playing time.
Should this result in a fraction of an over the fraction shall be ignored.

13.4.2 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.

13.4.3 To constitute a match, a minimum of 20 overs must be bowled to the team batting second subject to a result not being achieved earlier.

13.4.4 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.

13.4.5 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.

13.4.6 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.

Note : Umpires, in consultation with both Captains, may abandon any match prior to the scheduled cessation of play due to poor conditions of the ground, weather or light.

13.5 The toss.

13.5.1 The toss cannot be made unless both teams have seven (7) registered players present and in attendance at the ground.

13.5.2 If one team does not have seven (7) registered players present and in attendance at the ground prior to ten (10) minutes before the scheduled time to commence play, the captain of the team that is present may claim to have won the toss.

13.5.3 Any team without seven (7) registered players prepared to play fifteen (15) minutes after the appointed starting time shall be deemed to have forfeited, if claimed.

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 Determination of winner.

16.1.1 A result can be achieved:

only if both teams have had the opportunity of batting for at least 20 overs, subject to the additions to Law 13, unless:

- one team has been dismissed in less than 20 overs, or
- the team batting second scores enough runs to win in less than 20 overs.

16.1.2 A match shall be a Draw if both teams have not had the opportunity to bat for a minimum 20 overs because:

- a) The innings of the team batting first could not commence by 1:20 pm, or
- b) The innings of the team batting second could not commence by 2.50 pm, or
- c) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its commencement.

16.1.3 In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.

16.1.4 In any match in which both teams have had the opportunity to bat for a minimum of 15 overs, but have not had the opportunity to bat for the same number of overs:

- the result shall be determined by the run rate method.

16.1.5 The result of a match may be a tie regardless of the number of wickets lost by the team batting second.

16.2 Target Score.

16.2.1 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.

16.2.2 This revised target is to be calculated using the run rate method.

16.2.3 The target set will always be a whole number and one run less will constitute a Tie.

16.2.4 If the innings of the side batting second is suspended (with at least 20 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the par score determined at the instant of the suspension by the run rate method.

16.2.5 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.

LAW 17 THE OVER

Law 17 shall apply subject to the following:

17.1 Number of overs per bowler.

17.1.1 No bowler shall bowl more than 8 overs in an innings.

17.1.2 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.

17.1.3 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.

17.1.4 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.

LAW 18 SCORING RUNS

Law 18 shall apply.

LAW 19 BOUNDARIES

Law 19 shall apply subject to the oval played on.

LAW 20 DEAD BALL

Law 20 shall apply.

LAW 21 NO BALL

Law 21 shall apply.

Note 1: Law 21.10 (Ball bouncing over head height of striker) shall apply. A No ball shall be called.

Note 2: The delivery after a No ball shall not be a Free hit.

LAW 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 shall be a Wide provided the striker 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 Law 22.
- 22.2 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker 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:
 - a) the ball passes between the striker and the stumps or,
 - b) 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 or,
 - c) 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 Line on the leg side shall be a Wide.

LAW 23 BYE AND LEG BYE

Law 23 shall apply.

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

- 24.1 Unlimited rotations, without restrictions, shall apply. See also point 1.5.

LAW 25 BATTER'S INNINGS; RUNNERS

Law 25 shall apply with the addition of:

- 25.1 It is highly recommended, but not mandatory, that a batter wears a helmet while batting against fast or medium paced bowling. The helmet is defined as a British Standard (BS7928:2013) helmet. The umpires shall determine if the bowling is fast or medium pace.

Note: For clarity, runners are allowed for an injured batter as per Law 25.5.

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 The wearing of helmets by wicket-keepers, when keeping up to the stumps, is highly recommended, but not mandatory.

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Limitation of on side fielders.

28.1.1 At the instant of the bowler's delivery, there may not be more than 5 on side fielders.

28.1.2 In the event of an infringement of 28.1.1, either umpire shall call and signal No ball.

28.2 Restrictions on the placement of fielders.

28.2.1 Where possible, 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 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 a continuous painted white line 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.

28.2.2 At the instant of delivery.

a) Powerplay 1 - During the first 12 overs, no more than two (2) fielders are permitted outside the fielding restriction area.

b) Powerplay 2 - During overs 13 to 40, no more than five (5) fielders are permitted outside the fielding restriction area.

28.3 For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

28.4 Fielding restrictions in reduced over matches.

28.4.1 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 following table.

The table shall apply to both innings of the match.

<u>Total overs in Innings</u>	<u>No. of overs for which fielding restrictions will apply</u>
20 – 23	6
24 – 26	7
27 – 29	8
30 – 33	9
34 – 36	10
37 – 39	11

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 short pitched deliveries:

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 popping crease.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when a 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 No ball.
- e) For the avoidance of doubt, any fast, short pitched delivery passing over the batsman's head, that is called a No ball under this playing condition shall also count as one of the one (1) allowable short pitched delivery in that over.
- f) In the event of a bowler bowling more than one (1) fast, short pitched delivery in an over as defined in (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.
- 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. This is the **FIRST CAUTION**.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one (1) 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. This is the **SECOND AND FINAL CAUTION**.
- 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 forthwith. 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 MNCCC Executive who shall take such action as is considered appropriate against the Captain and the bowler concerned.

41.2 **Bowling of dangerous and unfair non-pitching deliveries:**

Law 41.7 applies subject to the following:

- a) Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease shall be a No ball.
- b) Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.

Note: An umpire should only caution the bowler if the delivery is deemed to be dangerous to the batter.
As a guide, an official warning should only be given against a bowler for a non-pitching delivery if the umpire answers YES to each of these questions:

- Was the ball delivered full pitch above the waist of the striker?
- Was the delivered ball directed at the body of the striker?
- Whether or not the ball is struck by the batter, if the delivered ball had hit the striker in the body, would it have potentially caused significant injury?

When assessing the above criteria, umpires are required to take into the account the speed at which the ball was delivered.

- c) In the event of a bowler bowling a high full pitched ball as defined in clause (b) (i.e.a beamer), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a FIRST AND FINAL WARNING. The umpire shall inform the other umpire, the Captain of the fielding side and the batsmen at the wicket of what has occurred.
- d) 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 forthwith. 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.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the Captain of the batting side.
- g) The umpires may then report the matter to the MNCCC Executive who shall take such action as is considered appropriate against the Captain and the bowler concerned.

LAW 42 PLAYER'S CONDUCT

Law 42 shall not apply.

- 42.1 The MNCCC will adopt as its Code of Conduct the Cricket NSW Code of Conduct as per Appendix 1.
- 42.2 As per the CNSW Code of Conduct and their by-laws:
 - 42.2.1 Any person bound by the Code of Conduct shall not engage in disorderly or improper conduct or behaviour. This includes on Social media.

- 42.2.2 A person who engages in disorderly or improper conduct or behaviour breaches this Code of Conduct.
- 42.3 Disorderly or improper conduct or behaviour includes, but is not restricted to, a person:
- i) Assaulting or attempting to assault, or abusing, either orally or physically, an Umpire, player or spectator;
 - ii) Disputing, as distinct from questioning, an Umpire's decision, or reacting in an obviously provocative manner towards an Umpire;
 - iii) Using crude or abusive language, or hand signals or other gestures;
 - iv) Engaging in any form of conduct or behaviour detrimental to the spirit of the game or likely to bring the game into disrepute; or
 - v) Refusing to supply that person's name and that person's address when required by another person who is lodging a report.
- 42.4 The Captain of a team shall ensure that the players (including the person acting as 12th man and any non-playing member of the team) comply with the Code of Conduct.
- 42.5 The Captain of a team breaches the Code of Conduct if a player in that team engages in continuing disorderly or improper conduct or behaviour.
- 42.6 Breaches of this Code of Conduct are to be referred to the Code of Conduct Commissioner or judiciary of the MNCCC under which the player reported is registered to play.
- 42.7 The reporting process for any such breach is outlined in Appendix 1 of this document.
- 42.8 Breaches**
- 42.8.1 Any player or Club failing to observe any rule, or failing to comply with any lawful direction of the Association, Management Committee or an officially appointed Umpire, or any person acting in the capacity of an Umpire, may be penalized at the discretion of the MNCCC appointed Code of Conduct Commissioner or consequently by the MNCCC appointed Judiciary Committee, in terms of the by-laws empowering the actions of such Committee.

Appendix 1

Extract of Cricket NSW By-Laws 2023

DEFINITIONS:

"Cricket event" means any Match, tournament, tour, contest, event, activity (including training), whether on a one-off basis or as part of a series, league or competition sanctioned or organised by NSWCA or a Cricket Organisation;

"Cricket Participant" includes:

- (a) Players;
- (b) Individuals who are registered with or entitled to participate in an Affiliate or Association or a cricket event;
- (c) Coaches appointed to train a player or team of an Affiliate or Association or for a cricket event;
- (d) Administrators who have a role in the administration or operation of an Affiliate or Association, including owners, directors, committee members or other persons;
- (e) Officials including referees, umpires, technical officials, or other officials appointed by an Affiliate or Association or any league, competition, series, club or Team sanctioned by NSWCA;
- (f) Player support personnel who are appointed in a professional or voluntary capacity by an Affiliate or Association;
- (g) Individuals who are registered as members with an Affiliate or Association or any league, competition, series, club or Team sanctioned by NSWCA;
- (h) Employees;
- (i) Contractors;
- (j) Volunteers; and
- (k) any other individual who has agreed to be bound by the Integrity Policies;

"Match" sanctioned or organised by NSWCA, an Affiliate and / or Association;

"Person reporting" means the person who has lodged a report to the Commissioner under clause 6.

"Player" means a participant in a cricket event (including in addition to those that are playing in a team) organised, sanctioned or otherwise under the auspices of an Affiliate or Association and includes representative competitions, tours and carnivals;

"Player support personnel" includes any parent, guardian, coach, trainer, Team manager, Player agent, selector, umpire, team official, doctor, physiotherapist, dietitian, fitness or other health- related advisor or any other person employed by, contracted to, representing or otherwise affiliated to an Affiliate or Association, or any parent or other person working with, treating or assisting a player.

CODE OF CONDUCT

Code of Conduct

Any cricket participant, Affiliate or Association must not:

- a) engage in conduct which brings, or is likely to bring, the interests of cricket or NSWCA into disrepute;
- b) act in a manner which is, or is likely to be, prejudicial to the interests of cricket or NSWCA;
- c) engage in disorderly or improper conduct or behaviour during a cricket match, which includes the offences contained in Appendix 2 to the Cricket Australia Code of Conduct for Player and Player Support Personnel as amended from time to time;
- d) verbally or physically abuse, assault or engage in violence with another person, intimidate another person or create a hostile environment;
- e) make or post inappropriate, offensive or discriminatory comments in public (including via any form of social media) about another person, an Association or any of the Affiliates;
- f) breach any requirements for safeguarding children and young people as set out in the NSWCA Safeguarding Children and Young People Policy;

- g) victimise another person for making a complaint under any NSWCA policy, including any Integrity Policy;
- h) disclose to a person or organisation any information related to cricket and/or NSWCA that is of a private, confidential or privileged nature without the required consent of the relevant person or entity;
- i) make a complaint under NSWCA's Complaints and Dispute Resolution Policy that the Player or Player Support Personnel or Cricket NSW knows to be untrue, vexatious, malicious or improper; or
- j) breach any provision of an Integrity Policy as set out in clause 4.1.

Captain's Responsibility

The Captain of a team breaches clause 5.1 if the team demonstrates systemic non-compliance with the Code of Conduct, including:

- a) where one or more players in that team engage in multiple breaches of the Code of Conduct during any cricket event; or
- b) where one or more players in that team engage in continuous breaches of the Code of Conduct throughout a cricket season.

Judicial processes

Subject to clause 5.3 (b), any breach of this Code of Conduct by a cricket participant, Affiliate or Association will be managed by the relevant Affiliate or Association in accordance with its own rules and procedures (which may use or include, as a reference point only and in relation to the types of behaviours which may constitute a breach of the Code of Conduct, the descriptions contained in Appendix 2 to the Cricket Australia Code of Conduct for Player and Player Support Personnel).

Notwithstanding clause 5.3(a) (above), NSWCA may, in its sole discretion, intervene and take control of an alleged breach of this Code of Conduct by a Cricket Participant, Affiliate or Association and deal with the matter in accordance with the NSWCA Complaints and Dispute Resolution Policy.

Save for in respect of this Code of Conduct, any breach of an Integrity Policy by a Cricket Participant, Affiliate or Association will be dealt with in accordance with NSWCA's Complaints and Dispute Resolution Policy.