



MRDCA 2026/27 Senior 40 Over Playing Conditions

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 4th edition 2026 shall apply.

Preamble – Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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Version Control

Version	Date	Amendment
1.0	5 October 2026	Draft
1.1	8 October 2026	2026/27 First Release

Glossary Of Terms

1. All references to the “Association” shall be taken to mean the Manning River District Cricket Association Incorporated.
2. The only official abbreviations for the Association shall be:
 - a. MRDCA Inc.
 - b. MRDCA
3. Abbreviations used herein:
 - a. MCC Marylebone Cricket Club (governing body of world cricket)
 - b. CNSW Cricket New South Wales Cricket
 - c. MNCCC Mid North Coast Cricket Council
 - d. MRDCA Board MRDCA Board of Directors
 - e. MRDCUSA Manning River District Cricket Umpires & Scorers Association
 - f. JMS Johnny Martin Shield
 - g. MDMS Mick Dobson Memorial Shield
 - h. CDS Chris Dempsey Shield
 - i. PlayHQ The online platform used for management of MRDCA competitions
4. Definitions:
 - a. Playing Age The age of a player on the 31st August for the current season.

LAW 1 – THE PLAYERS

Law 1 shall apply subject to the following additions and amendments:

1.1 Player registration

- a. All players must be registered for the current season on PlayHQ.
- b. Substitute fielders are permitted according to Laws of Cricket but must be registered.
- c. Substitute fielders cannot bat, bowl or act as wicketkeeper.
- d. The use of unregistered players is not permitted and will attract a penalty of six (6) competition points per infringement. Refer to Bylaw 8.2.

1.2 Fill-in players

- a. The use of fill-in players is not permitted as per CNSW regulations.

1.3 Number of players

- a. Up to 12 players can be listed to play a match, but only 11 may bat or bowl.
- b. Only 11 players are allowed to field whilst the opposition team is batting.
- c. To constitute a team, a minimum of 7 registered players must be in attendance at the ground at or before the scheduled start of play.
- d. Any team without 7 players present at the field 15 minutes after the scheduled start of play shall be deemed to have forfeited the match.
- e. If players are forced to leave the field due to illness or injury, and a team is left with less than 7 players, play can continue.

1.4 Junior players

- a. A junior player is anyone with a “playing age” of 16 or less, regardless of whether they are participating in a junior competition.
- b. Any junior player wishing to play in a senior competition match must be a registered member of that club and have attained the age of 12 years.
- c. There must be no more than 8 junior players in a team.
- d. A junior player may captain a team, provided they are assisted by a senior player. The senior player must be nominated before the toss and will be notified to the opposing captain and official umpire (if appointed) at the toss. The senior player will be responsible for the actions of the junior player acting as captain, and should any matter proceed to a judiciary meeting, will be jointly regarded as captain, and where appropriate, will receive the same penalty.

1.5 Team lists

- a. Team lists are to be entered into PlayHQ prior to the commencement of play.
- b. Any player not listed in the team on PlayHQ at the start of play cannot bat or bowl but may be permitted to be a substitute fielder.
- c. Written team lists must be exchanged by the opposing captains before the toss. Both team lists will be given to the appointed umpire(s).
- d. Team lists cannot be altered with the consent of the opposing captain
- e. If there is no appointed umpire(s) present, each captain shall retain the opposing team’s list until the end of the season.
- f. The team list must identify all junior players subject to bowling restrictions and show their age as of 31st August for the current season.
- g. The team list must identify all players with grading restrictions.
- h. A player that is named on the team list, and arrives after the start of play, may take the field and participate fully in the match following notification to the umpire and opposing captain.

1.6 The toss

- a. The toss is conducted no later than 15 minutes before play.
- b. The winner of the toss shall immediately announce their decision to bat or field.
- c. If one team is not present 5 minutes before the scheduled start of play, the captain of the opposing team is deemed to have won the toss.

1.7 Forfeits

- a. Any team which intends to forfeit must notify the opposing club, the MRDCA Secretary and wherever possible, the MRDCU&SA (Umpires Association), not later than 4.00pm on the day prior to the match. Shorter notice may be considered in extenuating circumstances.
- b. In the event that a team forfeits, their club will be penalised as per Bylaw 8.4.
- c. Any expenses (travelling, umpires fees, etc.) incurred by an opponent, where due notice has not been given, shall be reimbursed by the forfeiting club.
- d. Any team forfeited against has the option to enter a team list into Play HQ for the purpose of player qualification for finals. Team entry must be carried out prior to the scheduled start time for the match.

1.8 Player attire

- a. No player or substitute shall be allowed to participate in any grade if they are not fully and correctly attired. Correct attire consists of white or cream trousers (or shorts for 2nd grade or lower), white shirt or approved coloured shirt, and socks.
- b. Coloured club shirts may be worn with the prior approval of the MRDCA Board.
- c. Spiked shoes are banned on synthetic pitches.
- d. Players will not be eligible to play in non-approved spiked footwear.
- e. Club logos and sponsor's advertising will be strictly limited to being applied to shirts. Advertising on trousers is prohibited.
- f. Officially appointed umpires are specifically empowered to refuse entry or to remove from the playing field any player who is not properly attired.

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following additions and amendments:

2.1 Umpire appointments

- a. The MRDCUSA will appoint umpires prior to the commencement of play each round. An official umpire listing will be provided to the MRDCA each round.
- b. All players must be registered for the current season on Play HQ.
- c. Substitute fielders are permitted according to Laws of Cricket but must be registered.

2.2 Request for a change or reallocation of an umpire

Requests to reallocate umpires will only be reviewed in exceptional conditions and will be at the discretion of the MRDCUSA. The process will be as follows:

Prior to the day of the match

- a. A review will only be processed where appropriate reasons and the justification for the reallocation is provided in writing to the MRDCA Secretary.
- b. Verbal requests will not be accepted.
- c. The MRDCA Secretary will liaise with both team captains and provide the reason and justification for the reallocation. Confirmation from both captains will be required by SMS or Email before the request will be forwarded to the MRDCUSA for review.
- d. Should either of the team captains disagree, the request will be denied.

On match day

- e. A review will only be processed where appropriate reasons and the justification for the reallocation is provided to the MRDCUSA prior to the commencement of the match.
- f. The MRDCUSA will confer with both captains prior to any decision being made.

2.3 Unofficial umpires

- a. Unofficial umpires will not be permitted to officiate a match where an official umpire has been appointed.
- b. An unofficial umpire may only officiate as an umpire if:
 - i. Both team captains agree with the delegate put forward as an unofficial umpire.
 - ii. If either captain disagrees the unofficial umpire cannot officiate.
 - iii. The unofficial umpire does not receive payment for their services.

2.4 Square leg umpire

- a. Where a player is standing in as the square leg umpire, the following conditions must be met:
 - i. The umpire must be a player above the age of 18yrs, or above 16yrs if an older player is not present.
 - ii. The umpire must wear a high-vis vest or a polo shirt that is not white, and it must not conflict with the fielding team's shirt colour.
 - iii. The umpire must wear footwear.
 - iv. The umpire is prohibited from using a mobile phone.
 - v. The umpire will carry a counter and count each delivery.
 - vi. The umpire will call no ball if the wicketkeeper has their gloves in front of the stumps immediately after delivery.

2.5 Dispute/complaint handling

Disputes or complaints are to be handled in accordance with Cricket NSW policies.

2.6 Collaboration between the MRDCUSA and the MRDCA

It is recommended that a delegate from the MRDCUSA attend MRDCA General Meetings when held. This will ensure ongoing continuous communication flow between both associations.

2.7 Umpire fees

- a. Payment of umpire fees is to be coordinated between the MRDCA and MRDCUSA.
- b. Clubs will be billed periodically by the MRDCA for umpire fees.
- c. The schedule of umpire fees is as follows:
 - i. Round matches
 - One official umpire - \$200
 - \$80 per team + \$40 by MRDCA
 - No more than one official umpire will be appointed to round matches.
 - ii. Semi-finals & grand finals
 - One official umpire - \$200 (\$80 per team + \$40 by MRDCA)
 - Two official umpires - \$150 each (\$80 per team + \$70 by MRDCA for each umpire)
 - iii. The MRDCA will pay umpire fees for grand finals only.
 - iv. Travel expenses - \$25 where total round trip travel is greater than 150km
- d. Where a match is abandoned prior to 11am on the scheduled match day, payment of umpire fees is not applicable.
- e. Where a match is abandoned after 11am but before 1pm on the scheduled match day, 50% of the scheduled umpire fee is payable.
- f. For all matches not called off prior to 1pm, 100% of the scheduled umpire fee is payable, regardless of play commencing.

LAW 3 – THE SCORERS

Law 3 shall apply subject to the following additions and amendments:

3.1 PlayHQ scoring

- a. The PlayHQ scoring app is to be used for all matches, and dedicated scorers should be noted on PlayHQ where possible.
- b. The home team is responsible to have a device available and fully charged to E-score and the away team must supply a scorebook.
- c. Teams are encouraged to complete scoring via the PlayHQ app, however it is mandatory for at least one hard copy scoresheet to be maintained for each match.
- d. Scorebooks are to be fully completed (including all batting, bowling and fielding statistics).
- e. The scores and result are to be confirmed and agreed by both captains and the umpire (where appointed) before leaving the ground.
- f. Captains must sign the scoresheets at the completion of the match. Results disputes will only be heard where the disputing Captain has signed the scorebook and written the reason for the intended dispute.

- g. Match disputes will be handled in accordance with CNSW procedures.

3.2 Lodgement of results

- a. The home team, as designated in the official draw, is required to complete the following by midnight of the Monday after the scheduled completion of each match:
 - i. The match results
 - ii. All batting details for their team including batting order, method of dismissal, score, FOW, fours and sixes.
 - iii. All bowling details for their team including bowling order, over's, maidens, wickets, runs, wides and no balls.
 - iv. All fielding details for their team including catches, run outs and stumpings.
- b. The away team, as designated in the official draw, is required to complete the following by midnight of the Wednesday after the scheduled completion of each match:
 - i. Confirm or dispute the match result.
 - ii. All batting details for their team including batting order, method of dismissal, fielder and bowler where applicable, score, FOW, fours and sixes.
 - iii. All bowling details for their team including bowling order, over's, maidens, wickets, runs, wides and no balls.
 - iv. All fielding details for their team including catches, run outs and stumpings.
 - v. Fielder and bowling details for the opposition batting innings.
- c. The penalty for either team failing to complete lodgement of round match results in accordance with Playing Condition 3.2 will be a loss of two (2) competition points per infringement.
- d. The penalty for either team failing to complete lodgement of finals series match results in accordance with Playing Condition 3.2 will be Fifty Dollars (\$50) per infringement.
- e. Requests for assistance with lodgement of results must be made in writing to the MRDCA recorder prior to the deadlines outlined in Playing Condition 3.2.
- f. Notwithstanding the late arrival of match scores, individual performances of players will still be recorded when match scores are submitted.
- g. Clubs that have two (2) or more teams in the same grade must have separate PlayHQ recorders for each team. Failure to comply will result in the loss of two (2) competition points per infringement.

3.3 Recording reports and breach notices

- a. The MRDCA Recorder will issue a report at each MRDCA General Meeting outlining any recording breaches applicable to final recording deadlines passed since the previous General Meeting.
- b. The MRDCA Recorder will issue a Breach Notice for each recording infringement within seven (7) days after the scheduled match completion time, via email to the applicable club secretary. The club in question will have seven (7) days from receipt of such notice to rectify the breach. Failure to do so in the required time will incur a penalty of Fifty Dollars (\$50) per infringement.
- c. Once the MRDCA Recorder has finalised the review of a match, any subsequent changes to the result or player scores will incur a penalty of Two Hundred & Fifty Dollars (\$250).

LAW 4 – THE BALL

Law 4 shall apply subject to the following additions and amendments:

4.1 Clubs are responsible for providing their teams with match balls. The following conditions apply:

- a. Balls are to be used as per the current MRDCA Kookaburra sponsorship agreement.
- b. Balls used in all grades when playing on turf pitches are to be Kookaburra Senator 4-piece 156g balls.
- c. Balls used in all grades when playing on synthetic pitches are to be Kookaburra Tuff Pitch 2-piece 156g balls.

- d. A new ball is to be used for each innings of each match.
- e. Kookaburra balls are to be stamped in accordance with the MRDCA Kookaburra sponsorship agreement.
- f. Old stock of balls can be depleted during the 2026/27 season, provided the type conforms to Playing Conditions 4.1.b and 4.1.c.
- g. The MRDCA will supply balls for grand finals only.

4.2 Use of incorrect ball

- a. Use of incorrect balls will attract a penalty of six (6) competition points per infringement.

LAW 5 – THE BAT

Law 5 shall apply.

LAW 6 – THE PITCH

Law 6 shall apply.

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 additions and amendments:

9.1 The circle

- a. The circle rule will apply in all matches regardless of umpire appointments.
- b. A semi-circle measuring 30 metres from the centre stump at each end, joining up to form a circle, shall be measured and marked by the home team using a mown strip, disc markers or line marking paint.
 - i. For the first 12 overs, only two fielders are permitted to be outside the circle at the instant of delivery.
 - ii. After the first 12 overs, only five fielders are permitted to be outside the circle at the instant of delivery.
 - iii. Under all circumstances, the field restrictions for the second innings shall be the same as for first innings.
 - iv. In the event of an infringement of (i), (ii) or (iii) above, either umpire shall call and signal No Ball.

9.2 Stumps

- a. Metal-tipped stumps, or metal tipped stumps with ferrules, or plain tipped stumps with metal ferrules are not permitted to be used. Any club whose teams use such stumps will be subject (if reported by an umpire or by an opposing official) to a monetary fine not exceeding \$25 for each incidence of use of such stumps.

9.3 Fitness of grounds

- a. In the event of wet weather making a scheduled ground unfit for play, or should Council intervene and declare a ground unavailable for play prior to the commencement of a match, the Fixtures Committee shall transfer the game to a suitable ground, subject to one being available.
- b. An officially appointed umpire (or both captains where no umpire is appointed) may deputise for the Fixtures Committee in such instances where the unsuitability/unavailability of the ground is not discovered in time to inform the Fixtures Committee. In such circumstances the appointed umpire (or both captains) may only transfer the game to a reserve ground, where a reserve has been allocated. Such a transfer cannot be made after the commencement of a game.

- c. The decision as to fitness of grounds is vested as follows:
 - i. Up to the scheduled time of toss - the Fixtures Committee or the curator of a turf pitch.
 - ii. After the scheduled time of toss - the appointed umpire.
 - iii. If no umpire is appointed - the two captains
- d. Matches scheduled for a turf wicket can be transferred to a synthetic wicket subject to availability.
- e. Wet weather cancellations:
 - i. In the event of wet weather ground closures to certain grounds on any particular weekend, the MRDCA Board shall consult and at their discretion, allow the play of matches where grounds remain open, regardless of the impact to competition points.
 - ii. The teams allocated to the open grounds will play at these grounds and will not be moved to allow for other teams to play.
- f. The Mid Coast Council conduct a review of all grounds each Friday morning and update the ground status website with any ground closures by 3:00pm Friday afternoon. These closures are then emailed to the MRDCA Board no later than 4:00pm Friday afternoon.
- g. The Mid Coast Council has ownership of the grounds and has the right to close the grounds due to wet weather, smoke pollution, fire hazards or dangerous conditions at any point of time.
- h. If it is apparent on Friday evening due to field closures that play is unlikely, the MRDCA Board shall consult and at their discretion may call the round off for the weekend. Clubs will be notified via email, Facebook, WhatsApp weather group and/or any other suitable method.
- i. Otherwise, as cricket does not have a significant impact on playing fields, Mid Coast Council has agreed that when conditions are marginal, and improving on the day of play, they will not close the grounds. In this case, the decision to play is in the hands of official umpires, if appointed, and the team captains. It is to be noted that player safety must always be the first consideration. When team captains are adjudicating whether play will take place, they must agree before play can commence.
- j. If agreement to cancel an individual game is reached by the captains involved, the umpire and/or MRDCUSA should be notified as soon as possible. Failure to do so will render both teams liable for the appointed Umpire's travel expenses.

LAW 10 – COVERING THE PITCH

Law 10 shall apply subject to the following additions and amendments:

10.1 Laying covers during an interruption to play

- a. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers, except where play has been suspended due to lightning. No person may remain on or enter the field of play in the event a lightning flash is followed by thunder less than 40 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition. These safety measures must be enforced by the team captains when there is no official umpire appointed.

LAW 11 – INTERVALS

Law 11 shall apply subject to the following additions and amendments:

11.1 Interval between innings

- a. The innings change will be 10 minutes duration.
- b. In all matches, the innings change will occur at the end of the over in progress at 3.40pm, or earlier if the innings is completed prior to 3.40pm.

- c. For matches played with a reduced number of overs, the innings change will be agreed between the umpire (if appointed) and captains.

11.2 Drinks break

- a. A drink break of not more than 5 minutes may be taken after 20 overs have been bowled.
- b. In extreme heat conditions, the umpire (if appointed) and captains may agree to schedule extra drink breaks. Extra drink breaks should be no more than 2 minutes duration. Players should remain on the field to reduce time delays.
- c. No extra time shall be added to either innings to compensate for extra drink breaks.
- d. A drinks break may be forgone by agreement of the umpires and players on the field, however if any party requires the drink break, it will be taken.

LAW 12 – START OF PLAY AND CESSATION OF PLAY

Law 12 shall apply subject to the following additions and amendments:

12.1 Playing times

- a. Games shall be played on one Saturday afternoon as determined by the Fixtures Committee. Playing times are as follows:

Preliminary rounds:	Saturday 1:00pm to 6:30pm
Finals series:	Saturday 1:00pm to 6:30pm
Grand Final:	Saturday 1:00pm to 6:30pm
- b. The innings change is 3:40pm to 3:50pm.
- c. A match is deemed to have commenced where at least one ball has been bowled.

LAW 13 INNINGS

Law 13 shall apply subject to the following additions and amendments:

13.1 Innings limitations

- a. Each innings shall consist of 40 overs. Variations shall only be made in the case of interruptions (see Playing Condition 13.2) or when either side is dismissed in fewer than 40 overs.
- b. 15 overs are required to be bowled per hour. Standard playing time for an innings is 160 minutes.
- c. In all matches excluding grand finals, each team must receive a minimum of 15 overs to constitute a complete match. An innings will be deemed complete where a team is dismissed in fewer than 15 overs.
- d. In grand final matches, each team must receive a minimum of 25 overs to constitute a complete match. An innings will be deemed complete where a team is dismissed in fewer than 25 overs.

13.2 Interrupted Play

- a. Play may be interrupted due to wet weather, lightning, extreme heat, bad light, ground conditions, exceptional circumstances, or any other reason as determined by the appointed umpires, or both captains where no umpire is appointed.
- b. Where play is delayed or interrupted, the Umpires and/or captains will calculate the number of overs lost at the rate of 1 over for every 4 minutes of lost playing time. Refer to appendix 1.
- c. The objective should always be to rearrange the total number of overs so that both teams can bat for the same number of overs.
- d. The match shall be abandoned if no play is possible before 4:30pm.
- e. If the number of overs for the team batting first is reduced, a fixed time will be specified for the completion of its innings.
- f. The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first is bowled out in less than the agreed overs.

- g. If a suspension of play results in the team batting second receiving fewer overs than the team batting first, a revised target score (to win) is to be set based on the revised number of overs for the second innings. This revised target score is to be calculated using the 'Run Rate Method' (Playing Condition 13.6).
- h. Fractions are to be ignored in all calculations for number of overs.
- i. If multiple interruptions occur, the number of overs to be bowled will be recalculated until the minimum quota of overs cannot be achieved.

13.3 Lightning

- a. Play shall cease immediately when a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last visible lightning flash.

13.4 Extreme Heat Policy

- a. NSW heat policy is to be adhered to. A copy of the current policy will be available alongside these Playing Conditions.

13.5 Overs not bowled in the allotted time

- a. If the team bowling first fails to bowl the required number of overs in the allotted time, the innings will be closed after the over in progress when the scheduled innings close time is reached.
- b. The number of overs for the second innings shall match the first innings, except where:
 - i. The team batting first is dismissed prior to the required number of overs being bowled. The team batting second will be entitled to receive the maximum number of overs.
 - ii. The team batting second is dismissed prior to the required number of overs being bowled.

13.6 Run Rate Method

- a. A team's run rate is calculated by dividing its total number of runs scored by its total number of overs received.
- b. For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
- c. Where a team is dismissed before it has received its allotted number of overs, it is deemed to have received the allotted number of overs.
- d. If a team is bowled out in a reduced overs innings, the reduced number of overs is to be used for the run rate calculation.
- e. The innings total is calculated as: run rate x overs, then rounded up to the nearest whole number.
- f. The target score is the innings total plus one run.

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 additions and amendments:

16.1 Determination of winner

- a. In any match, the captains shall be responsible for ensuring that the E-scoring device and the scorebook are accurate. Where the scores of the match are in dispute, the captains and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scores and determine the correct result before leaving the ground.

- b. Play shall not continue once the team batting second has passed the required total.
- c. 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

- a. The target score shall be the runs scored by the team batting first plus one run.
- b. In interrupted matches, the target score is determined using the run rate method (Playing Condition 13.6).
- c. The target score will always be a whole number, and one run less will constitute a tie.

16.3 Finals series matches

- a. In the event of a finals series match ending with no result, the higher ranked team will progress to the following week. Refer to Bylaw NN for information about team rankings.
- b. In the event of a finals series match ending in a tie, the higher ranked team will progress to the following week.
- c. In the event of a grand final ending in a tie, the teams will be declared joint premiers.

LAW 17 – THE OVER

Law 17 shall apply subject to the following additions and amendments:

17.1 Number of overs per bowler

- a. No bowler shall bowl more than 8 overs in an innings.
- b. 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.
- c. 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.
- d. 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.

17.2 Restrictions on junior pace bowlers

- a. Restrictions on junior pace bowlers are based on their “playing age”.
- b. It is the responsibility of the players captain and/or team to enforce bowling restrictions. It is not the responsibility of the umpires.
- c. Bowling restrictions:

Under 13 (playing age 12 or younger)	4 overs per spell	8 overs per day
Under 14 (playing age 13)	5 overs per spell	10 overs per day
Under 15 (playing age 14)	5 overs per spell	12 overs per day
Under 16 (playing age 15)	6 overs per spell	16 overs per day
Under 17 (playing age 16)	7 overs per spell	16 overs per day
Under 18 (playing age 17)	7 overs per spell	20 overs per day
Under 19 (playing age 18)	8 overs per spell	20 overs per day
- d. Where a junior player has participated in a junior match on the same day as a senior match, overs bowled in the junior match must be included in calculations for bowling restrictions.
- e. Breaches of junior pace bowling restrictions will attract a penalty of six (6) competition points per infringement.
- f. Rest periods:

The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age noted in the table above may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

- g. Change of Bowling Type:
Where a bowler changes between pace bowling and spin/slow bowling during a spell, all overs in the spell are to be included for the purpose of applying restrictions.
- h. A complete spell of only spin/slow bowling is not to be included in the calculation of restrictions.

LAW 18 – SCORING RUNS

Law 18 shall apply.

LAW 19 – BOUNDARIES

Law 19 shall apply subject to the following additions and amendments:

19.1 Boundaries markings

- a. Boundaries shall be suitably marked on each ground by the home team with a suitable measuring tape or other method.
- b. Boundaries will ideally be of 65 metres, measured from middle stump at either end.

19.2 Cricket NSW minimum boundary clearance directive

- a. All boundaries must be designated by a rope, soft dome marker (or similar) or marked line including boundary markers of a minimum standard as authorised by CNSW from time to time.
- b. At all times, ropes, soft dome markers (or similar) or marked lines must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing or advertising signs.

LAW 20 – DEAD BALL

Law 20 shall apply subject to the following additions and amendments:

20.1 Synthetic Pitches

- a. Any delivery hitting a transverse join in the synthetic grass or any damaged part of the pitch, shall be called Dead Ball and be re-bowled.

LAW 21 – NO BALL

Law 21 shall apply subject to the following additions and amendments:

21.1 Free hit after No Ball

- a. Playing Condition 21.1 only applies where an official umpire is appointed.
- b. The delivery following any No Ball shall be a free hit for whichever batter is facing it.
- c. 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 batter is facing it.
- d. 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.
- e. Field changes are not permitted for free hit deliveries unless:
 - i. There is a change of striker, or
 - ii. 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.
- f. For clarity, the bowler can change their mode of delivery for the free hit delivery.
- g. The bowler's end umpire shall signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

21.2 Synthetic Pitches

- a. Where there is no return crease marked, the No ball rule pertaining to the return crease (Law 21.5.1) shall not apply.
- b. Any ball which has pitched:
 - i. On the side edge of the concrete, or
 - ii. On the grass protruding from the side edge of the concrete, or
 - iii. On the grass to the side of the pitch

Shall be called a No Ball.

LAW 22 – WIDE BALL

Law 22 shall apply subject to the following additions and amendments:

22.1 Line marking

- a. Lines will be drawn 750mm from off stump and leg stump as a guide for wides.
- b. The marking of wide lines is the responsibility of the home team.

22.2 First grade

- a. On the offside, a line will be drawn 750mm from off stump as a guide for offside wides.
- b. 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 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 offside wide line on the leg side shall be a Wide.

22.3 All other grades

- a. Lines will be drawn 750mm from off stump and leg stump as a guide for wides. Wides are when the ball is clearly outside the line from the popping crease to the bowling crease.

22.4 The batter on strike cannot make a wide

- a. Refer MCC Law 22.1 & 22.1.2 Judging a wide and 22.4 & 22.4.2 Delivery not 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 additions and amendments:

24.1 Player absent or leaving the field

- a. If a nominated player is absent at the start of the match, they will be permitted to take part in the match at the time of their arrival, i.e. they can bat or bowl as soon as they arrive.
- b. There is no penalty time in MRDCA competitions. Nominated players may leave the field and return at any time without penalty and resume bowling or batting immediately. Umpires are to be notified of players leaving and entering the field of play.

LAW 25 – BATTER'S INNINGS

Law 25 shall apply subject to the following additions and amendments:

25.1 The nominated non-batter may bat after the fall of the 9th wicket if:

- a. A batter receives an external injury which in the opinion of the official umpire(s), or both captains in absence of an official umpire, prevents the batter from continuing their innings.
- b. Other injury requiring conveyance from the ground for medical treatment.

25.2 Protective equipment for players under 18yrs

- a. Any player under the age of 18yrs must wear protective equipment whilst batting. Such protective equipment is defined as a helmet with grill, protective leg guards (batting pads), batting gloves and a protector.
- b. Helmets must meet the specification standard defined by Cricket NSW.
- c. The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 – THE WICKET-KEEPER

Law 27 shall apply subject to the following additions and amendments:

27.1 Protective equipment for players under 18yrs

- a. Any player under the age of 18yrs must wear protective equipment whilst wicket-keeping. Such protective equipment is defined as a helmet with grill, protective leg guards (wicket-keeping pads), wicket-keeping gloves and a protector.
- b. It is compulsory for a player under the age of 18yrs to wear a helmet whilst wicket-keeping, unless the player is at least 7 metres behind the striker's stumps.
- c. Helmets must meet the specification standard defined by Cricket NSW.

LAW 28 – THE FIELDER

Law 28 shall apply subject to the following additions and amendments:

28.1 Protective equipment for players under 18yrs

- a. Any player under the age of 18yrs must wear protective equipment whilst fielding within 10 metres of the striker in front of the wicket. This is measured from the popping crease on a middle stump line. Such protective equipment is defined as a helmet with grill, protective leg guards (shin pads) and a protector. Protective leg guards (shin pads) must be worn under the player's cricket pants.
- b. Helmets must meet the specification standard defined by Cricket NSW.

28.2 On side field restrictions

- a. At the instant of delivery, there may be no more than five fielders on the on side.

LAW 29 – THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 – BATTER OUT OF THEIR 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.

LAW 42 – PLAYERS CONDUCT

Refer to the CNSW Code of Conduct.

Appendix 1 - Tables for calculating reduction of overs

Times quoted below for the first innings using normal one day playing times. Where play is scheduled differently, times can be adjusted appropriately.

For time lost prior to play commencing, or after play has commenced but only during the first innings, reduce each innings by 1 over per team for each whole 8 minutes lost:

Start Time	Overs Per Innings	Field Restriction	Bowler Max Overs
1:00	40	1 - 12	8
1:08	39	1 - 12	$4 \times 8 + 1 \times 7$
1:16	38	1 - 11	$3 \times 8 + 2 \times 7$
1:24	37	1 - 11	$2 \times 8 + 3 \times 7$
1:32	36	1 - 11	$1 \times 8 + 4 \times 7$
1:40	35	1 - 11	7
1:48	34	1 - 10	$4 \times 7 + 1 \times 6$
1:56	33	1 - 10	$3 \times 7 + 2 \times 6$
2:04	32	1 - 10	$2 \times 7 + 3 \times 6$
2:12	31	1 - 9	$1 \times 7 + 4 \times 6$
2:20	30	1 - 9	6
2:28	29	1 - 9	$4 \times 6 + 1 \times 5$
2:36	28	1 - 8	$3 \times 6 + 2 \times 5$
2:44	27	1 - 8	$2 \times 6 + 3 \times 5$
2:52	26	1 - 8	$1 \times 6 + 4 \times 5$
3:00	25	1 - 8	5
3:08	24	1 - 7	$4 \times 5 + 1 \times 4$
3:16	23	1 - 7	$3 \times 5 + 2 \times 4$
3:24	22	1 - 7	$2 \times 5 + 3 \times 4$
3:32	21	1 - 6	$1 \times 5 + 4 \times 4$
3:40	20	1 - 6	4
3:48	19	1 - 6	$4 \times 4 + 1 \times 3$
3:56	18	1 - 5	$3 \times 4 + 2 \times 3$
4:04	17	1 - 5	$2 \times 4 + 3 \times 3$
4:12	16	1 - 5	$1 \times 4 + 4 \times 3$
4:20	15	1 - 5	3
No play after this point			

For time lost during the second innings, reduce the innings by 1 over for each whole 4 minutes lost:

Minutes Lost	Overs Lost
4	1
8	2
12	3
16	4
20	5
24	6
28	7
32	8
36	9
40	10
44	11
48	12
52	13
56	14
60	15
64	16
68	17
72	18
76	19
80	20
84	21
88	22
92	23
96	24
100	25
No play after this point	