



**NORTHERN CRICKET UNION
COMPETITION RULES AND
PLAYING CONDITIONS**

2025 – 2026 Season

Version 1.9

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1. Northern Cricket Union Contact Details

1.1 Postal Address

Northern Suburbs Cricket Association (NSCA) – use email

Northern Districts Cricket Association (NDCA) – use email

1.2 Websites

Northern Cricket Union (NCU) – <http://www.ncucricket.com/>

1.3 Facebook

Northern Cricket Union – <https://www.facebook.com/NCUCricket>

NSCA – <https://www.facebook.com/NSCACricket>

NDCA - <https://www.facebook.com/NorthernDistrictCricketAssociation/>

1.4 Email

NSCA Secretary – generalsecretary@northscricket.com

NDCA Secretary – secretary@ndca.org.au

1.5 NCU Executive

Position	Name	Email	Phone
NCU President	Kel Gray	kel.gray@progility.com.au president@ncucricket.com.au	0409 540 264
NCU Vice-President	Andre Maddocks	andremaddocks@gmail.com vice.president@ncucricket.com.au	
NCU Vice-President	Matt Roberts	wrens_secretary@hotmail.com	
Committee Member / General Secretary	Rob Stevens	generalsecretary@northscricket.com general.secretary@ncucricket.com.au	
Committee Member / Competition Secretary	Steve Si	steveallan.si@gmail.com competition.secretary@ncucricket.com.au	
Committee Member	Shane Cotton	president@ndca.org.au	
Committee Member			
Committee Member			

1.6 Match Review Officer (MRO)

Kel Gray kel.gray@progility.com.au

match.reviewofficer@ncucricket.com.au

1.7 MRC Reports Secretary

John Vaughan-Williams reports.secretary@ncucricket.com.au

1.8 Representative Team Manager

N/A

1.9 Other Useful Contact Details

1.9.1 Marsh National Club Risk Protection Programme

Marsh arranges for the insurance for both NDCA and NSCA cricketers. The following link provides details with regards to what is covered, and how to make a claim.

<https://au.marsh.com/sport/cricket-australia/players.html>

Please note Cover is subject to the relevant policy terms, conditions and exclusions. Any advice contained on the Marsh website is general advice and does not take into account your objectives, financial situation or needs. You should consider the relevant Product Disclosure Statement and your objectives, financial situation or needs before acting on the advice on the Marsh website. Please visit <https://au.marsh.com/sport/cricket-australia.html> or contact Marsh on 1300 130 373 for the relevant Product Disclosure Statement, or for further information.

1.9.2 Game Day Checklist

A pre-match inspection for evaluating potential injury and accident causes on and around the player and public areas must be conducted prior to any match. Designed to improve Risk Management processes and to meet our insurance requirements, it allows Club Officials to identify safety concerns and record any actions required to address these concerns.

The Game Day Checklist is an online form that should be populated with relevant information and can be accessed via the following link: -

<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

1.9.3 MCC Laws of Cricket

The 3rd Edition (2022) of the 2017 code of the MCC Laws of Cricket is accessible from the following link:

<https://www.lords.org/mcc/the-laws-of-cricket-2d35b4b95a4a67ae8f9c76f258a84aa8>

Please note, there are some variations to the MCC Laws used by the NCU Competition. These are noted in the Appendix of this document.

1.9.4 CNSW – HSRI Tool – for Extreme Heat

In a change from recent seasons, the NCU has implemented the CNSW mandatory Heat Policy for NCU matches. This policy can be found via the link below. This policy uses a "Heat Stress Risk Index (HSRI) that has been developed specifically for Cricket Australia and adapted for use by CNSW to be used to calculate the combined heat stress risk associated with hyperthermia and dehydration to Participants engaged in CNSW Programs. Further explanation can be found in Section 4.3 Extreme Heat.

The tool can be accessed via this link:

<https://cnsw.ludisanalytics.com/>

1.10 Club Contact Details

Club and team contacts will be distributed to clubs via the Secretary

2. About the Northern Cricket Union

2.1 Preamble

The Northern Cricket Union was established in 2013 as a joint competition between the NSCA and NDCA, the purpose being to provide greater and more varied competition for teams playing on turf wickets in the respective associations. The competition was initially two grades of six teams each playing in a combination of one-day and two-day matches. In 2018, the competition expanded to incorporate the synthetic wicket competitions of each association, combining into four grades of hybrid cricket (a combination of one-day and two-day matches) and four grades of one-day cricket.

All Laws of the MCC Laws of Cricket (3rd Edition 2022) have been adopted unless the Northern Cricket Union Competition Rules state differently.

The Northern Cricket Union Executive shall have the power to deal with all issues arising from these Competition Rules.

2.2 District Competition

The Northern Cricket Union (NCU) is a joint venture between Northern Suburbs Cricket Association (NSCA) and Northern District Cricket Association (NDCA) and reference throughout these Competition Rules and Playing Conditions that relate to respective parent Association refers to only NSCA or NDCA.

The parent Association Committees will jointly agree the members of the NCU Executive.

2.3 Powers of the Executive

The NCU Executive will approve all changes to the Competition Rules and Playing Conditions.

The NCU Executive will determine the grades for competition each season.

The NCU Executive shall enforce these Competition Rules and Playing Conditions with a common-sense approach considering the intent of the competition rule, playing condition and spirit of both cricket and the competition itself.

When matters come before the NCU Executive for resolution in regard to questions around the Competition Rules and Playing Conditions, the NCU Executive will also consider what is the 'intention' of the rules or playing conditions.

2.4 Playing Conditions

Under no circumstances are Captains/Teams allowed to alter the Laws of Cricket or the NCU Competition Rules and Playing Conditions.

This includes any agreement between captains or team officials to alter any of the Rules as published in the NCU Competition Rules and Playing Conditions (including but not limited to the number of overs to be bowled, outside the published loss of time due to weather, light or other circumstances).

2.5 Team Nominations

Clubs will submit initial team nomination forms to their respective Association for approval to be submitted to the NCU Executive for grading.

Each club must nominate teams to their respective Association prior to a date as advised by the NCU Executive. The nomination of each team shall include the club's recommendation on grading and contact details of two key contacts, including mobile number and email address.

Only teams that join the NCU competition, to the exclusion of all other, may participate in the competitions run by the NCU.

2.6 Team/Player Nominations

- a) Each player must be registered using the NCU's competition management system prior to playing a match. Each player must be approved for registration by their club's parent Association as per the relevant Association's rules prior to being entered into the NCU's competition management system.
- b) Clubs must nominate players using the published NCU team nominations form and provide all relevant information, which must be correct. Any instances where it is determined that the information is false or misleading may result in penalty, or the player deemed ineligible
- c) Player nominations must include a Play Cricket profile link (if it exists, all links if more than one exists), and indication whether the person has played any higher levels of cricket (e.g., Shires, Grade, higher, or equivalent, in Australia or internationally).
- d) Players nominated shall be considered to have applied for and received a permit for the grade their team was allocated to, unless otherwise notified by the NCU prior to the start of the season.
- e) Clubs should nominate all players that may play throughout the season, even if just fill-ins, as this can affect grading, and player permits later in the season.
- f) The NCU Executive reserves the right to review any permit granted at any time.
- g) The complete and accurate NCU Team Nomination Forms must also be submitted by the deadline. This is essential to allow NCU Grading Committee time prior to Grading Night to fully review each team and individual player nominations. Failure to do so may result in individual players, or the entire team, be ineligible for participating in NCU competitions.

Complete player details are to be recorded, as required by each parent Association. These details include but are not limited to:

- Full name, and
- Date of birth, and
- Suburb of residence, and
- Postal or email address
- Mobile phone number

2.7 Player Transfers

Players wishing to transfer to another Club after the commencement of the season need to obtain both a clearance in writing from their original Club, and clearance from the NCU Executive.

A player may move from one NCU club to another NCU club only once during a given season. A player requires written approval from the Secretary or President of the originating club for the permit to be granted (in the form of an email from the club – PlayHQ transfer is not sufficient).

2.8 Player Qualifications (Semi Finals and Finals)

To be eligible for the semi-finals and finals players must meet the following criteria:

- a) A player must have participated (part of the playing eleven for the days play) in a **MINIMUM OF FIVE COMPETITION MATCHES**, including at least 3 of the player's last 5 matches for that team or lower in

the NCU competition in the current season. A maximum of one abandoned match can be counted towards the qualification.

- b) If a person participating in another cricket competition in Sydney must be registered in PlayHQ, received an approved permit and played at least one match before first playing Saturday of January in the current season to be eligible for finals qualification.
- c) A person may only use one match per round towards finals qualification. If a player legitimately plays in more than one match in a round, only the match in the highest grade shall count towards finals qualification.
- d) A person may not use a match, abandoned or otherwise, towards finals qualification if they play in a match in another competition on that day (except where the match played is scheduled to conclude prior to the schedule start of the NCU match).
- e) A person may not use a match towards finals qualification if they did not have a granted permit for the match.
- f) A person may use a maximum of ONE match played on a Sunday towards finals qualification.
- g) A player who qualified for finals in a lower grade is permitted to play a finals match in a higher grade without the requirement of having to play five matches in that higher grade.
- h) If a player qualifies in a grade and plays in a higher grade for a finals match, they are permitted to return to the grade in which they qualified for the finals or any grade higher for subsequent finals matches.

2.9 Replacement Players

This rule shall only apply to teams that are bona fide lower grade teams of Sydney Grade and Shire Clubs and shall only be applicable where an NCU Two Day match does not have the same scheduled playing dates as the relevant Sydney Grade or Shires match.

Upon notice to the NCU Executive, an affiliated Grade or Shires club may replace a player on the second day of a scheduled 2-day match if that club begins a new match. The player may only be replaced if he or she has been selected in a higher grade for the Grade or Shires match beginning on the second day of the NCU match. The application will require formal notification by the Grade or Shires club in writing to the NCU Executive.

The NCU Executive will notify the opposition club once any application has been approved.

The replaced and replacing players have the following rights:

- Where a replaced player has batted and has been dismissed, the replacing player may not bat in that innings
- Where a replaced player has begun an innings and is not out, the replacing player must continue that innings
- Where a replaced player has begun, but not completed an over, the replacing player must complete that over
- In all other circumstances, the replacing player has the full rights of the replaced player, including the right to act as a team captain.

2.10 Fill-In Players

- a) The PlayHQ Fill-In Player feature may only be used once per person per season.
- b) Any match where a person uses the Fill-In Player feature when they have already done so that season shall be deemed to be a Match Forfeit.

- c) Any match where a person uses the Fill-In Player under an assumed or incorrect name shall be deemed to be a Match Forfeit. Exceptions may be made for names that have been unintentionally spelt incorrectly, at the discretion of the NCU.

2.11 Private Players

- a) Clubs must notify the NCU Executive of any players that set their profile to Private in the PlayHQ system during the current season.
- b) Upon request of the NCU, Clubs must provide full statistics on any private player, including details of affiliation and matches with any other club or competition.

2.12 Player Permits

- a) It is the sole responsibility of Clubs to seek permits for players and that players have correct permits for any given matches.
- b) A player permit is required under the following circumstances:
 - i. A player representing different teams from the same club in the same grade
 - ii. A player who has played more than three games in a higher-grade banding either in the current season; or the player's preceding season, playing in a lower grade banding.
 - iii. A player representing different teams from the same club on the same day.
 - iv. A player who was not nominated in the team list prior to the commencement of the season
 - v. A player in the finals series who has not qualified for the finals (refer Section 2.8) for the team
- b) A grade banding refers to a group of grades as set out below:
 - i. Band 1: 1st Grade
 - ii. Band 2: 2nd Grade
 - iii. Band 3: 3rd Grade and A 1 Day Grade
 - iv. Band 4: 4th Grade and B 1 Day Grade
 - v. Band 5: 5th Grade and C 1 Day Grade
 - vi. Band 6: 6th Grade and D 1 Day Grade
- c) Permit Types
 - i. **New Player** – required by any player that does not have a previously granted permit to play in the NCU competition this season
 - ii. **Lower Grade (1 Match Only)** – required if a player wishes to play a single match in a lower grade
 - iii. **Regrade to Lower Grade** – required if a player wishes to permanently play in a lower grade
 - iv. **Review of Provisional Permit** – required if a player has received a provisional permit and has played the requisite matches
 - v. **Finals Permit** – required if the player has not qualified for finals in a particular team/grade, but wishes to play in a finals match
 - vi. **Club Transfer** – required if a player wishes to move to a different club mid-season, only permitted once per player per season
 - vii. **Team Transfer (Within the Same Grade)** – required if a player wishes to move to a different team in the same club in the same grade, only permitted once per player per season
- d) Permission is not required for transfers within the same banding.

- e) Contravention of this rule may result in the loss of competition points and any other penalties as determined by the NCU Executive.
- c) Permits are to be submitted via a designated online form by 5pm Thursday before the weekend to ensure permit is reviewed.
- h) A list of all permits will be available from the NCU website. By entering a permit request, the club is contending that it has done its due diligence on the player and that they:
 - i. Are in good financial standing (i.e. not on the defaulters list)
 - ii. Do not have any outstanding bans that must be served, unless otherwise raised in the permit request
 - iii. Are of appropriate and comparable ability to the majority of players in the grade
- i) In evaluating a permit request, the NCU shall consider:
 - i. The historical performance of the player in any competition or season
 - ii. The comparable ability of the majority of players in the grade
 - iii. Evaluation of teams for grading
 - iv. Previous player permits that may have been granted for the team that player is applying for
- j) The NCU may place any restrictions on players granted a permit, including but not limited to:
 - i. Batting position
 - ii. Maximum score
 - iii. Maximum overs bowled
 - iv. Earliest permitted bowling over
- k) Permits must include a Play Cricket profile link (if it exists, all links if more than one exists), and a notification of whether the person has played any higher levels of cricket (e.g., Shires, Grade, higher, or equivalent, in Australia or internationally).
- l) A club who requires a player permit and submits the request after 5pm Thursday, and the permit is subsequently denied for that grade, and the player plays, the match in which they played will be deemed to be forfeited as per sub section (n) of this section.
- m) If a player requires an emergency permit request, it must be submitted to the NCU by 10am Tuesday following the days' play (including after the first day of a two-day match) to be considered eligible to have played. Failure to request a permit by this time shall result in a match forfeit, regardless of the outcome of the permit request.
- n) A player that has their permit request denied is not permitted to play/have played in the team/grade specified in the permit request, regardless of the time of the request or any subsequent request. A person playing in a match with a denied permit shall result in a Match Forfeit.
- o) The NCU may alter or revoke any permit at any time if it considers it was obtained under false pretences (including with false, misleading, or incomplete information), or if it becomes apparent that the player is not of appropriate and comparable ability to the majority of players in the grade.
- p) Where the NCU has revoked a permit due to the fact that it was obtained under false pretences (including with false, misleading, or incomplete information), any match results where the player has been named in the team shall considered to be forfeited.
- q) A permit request shall be automatically denied if it does not include the relevant information, e.g.,
 - i. For New Player Permit requests, playing history including where and when they have played

- ii. For provisional permits and permit requests for lower grades, the request must include the player's relevant stats – runs aggregate/average, wickets aggregate/average, any outstanding batting/bowling (50s, 100s, 5-fors)
- iii. For finals permits, matches played
- r) A player may move from one NCU club to another NCU club only once during a given season. A player requires a written approval from the originating club for the permit to be granted (in the form of an email from the club – PlayHQ transfer is not sufficient).
- s) A player may move from one team to another team of the same club in the same grade once per season. Such a transfer can only be made prior to 31st December of that season.
- t) Permit Statuses
 - i. **Pending** – the permit has been submitted and is under consideration
 - ii. **Granted** – the permit has been approved
 - iii. **Granted (3 Match Provisional)** – the permit has been approved, and a subsequent Review of Provisional Permit must be submitted after three non-abandoned matches have been played by the player
 - iv. **Granted (Rolling Provisional)** – the permit has been approved, and the player will be periodically reviewed by the grading committee
 - v. **Granted (With Restrictions)** – the permit has been approved with restrictions on how the player may participate in matches (restrictions will be listed separately)
 - vi. **Denied** – the permit has been denied, and the player cannot play
 - vii. **Deprecated** – permit was either withdrawn, is a duplicate of another permit, or is no longer necessary (reason will be listed separately)

2.13 Defaulters and Players Suspended by Other Cricketing Bodies

Any player who is in default to an appropriately afflicted cricketing body within Australia shall not be eligible to play.

A member of a club that is in default in this or any other Association shall not be eligible to play in these competitions until the equivalent of the member's debt is made good to the relevant Association.

The NCU will honour any suspension imposed by any appropriately affiliated cricketing body within Australia.

Contravention of this rule may result in the loss of competition points and/or any other penalty as determined by the NCU Executive.

2.14 Player Rating

Statistics for all players within the NCU Competition will be compiled by the NCU Executive for the purpose of rating all players in future seasons. Player statistics will also be reviewed throughout the course of the season.

2.15 Dress Regulations

All NCU player uniform must be approved by the NCU Executive prior to the commencement of the season; and must meet the following guidelines:

- a) All affiliated NCU clubs must make available to all of their players, one approved playing shirt which should be worn in all sanctioned NCU fixtures.
- b) All playing shirts must be conventional white or cream with sleeves and a collar.

- c) Playing shirts can carry a limited amount of coloured trim but the shirt must remain predominantly white or cream, any shirts with bold red trim are not approved for use, all club playing shirts must be approved by the NCU Executive prior to being used.
- d) All club playing shirts should have a club logo over the left breast, all club logos must be approved by the NCU Executive prior to being used.
- e) Sponsors logos are allowed on all playing shirts but are limited to a maximum of four (4) in total and must be approved prior by the NCU Executive.
- f) One sponsor logo can be placed in each of the following positions: front centre, right breast, left sleeve, right sleeve & across the rear yoke.
- g) All logos (whether embroidered or sublimated) cannot be any larger than 7.5 X 7.5 centimetres except for those on the rear yoke which can be up to 7.5 centimetres high and 14 centimetres wide and **the front which can be 20 x 20 centimetres,**
- h) All club playing shirts should be in line with that club's standard club colours and must be approved by the NCU Executive prior to being purchased and/or worn.
- i) Player names and/or numbers on the back of shirts are **not permitted**.
- j) All other shirt options outside of those listed in this code are not acceptable under any circumstances.
- k) Shoes should be an approved cricket shoe; or predominately white in colour. For matches played on turf wickets; spiked cricket shoes should be worn. Spiked shoes must not be worn on artificial pitches or fields.
- l) Players must wear long trousers. Short trousers are not permitted unless a player is under the age of 16 years. Trousers and shorts must be conventional white or cream.
- m) Jumpers and sleeveless pullovers must be white or cream and may have a coloured neck, wrist or waist band.

2.16 District and Player Awards

The NCU Executive may present awards and trophies to competition winners and players with outstanding performances. Awards for outstanding players shall be based on a combination of runs scored, wickets and catches taken, stumpings made and other outstanding contributions to cricket.

Perpetual trophies should be returned by the end of January each year.

3. Responsibilities

3.1 Team Officials/Captains Responsibilities

It is the responsibility of team officials and/or captains from both teams to ensure that matches are played in the correct spirit in accordance with the Laws and Spirit of Cricket and at all times meeting the requirements set out in the NCU Competition Rules and Playing Conditions.

<https://www.cricket.com.au/our-values/ca-spirit-of-cricket>

All players and team officials shall comply at all times with the Laws of Cricket and the Code of Conduct.

It is the responsibility of team officials and/or captains to ensure that:

Before the match:

- a) The ground is inspected for obvious risks and safe conditions such as weather; suitable playing surfaces; removing any debris or hazards from the field, change-rooms, player and spectator areas; sprinkler covers; and fences and signs.
- b) Boundaries are agreed and the boundary markers are set out accordingly, ensuring they are located at least 2.7m meters from any fence, tree, light pole, pathway or other obstruction.
- c) The Game Day Checklist of the ground and its surrounding is performed and signed or submitted electronically, by an authorised member (aged 18+) of the designated "Home" team, as well as signed or agreed electronically by an authorised member of the designated "Away" team.
- d) Team lists are exchanged prior to the toss.
- e) For Two Day Matches, the 12th and 13th man players where appropriate, should be clearly marked, including whether they are a "Day 1" or a "Day 2" player.
- f) For the purpose of applying the appropriate Junior Bowling restrictions, players under the age of 19 should also be indicated on the list with their age as at 31st August preceding the start of the season.
- g) If team lists are not exchanged, it is assumed that the first eleven fieldsmen on the field from the fielding team; and the first eleven players who bat or are preparing to bat, are the official eleven for the duration of the match.
- h) Each captain shall retain the opposing team's list (or a clear digital image of the opposing team's list) until the end of the season.
- i) A Toss is done not earlier than 30 minutes, no later than 15 minutes before the start of the scheduled playing time. If a team is unable to toss at this time, that team shall be deemed to have lost the toss.
- j) Stumps and bails are placed in position prior to the start of the match.
- k) All players are correctly attired.
- l) In the absence of official umpires, two umpires from the batting team are appointed.
- m) A scorer from the batting team is appointed; and in the absence of a scorer from the bowling team; appoint a second scorer from the batting team.
- n) All players (and if applicable, player umpires and scorers) are in position for the first ball to be bowled at the time of the scheduled start of play.

During the match

- a) Play commences on time and finishes on time.
- b) Overs are bowled at a rate which will complete an innings within the scheduled playing time.
- c) Time wasting by batsmen, bowlers and fielders is eliminated.
- d) Unfair play is eliminated.
- e) Mobile devices and cameras are not permitted on the field of play at any time during play by any player, umpire or official. An exception may be made when a mobile device is required to be on a

person for purpose of monitoring an ongoing medical condition or requirement of taking an emergency call. Umpires and the opposition captain should be notified of this requirement prior to the commencement of play

- f) Scorers keep the score book balanced; and agree on the score at the end of each over. Where a discrepancy has occurred, the captains should agree on the corrected score as soon as practical after the discrepancy has been noted; and before commencing the next session of play or completion of the match.
- g) If code of conduct issues arises during the match, the captain should address these with the opposition captain immediately. However, if the captain reasonably believes that immediate discussion may escalate the situation, they should note the incident and report it to the NCU immediately after the match.
- h) All players do not drink alcohol during the hours of play. Local council restrictions must also be observed throughout.
- i) All players do not smoke/vape on the field during play. Local council restrictions must also be observed throughout.

After the match

- a) Jointly agree the scores and result (and sign each scorebook) before leaving the ground at the end of each day's play.
- b) Ensure all rubbish is appropriately removed or placed in bins.
- c) For turf matches, ensure that the covers are correctly stored or placed onto the pitch when required.
- d) Should any team official not be satisfied with behaviour of the opposing team, its supporters, umpires or team officials, this behaviour including all aspects listed above are to be drawn to the attention of opposing team officials at the earliest opportunity and the NCU Executive at the end of the day's play.
- e) If an official report will/could be submitted to the NCU for any reason it is recommended that the opposition captain be informed at the conclusion of the days play. This should be done away from the playing group and involve only captains and vice-captains.

3.2 Code of Conduct

Players, team officials, club and association officers and spectators shall not:

- a) Abuse or assault, either verbally or physically, an umpire, player or spectator.
- b) Dispute, as distinct from question, an umpire's decision, or react in an obviously provocative or disapproving manner towards an umpire, following an umpire's decision.
- c) Use crude and/or abusive language or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game or the NCU into disrepute.
- d) Use crude or abusive hand signals or other gestures at any time.
- e) Refuse to comply with the reasonable request of an umpire at any time during the match.
- f) Engage in any conduct likely to damage or jeopardise the use of playing facilities by the NCU.
- g) Disregard or fail to support and advocate Association Rules for the Conduct of the NCU competition.

If any club, team, or individual is found by the NCU Executive to have breached the Code of Conduct, the NCU Executive may impose appropriate penalties including, but not limited to, fines, loss of competition points or exclusion from the competition.

If an alleged breach of the Code of Conduct cannot be resolved by the respective team officials on the day of the match, the **President or** Secretary of the complainant club shall communicate the complaint in writing to the NCU Reports Secretary and NCU President.

3.3 The Laws and Guidelines

The Laws of Cricket place the responsibility for how the game is conducted firmly on the captains.

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws of Cricket.

3.3.1 Preamble to the Laws – Spirit of Cricket

The following is an extract from the Laws of Cricket (MCC 2017 3rd Edition) relating to the Spirit of Cricket - <https://www.lords.org/mcc/laws-of-cricket/preamble-to-the-laws/>

PREAMBLE TO THE LAWS: 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, umpires 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.

3.4 Handling of Complaints, Match Reports and Appeals Process

3.4.1 Reports and Complaints

The NCU Executive has established the following procedures for dealing with complaints and reports arising from breaches of Player Behaviour.

In the first instance the report or complaint is to be submitted to both the MRO (Match Review Officer) and the NCU Reports Secretary. All such reports and complaints must be submitted by either the official umpire, or the club President/Secretary.

Once received, the MRO will review the submissions and decide that the complaint and/or report has been received on time & made by the correct representatives. The MRO will also appoint an independent Match Review Chairman (MRC) The NCU Reports Secretary will act as the liaison between the complainant club/team/player, the alleged offending club/team/player, and the MRC.

Description of Roles: -

- **NCU Reports Secretary** – conduit between MRC and club/team/player, gather all required reports, keep all parties informed of dates and requirements
- **MRO- Match Review Officer** - appointed by the NCU executive, oversees initial report/complaint to ensure compliance with the section 3.4, appoints independent MRC
- **MRC – Match Review Chair** – appoints independent MRP, determines if hearing is required, with assistance from MRP, chairs hearings, provides written findings and summary of hearing, reports back to the NCU Executive
- **MRP – Match Review Panel** – sits in hearings and provides input and assistance in decision making.

An umpire/club/team/player report must be submitted to the NCU Reports Secretary, in writing (by email to ncu.reportssecretary@ncucricket.com) and kel.gray@progility.com.au no, later than 7:00pm of the Wednesday immediately after the days play when the alleged offence(s) occurred.

If the intent to submit an official report has been communicated to the opposition club, then only allegations included in a report received prior to the cutoff date will result in findings or sanctions against a player, team, or club.

- o Allegations raised solely in a response may be considered to establish facts but cannot, on their own, lead to sanctions unless they were part of the original report.
- o An exception may apply if the Match Review Panel (MRP) determines that the nature of the new allegation is sufficiently serious and that pursuing it is in the best interests of the Northern Cricket Union (NCU).
- o If the intent to submit an official report was not communicated, then the two preceding points become invalid.

Once the MRC agree that the case should proceed against player/s, team or club, the NCU Reports Secretary will advise and email the alleged offending club a copy of the report (as received). This notification will be made to the alleged offending club at the earliest opportunity, prior to the first Friday at 9:00pm of receipt of the report. by the NCU Reports Secretary. The notification will be emailed to club President and Secretary of the alleged offending club/team.

All written responses that an alleged offender/s wish to be considered must be received no later than 4 days after notification email of the alleged offence is sent.

- The accused player/s, team member/s or and/or club can submit a written response prior to or during a hearing. However, a hearing will not be delayed due to a reply not being received or prepared in time.
- An accused individual may submit an early guilty plea based on the level of the offence. The MRC may, at their discretion, determine a finding based on the plea, but is not obligated to do so.
- A club may independently make its own findings and impose sanctions or suspensions on the accused player(s). These actions will be taken into consideration by the Match Review Committee (MRC) and Match Review Panel (MRP).

Prior to any hearing - Findings to be distributed

- The Match Review Chair (MRC) will determine whether a hearing is required and if so will appoint up to two (2) additional representatives to form the Match Review Panel (MRP) for the case.
- all received reports will be compiled and provided to the Match Review Chair (MRC) and/or Match Review Panel (MRP).

If a hearing is deemed necessary, it will be scheduled no sooner than seven (7) days and no later than fourteen (14) days from the date the initial report was received. As a guideline, hearings should ideally be held before the second Wednesday following the date of the incident.

If the MRC deems a formal hearing unnecessary, the matter may be resolved without one.

Hearing Format & Structure

- **Hearings will take place over Zoom/Teams**
 - o Waiting Room to be setup within conference, to allow MRP to have only individuals/team/all present in conference as required.
- **Hearing shall use the following format:**

1. Introduction for all participants outlining the procedure of hearing
2. Hearing begins with player/s, team & club that reported the incident stating their case. Accused player/s, team & club will be moved to the waiting room, until called.
3. Player/s, team & club that reported incident then moved to waiting room and accused player/s, team & club brought into conference to defend allegations and state their case.
4. All parties can then be moved back into the waiting room.
5. The MRP may then wish to bring anyone back into the conference to either clarify or ask further questions.
6. Once satisfied that no further questioning is required, the MRP is to bring all parties back into the conference to outline the process moving forward and provide an estimate of when finding will be reached.
7. MRC to ask if everyone is satisfied with the hearing, thank people for their attendance. There may be an occurrence where a player/s immediately have a sanction placed against them that can be conveyed verbal in the conference, prior to receiving in written form.

- **Post Hearing**

1. MRC to provide in writing a determination of the hearing to both clubs via MRC Reports Secretary
2. If a penalty is considered appropriate, this will be advised in the NCU MRC's determination by email to both the reporting and offending club/team/player.
3. Findings to be distributed ONE week from the hearing

The NCU MRC/MRP may impose any penalty he/she deems appropriate for the offence and the level of considered seriousness. Any such penalties will then be posted on the NCU website. It is the NCU Executive's instruction that all such penalties imposed by the NCU MRC will typically be at the lower end of the penalty range. This instruction is given so that the offending club/team/player accepts the decision in the first instance and avoids the time-consuming appeals process. It is important to note that should an appeal be made on the findings to the full NCU Executive, and the original determination/s is/are upheld, in all likelihood the penalty will be increased.

All penalties and/or sanctions shall be published on the NCU website for transparency purposes.

3.4.2 First Appeal

Appeal

Should the offending club/team/player wish to appeal against this finding and penalty by the NCU MRC, a written appeal must be submitted to the NCU President and NCU Reports Secretary for review. This appeal must be submitted within 7 days of the NCU MRC's determination.

Should the appeal to the NCU Executive be unsuccessful, any penalties imposed by the MRC may be further increased in severity by the NCU Executive.

A First Appeal fee of \$200 will be charged to the club wishing to appeal on behalf of the club/team/player. This fee will be payable to the relevant Association that club was nominated to the NCU by, i.e., either the NSCA or the NDCA.

Second and Final Appeal

Should the offending club/team/player wish to appeal the full NCU Executive's decision, an appeal may be made to the New South Wales District Cricket Association (NSWDCA). It is important to note that the NSWDCA will simply determine the process involved in the determination and penalties imposed. In general terms they will not overturn an association finding as to penalties. This appeal must be submitted within 7 days of the

NCU Executive's decision. An appeal fee may be applicable, and this is up to the NSWDCA to determine and advise.

4. Safety and Risk Management

The following safety and risk management requirements shall be carried out before and during play

- a) Captains jointly perform a safety check and sign the "Game Day Checklist" as per Section 3.1
- b) Captains jointly agree on suitability for play as per the Wet weather guideline on Section 4.1
- c) All players follow the Thunderstorm and Lightning guidelines as per Section 4.2
- d) Appropriate sun protection clothing and sunscreen are used
- e) Regular drink intervals are taken and in extreme heat conditions, take additional drinks break as per Section 4.3
- f) All players wear the appropriate protective equipment as per Sections 4.4
- g) Adhere to the Junior Over Restrictions for Junior Pace bowlers as per Section 4.5

4.1 Adverse Weather

4.1.1 Prior to the Scheduled Match

The NCU assessment on whether a ground or grounds are available for play will be made and grounds that are not available will be published on both the NCU website and Facebook page, by Friday evening. All captains are to check this and advise their team accordingly.

Where a match whose ground has been determined to be unavailable for play; and an alternate ground not allocated; then the day's play will be abandoned. The NCU determination is final; and under no circumstances should the match be played, even if the conditions have subsequently improved overnight.

Where a match whose ground has been determined to be available for play; the captains are to advise their team; and arrange to have all members arrive at the ground ready for play by the scheduled start time.

Captains may contact each other prior to the scheduled start time to make a joint decision on whether play should be abandoned for the day. Any such agreement should be confirmed in writing either by email or SMS by both captains. In circumstances, where the joint decision was not reached, and the match is determined to be available for play, then both teams are to arrive at the ground ready for play by the scheduled start time.

Please see the individual Playing Conditions, as outlined in sections 6 and 7 below, to assess the impact of any lost time on the match in question due to "Adverse Weather", including any adjustment of time, overs lost, etc.

4.1.2 At the Ground

Even when the NCU has determined the ground to be available for play; the appropriate safety checks as per Section 3.1, must be conducted. The safety of all players is paramount. If the ground, pitch or light conditions is considered unsafe for play by the official umpire(s) or if no official umpire(s) are appointed, by both captains; then the match shall not proceed.

Where the conditions are considered unsafe; the captains must agree to wait an agreed period of time allowing for conditions to improve; or agree to abandon play for the day.

All players are to be proactive in addressing any safety concern in order to have the match proceed. The use of sawdust, or grass clippings may be used on the bowlers landing zone of the wicket, but not between the popping creases of the wicket (on the pitch proper); however, under no circumstances may any other materials, e.g., woodchip, wood shavings, non-organic materials such as kitty litter, gravel etc to be used.

Equipment such as blowers and dryers may be used to increase the evaporation of moisture; but absorbent objects such as towels and sponges must not be placed or used on turf wickets.

Contravening this rule may result in penalties or forfeit as deemed by the NCU Executive.

4.1.3 Covers

The NCU assessment on whether a turf wicket should have covers placed on it will be made and published on both the NCU website and Facebook page, by Friday midday. All captains whose match is scheduled to be played on turf wickets that weekend are to check this and advise their team accordingly.

Where the NCU assessment is for covers to be placed; the Home team should at their earliest convenience; and by 6pm Friday at the very latest; place covers (and if applicable hessian) on the pitch. The Home team is the team listed first on the PlayHQ Fixture.

For grounds where the covers need to also be removed on the morning of the match (as indicated on the NCU website and Facebook page); the covers should be removed before 7am for NDCA and 8am for NSCA grounds on morning of play and subject to weather conditions.

A WhatsApp chat group will also be established at the beginning of the season to allow for more immediate communication between turf captains and the NCU.

4.2 Thunderstorm & Lightning

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

For matches played on turf wickets, 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 clause.

4.3 Extreme Heat

4.3.1 CNSW Mandatory Heat Policy

The NCU has implemented the CNSW mandatory Heat Policy for NCU matches. This policy can be found via the link below. This policy uses a "Heat Stress Risk Index (HSRI) that has been developed specifically for Cricket Australia and adapted for use by CNSW to be used to calculate the combined heat stress risk associated with hyperthermia and dehydration to Participants engaged in CNSW Programs. Further explanation can be found in Section 4.3 Extreme Heat.

The tool can be accessed via link listed below in section 4.3.2:

4.3.2 CNSW – Links

The full CNSW policy can be found via the link below:

LINK – [CNSW Heat policy PDF](#)

HSRI Assessment Tool - <https://cnsw.ludisanalytics.com/>

Access to this tool can be easily added to the Home Screen of any smartphone, tablet or a computer for simple one touch access. The CNSW - Ludis platform is powered by a third-party dataset (OpenWeatherMap.org) boasting API connectivity to AI modelled weather data that draws on global (including Australian Bureau of Meteorology) weather stations.

The following key values are used to calculate the HSRI:

- Ambient air temperature in the shade (oC)
- Wind speed (in km/h)
- Relative humidity (%)
- Black globe temperature (oC), indicative of warmth of direct sunshine

4.3.3 Heat Stress Index Information and Guidance

The calculated HSRI value will be a number ranging from 0 to 11+. Categories of values within this range will outline specific management interventions to be instituted as follows:

HSRI rating (inclusive)	Heat stress management interventions
0 to 3	<ul style="list-style-type: none">• Conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc)
4 to 7	<ul style="list-style-type: none">• Consult with captains to consider increasing the number and duration of drinks intervals and allow players and umpires to leave the field of play during drinks intervals• Consider extending the duration of lunch and/or afternoon tea intervals by 5 minutes• Once HSRI is greater than 5, be extra vigilant in monitoring participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc
8 to 10	<ul style="list-style-type: none">• Have longer drinks breaks to allow players to come off the field to cool down and rehydrate (e.g., 10 to 20 minutes instead of 5 minutes or 40 to 50 minutes followed by 10-minute breaks• Flexibility to increase time span of drinks lies with the umpires• Flexibility to take more frequent drinks breaks lies with the umpires
11+	<ul style="list-style-type: none">• Suspend play until conditions have improved (to less than or equal to 10) subject to Part 3 of this Policy• Refer to local competition playing conditions.

4.3.4 Loss of Playing Time (Due to Extreme Heat)

This Policy is not intended to amend, replace or supersede Law 2.8.2 of the Laws of Cricket. To that end, the official umpires or Captains in the absence of official umpires, will remain the sole arbiter of ground, weather and light and may use this Policy to assist in their decision-making in that regard.

The rules as applied for interruption due to Adverse Weather shall also apply for loss of playing time due to Extreme Heat.

4.4 Poor Air Quality

With the recent history bushfire smoke and dust significantly affecting our game, grounds, and posing a health risk to players and officials, the following guidelines can assist in managing the risks associated with air quality, smoke, and exercise.

Noting how quickly weather conditions can change and smoke pollution can become significantly worse or significantly improve in the space of hours, the decision to play or train should ideally be considered in the same way as other weather events (rain, poor light, extreme heat), with a decision to be made on the day (please refer to the NCU Competition Rules and Playing Conditions for further information).

Consideration is to be given to balancing potential health risks and having a consistent approach to applying rules to matches where there are no official umpires. This may require the NCU Executive to implement a blanket cancellation of matches prior to game day.

Player and officials' safety are the Northern Cricket Union's number one priority, and a conservative approach should be taken when deciding if it is safe to play or train.

The following are to be considered when deciding to play or train for cricket when air quality is a potential issue:

1. General air quality at the ground / training facility
 - a. If any of the air quality measures are over 150, we advise serious consideration to be given to suspending play/training.
 - b. If any of the air quality measures are over 200, play/training must be suspended.
2. Visibility
 - a. Where visibility is poor, air quality will be poor. Assessment of visibility will be as per "bad light" considerations.
3. Player feedback
 - a. Match officials / coaches / captains should monitor players and officials for signs of feeling unwell and seek regular feedback.
 - b. Match officials / coaches / captains should regularly check on those players and officials with known respiratory conditions, to see how they are coping and to ensure that have the support they need, including medications.

The air quality measures for all cities and towns in NSW can be found at:

<https://www.dpie.nsw.gov.au/air-quality/current-air-quality>

When deciding if a game should start or be suspended, using air quality measures that are as close to 'real-time' as possible are preferable (e.g., hourly measures v 24-hour rolling average), as these are most representative of the current conditions, and not skewed by the conditions experienced previously.

Directive for Captains

Captains should be able to monitor the air quality via apps such as AirVisual. Then using the guidance as per NSW Health: (<https://www.airquality.nsw.gov.au/health-advice#activity>) if the reading is greater than 150, then captains/umpires should start to consider player safety and leave the field of play if there is genuine concern for player safety, with the effect on time lost to be the same as other types of Adverse Weather.

If the AQI exceeds 200, then this can be considered hazardous, and play must be suspended. Monitor AQI and exercise the appropriate duty of care if the air quality poses a risk to the health and well-being of the players/umpires. If there is a genuine concern for player safety, then play should stop.

Air Quality – Air Visual App is available via APP stores.



AirVisual Air Quality Forecast 4+

Global air pollution AQI PM2.5

[IQAir AG](#)

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4.4.1 Loss of Playing Time (Due to Poor Air Quality)

The rules as applied for interruption due to Adverse Weather shall also apply for loss of playing time due to Poor Air Quality.

4.5 Protective Equipment

4.5.1 The Batsman

The NCU strongly recommends all batsmen to wear all protective equipment at all times when batting. Any player under 16 years on 31 August prior to the cricket season in question must wear protective equipment at all times while batting. Such protective equipment includes a helmet with grille properly fitted, protector, leg-guards, thigh pad(s), arm guard, chest protector and gloves.

4.5.2 The Wicket Keeper

The NCU strongly recommends all wicket keepers to wear all protective equipment at all times when wicket keeping. Any player under 16 years on 31 August prior to the cricket season in question must wear protective equipment at all times while wicket keeping. Such protective equipment includes a helmet with grille properly fitted, protector, wicket keeping leg-guards and gloves.

4.5.3 Close in Fielder

The NCU strongly recommends all close in fielder to wear all protective equipment at all times when fielding within 10 meters of the batsman and in front of the wicket. Any player under 16 years on 31 August prior to the cricket season in question must wear protective equipment at all times while fielding within 10 meters of the batter and in front of the wicket. Such protective equipment includes a helmet with grille properly fitted, protector, chest protector and shin pads.

4.6 Junior Over Restrictions

The Pace Bowling restrictions as detailed in By-Law 16 Over Restrictions and Results of the NSWDCI Inter-Association Handbook shall apply for all NCU matches.

All team declaration slips must indicate and identify any player who is under 19 years of age as at August 31 at the start of the cricket season.

No medium-pace or fast bowler (broadly defined by one or both umpires (or captains in the absence of umpires), as one to whom a wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play as set out below.

Note: If a wicketkeeper chooses to stand at the stump to a medium-pace or fast bowler, this action does not of itself exclude the bowler from this restriction.

Further information regarding maximum over for boys under the age of 14; and girls; rest period; what constitutes a spell; and procedure when a pace bowler switches to spin (and vice versa) are detailed in the NSWDCA Handbook.

Age at 31 August	Maximum Overs in a Spell	Maximum Overs in a Day's Play
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

5. Competition Format

The NCU Executive shall use its best endeavours to observe the following guidelines in preparing the competition format each year:

- a) Determine a deadline for team nominations.
- b) Grade teams with consideration giving to the recommendations of the team's parent Association.
- c) Grounds permitting, form competitions to attempt to maximise the number of possible games and playing dates.
- d) Agree the process for determining the competition winner.

5.1 Team Ranking

Teams will be ranked by competition points. If the points do not clearly rank teams, then the quotient will be used to rank the teams.

5.1.1 Quotient Formula

The quotient formula is:

Quotient = team batting average divided by team bowling average

Quotient= $\frac{\text{Team runs scored}}{\text{Team wickets lost}} / \frac{\text{Team runs conceded}}{\text{Team wickets taken}}$

In the event that a team is short of players and is all out, for the purpose of calculating the team average, that team shall be deemed to have lost 10 wickets. Only a side with 11 players at the time of declaring its innings closed shall be deemed to have lost the wickets that have actually fallen. - a player who has 'retired-not out' or 'retired hurt' is not included in the wickets lost or taken.

In the case that a team has not submitted all scoresheets and statistics such that the team average cannot be fairly calculated, the relative positions on the points table shall be determined by number of complete scoresheets submitted, less the penalties applicable for the late entry of match results and statistics.

5.1.2 Unequal number of games played within a Grade

If an unequal number of games are played within a grade as a result of byes or teams withdrawing from the competition, relative positions on the points table shall be determined by the average number of points per game.

5.1.3 Semi-Finals and Finals

In competitions which will have semi-finals, the top four teams will play off with the top ranked team playing the fourth ranked team and the second and third ranked teams playing one another. The winner of each semi-final match will meet in the final. In the event of neither side winning a semi-final match then the higher ranked team will be deemed the winner and progress to the final.

In competitions which will only have a final, the top two teams will play off in a final for the premiership.

The winner of the final will be declared Premier. In the event of neither side winning the match then the higher ranked team will be declared Premier.

5.2 Equipment

The following are requirements for a match - failure to adhere to these may result in a match being deemed forfeit

5.2.1 Cricket Ball

An approved cricket ball must be used for all NCU competitions. The approved ball for use in the competition is:

- a) For turf wickets, a 4-piece leather ball manufactured by Kookaburra for turf wicket competition
- b) For synthetic wickets, a 2-piece leather ball manufactured by Kookaburra, being one of the following:
 - i) Special Test
 - ii) Tuf Pitch
 - iii) Red King

5.2.2 Wickets

Wickets (stumps and bails) - Each team is responsible for providing two complete set of wickets (6 stumps and four bails) and installing one set prior to the start of play. The additional set is required in case of damage or any other exceptional circumstance in which the other team is unable to provide a set of stumps at the start of play.

5.2.3 Scorebook

Each team shall provide and use an approved scorebook for each match. The NCU acknowledges that electronic scoring applications are available. Where an electronic scoring application is used, the other team must use a manual scorebook. In a situation where both teams want to use an electronic scoring application, then the designated Home team shall have priority for using the electronic scoring application.

5.2.4 Boundary Markers

Each team shall provide at least twelve (12) suitable boundary markers and ensure the boundary is adequately marked prior to the commencement of play. Dangerous items such as stumps should not be used as boundary markers.

5.2.5 Score Board

For 1st and 2nd Grade – the Home Team (i.e., the Team listed first on the fixtures) shall bring a Portable Scoreboard.

5.2.6 Protective Equipment

As per Section 4.4.

Where a batsman elects to wear a thigh pad, that thigh pad must be worn **inside** the batsman's trousers.

5.3 Forfeits

A team which fields fewer than six (6) players at the ground allocated by half an hour after the official commencing time shall be deemed to have forfeited the match. If neither team has six (6) players present by half an hour after the official commencing time, both teams will be deemed to have forfeited the match and will receive no points for the match. A team refusing to continue a match at any time after commencement of play for any reason including not having the six (6) players shall be deemed to have forfeited the match.

For the purposes of this competition rule, a player is defined as anyone that will be listed on the team list prior to the toss.

If a team wishes to claim a forfeit or lodge a protest they may still do so even if play has occurred in the match.

The responsibility for attending the correct ground and taking into consideration Sydney weekend traffic shall rest with the team concerned and a team failing to attend the allocated ground by half an hour after the official commencing time shall be deemed to have forfeited the match. The match must commence as soon as both sides have at least six (6) players present, and the start of a match must not be delayed whilst a team waits for further players.

A team forfeiting three matches throughout the season will be deemed to have withdrawn from the Competition.

5.4 Suspect Bowling Action

The procedure to be followed when a player is thought to have a suspect bowling action, when no official umpire is in attendance, is as follows:

- a) The captain of the batting team should approach the captain of the bowling team to discuss the issue and to inform them that they will be informing the NCU Executive of this suspicion.
- b) Upon notification, the NCU Executive will contact the bowler's club in question and organise for an independent match assessment of the player.
- c) Following the assessment, the NCU Executive will notify both clubs on its determination.
- d) The player concerned must not be no-balled during the game unless the issue has previously been raised with the NCU Executive and teams notified via publishing on the NCU website and Facebook.

6. Hybrid Competition Playing Conditions

The following subsections details the playing conditions of the Hybrid Competition. The Hybrid Competition comprises of matches played over two afternoons (Two Day Matches); and limited overs matches played in an afternoon (One Day Matches).

6.1 Two Day Matches (Hybrid Competition)

6.1.1 Hours of Play

Matches will commence promptly as per the following table and will conclude at 6:00pm provided that the minimum overs have been bowled in the entire day's play.

Grade	Start Time	Scheduled End Time
1 st Grade to 6 th Grade	1:00pm	6:00pm

The tea break in two-day matches will be from 3:20pm to 3:40pm subject to the following points:

- If time is lost prior to the tea break, then the break will be delayed by half the time lost. If more than 105 minutes of play are lost prior to the tea break, then the tea break shall not be taken.
- Drinks breaks in two-day matches should not exceed 3 ½ minutes in the middle of any session scheduled for at least ninety (90) minutes.

6.1.2 Minimum Quota of Overs

The minimum over requirements per day for a Two-Day Match is as per the following table:

Grade	Minimum Overs Required
1 st & 2 nd Grade	75 Overs
3 rd Grade to 6 th Grade	70 Overs

If playing time is lost, then one over shall be deducted for every three-and-a-half minutes lost. Any team failing to bowl the required number of overs may be liable for penalty at the discretion of the NCU Executive.

6.1.3 New Ball

The captain of the fielding side may demand a new ball after the old ball has been bowled not less than the number of overs in an innings per the following table.

Grade	Minimum Overs Requires
1 st & 2 nd Grade	75 Overs
3 rd Grade to 6 th Grade	70 Overs

6.1.4 Loss of Entire First Day's Play (Competition Round Matches)

If play is abandoned on the first day of a two-day match (with the exception of semi-finals and finals), then the second day will be played as a one-day Limited Overs match.

6.1.5 Thirteen Player Rule

This rule shall apply only for Two Day matches.

A captain may nominate a maximum of 13 players in writing on the team sheet before the toss. If 13 players are nominated, then two players shall be indicated as "Day 1" and another two players listed as "Day 2" and which player each is replacing must also be indicated.

If a captain does not provide a written team sheet or the supplied team sheet does not specify different "Day 1" and "Day 2" players, then changing of players can only be done with the permission of the opposing captain in accordance with MCC Law

The "Day 1" and "Day 2" players will be considered as official players of the team only for the day indicated. Neither may bat, bowl, nor keep wickets on the day they are not listed to play. They are permitted to act as substitute fielders.

If an innings is in progress at the end of day 1, the "Day 2" player may not bat in that innings if the day 1 player has commenced his innings.

If an innings is in progress at the end of day 1, the "Day 2" player may not bowl in that innings if the day 1 player has bowled in that innings.

If the day 1 batsmen is not out at the close of day 1, he may not continue his innings on day 2, nor can the "Day 2" player bat in that innings. The day 1 batsmen will be listed as "retired -out".

Penalty for breach of this rule shall be considered the same as that for playing a player not listed on the team sheet.

For both "Day 1" and "Day 2" players, the match is included as a "match played" for eligibility for finals or trophies.

6.1.6 Follow On

In a two-innings match, the side which bats first and leads by a least 75 runs shall have the option of requiring the other side to follow their innings.

6.2 One Day Matches (Hybrid Competition)

6.2.1 Hours of Play

Matches will commence promptly as per the following table and will conclude once a result has been determined.

Grade	Schedule Start of Play	Innings Break Duration	Scheduled End of Match
1 st & 2 nd Grade	12:30pm	20 minutes	6:00pm
3 rd Grade to 6 th Grade	1:00pm	20 minutes	6:00pm

Every effort should be made to ensure that the first innings of 1st and 2nd Grade games is completed by 3.10pm and for 3rd to 6th Grade by 3.20pm.

Please note that the above Innings Break and Scheduled End of Match are **NOT** hard cut off times for the innings/match to be completed.

If the innings and/or match have not been completed by the preferred time noted above, the Official Umpire, or in their absence, the respective Team Captains are required to advise the NCU Secretary in writing of the cause/s of any delay in the completion of the innings and/or match.

If the match is impacted by Adverse Weather in the first innings, the expected time that the innings break occurs will be adjusted to reflect the remaining overs to be bowled in that innings.

Drinks breaks in one-day matches should not exceed 3 ½ minutes in the middle of each innings and are not to be taken if the duration of the innings has been reduced to 25 overs or less due to Adverse Weather, except for additional drinks break requirements associated with Extreme Heat.

6.2.2 Maximum Overs (One Day Matches)

A One Day match within the Hybrid Competition consists of an innings to each team with a limited number of overs as per the following table:

Grade	Maximum Overs in an Innings	Maximum Overs per Bowler
1 st & 2 nd Grade	40 Overs	8 Overs per Bowler
3 rd Grade to 6 th Grade	35 Overs	7 Overs per Bowler

If playing time is lost prior to the conclusion of the first innings, then one over shall be deducted from each innings for every seven minutes of lost time.

If playing time is lost after the conclusion of the first innings, then one over shall be deducted from the second innings for every three-and-a-half minutes of lost time.

Any team failing to bowl the required number of overs within the allotted time may be liable for penalty at the discretion of the NCU Executive.

If the number of overs in an innings has been reduced due to playing time being lost, the maximum overs that can be bowled by any bowler will be the number of required overs to be bowled divided by 5. If that number is not a whole number this number is rounded up to a whole number, which is the maximum number of overs any bowler can bowl.

Example 1: -

- Maximum number of overs in an innings is determined to be 34 overs
 - 34 divided by 5 equals 6.8
 - Maximum number of overs for any bowler is 7 overs

Example 2: -

- Maximum number of overs in an innings is determined to be 21 overs
 - 21 divided by 5 equals 4.2
 - Maximum number of overs for any bowler is 5 overs

6.2.3 Minimum Overs to Constitute a Match (One Day Matches)

Where Adverse Weather or other conditions prevents both sides to receive the maximum overs, a minimum of twenty (20) overs must be received by each side, unless first dismissed or a result obtained (passing oppositions total or bowling opposition out), to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

The NCU does not use Duckworth-Lewis or any other formulas for determining a total or par-score.

6.2.4 Wide ball

The following wide ball restriction shall apply ONLY for 1st and 2nd Grade One Day matches, the ball will be considered a wide if it passes behind the striker on the leg side.

The conventional consideration of a wide ball (per MCC Law 22.1 – Judging a Wide) shall be used for all other Grades.

6.2.5 Determination of a Result

If the quota of overs for both teams is the same, then the result is determined on the basis of runs scored.

If the team batting second does not receive its full quota of overs and is not dismissed, or the team batting second receives its full quota of overs which is less than for the team batting first then the result shall be decided on a comparison of the run rate of both teams as calculated below. The winner will be the team with the higher run rate.

The run rate is calculated by dividing the total number of runs scored by the total number of legitimate balls received. If a team has been dismissed before it has received its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the full quota of overs it was entitled to receive.

6.3 Competition Points

The NCU Executive shall award points for each match as follows:

6.3.1 Hybrid Competition – Competition Points Table

Result	Points
Outright win after leading on first innings	10
Outright win after a tie on first innings	7
Outright tie after leading on first innings	7
Outright win after trailing on first innings	6
Outright tie on both first and second innings	5
Outright tie after trailing on first innings	3
Win on first innings	6
Tie on first innings	3

Result	Points
Draw	3
No Result	3
Loss on first innings	1
Outright loss after leading on first innings	4
Outright loss after a tie on first innings	3
Outright loss after trailing on first innings	0
Team receiving forfeit (one-day match)	6/3/2*
Team receiving forfeit (two-day match)	10/3/2*
Team forfeiting	0
Bye	0

* The team receiving forfeit will earn the maximum points available for the match provided a result was achieved in at least one other match in that grade in that round. Where there were no results (which for clarity, does not include a Draw, which is a result) from any matches in that grade in that round, then the team receiving the forfeit will also receive the equivalent of a No Result (i.e., 3 pts).

Bonus points may be allocated by the NCU Executive during the season for varying reasons including attendance at a Captain's Night, etc.

The NCU Executive may impose point(s) penalties upon any team or club for breaches of the Competition Rules and Playing Conditions, or any other reason.

6.3.2 Handling of Competition Points when a Team Withdraws

If a team withdraws from a competition during the first complete round of competition, all matches for the season against the team withdrawing from the competition will now be considered a bye round and the appropriate points awarded, (i.e., 0 points).

If a team withdraws during the second or subsequent complete rounds of the competition, competition matches against that team in completed rounds will stand. Competition matches in the incomplete competition round and subsequent competition rounds will be considered bye rounds and zero points will be awarded for that scheduled match.

Records of the performances of players of opposing teams shall not be deleted from the competition's records.

6.3.3 Scorebook and Results

Club Secretaries may be required to forward some or all scoresheets to the NCU Executive upon request at any time during the season.

Team lists results and match statistics (including batting, bowling and fall of wickets) for each day are to be entered and confirmed into the competition management system by both teams not later than 10:00am each Tuesday. Both teams are to list the match status as "In Progress" and include the in-progress score and statistics at the end of day one of a two-day match.

Points will be allocated only upon receipt of both sets of results and these results being in agreement.

Failure to enter team lists, results or scorecards by the allotted time will result in deduction of one (1) competition point. A further one (1) competition point shall be deducted for every subsequent week where a team continues to fail to enter the full match details. Teams may contact the NCU Executive and seek leniency before the score submission deadline where extenuating circumstances prevents the timely entering of the full match details, and the NCU Executive will consider this request and make an appropriate determination whether point/s shall be deducted or not.

6.4 Semi-Finals and Finals

The semi-finals and finals matches of the Hybrid Competition will be schedule to be played over two consecutive days (Saturday and Sunday) between the hours of 1pm to 6pm, and will be played in accordance with the competition rules for a two-day match.

It is mandatory for teams to bowl a minimum of 17 overs in last hour of the match as well as bowl the minimum overs required in the days play.

6.4.1 Loss of Entire First Day's Play (Semi Finals and Finals)

Where no play is possible on the first day of a two-day match then the second day will continue to be played as a Two-Day match. Where ground availability allows, as advised by the NCU Executive, the second day will commence at an earlier time of 12:30pm, and the finish time extended to 6:30pm. The minimum over requirements where the start and finish time has been extended are as follows:

Grade	Minimum Overs Required
1 st & 2 nd Grade	90 Overs
3 rd Grade to 6 th Grade	85 Overs

The minimum overs required assumes no time is lost during the second day's play. If time is lost, overs should be deducted from the minimum overs required as per the Competition Rules and Playing Conditions.

In circumstances where the ground is unavailable for the earlier start time, and later end time; following the abandonment of the semi-finals or final on the first day, then the match will be played in accordance with the competition rules for a two-day match including the regular hours of play, and minimum overs requirement.

6.4.2 Deciding on the Winner of a Semi-Final or Final

In all semi-final and finals matches, the team placed in the higher position after the preliminary rounds will be declared the winner, unless defeated by the other team.

An outright result, including an outright tie, supersedes the first innings result.

7. One Day Competition Playing Conditions

The following subsections details the playing conditions of the One Day Competition. The One Day Competition comprises exclusively of limited overs matches played in an afternoon.

7.1 One Day Matches (One Day Competition)

Matches will commence promptly as per the following table and will conclude once a result has been determined.

Grade	Scheduled Start of Play	Scheduled End of Match
A to D Grade	1:00pm	6:00pm

Every effort should be made to ensure that the first innings is completed by **3.20pm**. Other than as detailed in 7.1.1 below, at the end of the first innings there will be a 20-minute Innings Break.

Please note that the above Innings Break and Scheduled End of Match are **NOT** hard cut off times for the innings/match to be completed.

If the innings and/or match have not been completed by the preferred time noted above, the Official Umpire, or in their absence, the respective Team Captains are required to advise the NCU Secretary in writing of the cause/s of any delay in the completion of the innings and/or match.

If the match is impacted by Adverse Weather in the first innings, the expected time that the innings break occurs will be adjusted to reflect the remaining overs to be bowled in that innings.

Drinks breaks should not exceed 3 ½ minutes in the middle of each innings and are not to be taken if the duration of the innings has been reduced to 25 overs or less due to Adverse Weather, except for additional drinks break requirements associated with Extreme Heat.

7.1.1 Maximum Overs (One Day Matches)

A One Day match consists of an innings to each team with a limited number of overs as per the following table:

Grade	Maximum Overs in an Innings	Maximum Overs per Bowler
A to D Grade	35 Overs	7 Overs per Bowler

If playing time is lost due to weather or conditions prior to the conclusion of the first innings, then one over shall be deducted from each inning for every seven minutes lost.

If playing time is lost due to weather or conditions after the conclusion of the first innings, then one over shall be deducted from each inning for every three-and-a-half minutes lost.

Any team failing to bowl the required number of overs may be liable for penalty at the discretion of the NCU Executive.

If the number of overs in an innings has been reduced due to playing time being lost, the maximum overs that can be bowled by any bowler will be the number of required overs to be bowled divided by 5. If that number is not a whole number this number is rounded up to a whole number, which is the maximum number of overs any bowler can bowl.

Example 1: -

- Maximum number of overs in an innings is determined to be 34 overs
 - 34 divided by 5 equals 6.8
 - Maximum number of overs for any bowler is 7 overs

Example 2: -

- Maximum number of overs in an innings is determined to be 21 overs
 - 21 divided by 5 equals 4.2
 - Maximum number of overs for any bowler is 5 overs

7.1.2 Minimum Overs to Constitute a Match (One Day Matches)

Where Adverse Weather or other conditions prevents both sides to receive the maximum overs, a minimum of twenty (20) overs must be received by each side, unless first dismissed or a result obtained (passing oppositions total or bowling opposition out), to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

The NCU does not use Duckworth-Lewis or any other formulas for determining a total or par-score.

7.1.3 Wide Ball

The conventional consideration of a wide ball (per MCC Law 22.1 – Judging a Wide) shall be used for all One Day Competition matches.

7.1.4 Determination of a Result

If the quota of overs for both teams is the same, then the result is determined on the basis of runs scored.

If the team batting second does not receive its full quota of overs and is not dismissed, or the team batting second receives its full quota of overs which is less than for the team batting first then the result shall be decided on a comparison of the run rate of both teams as calculated below. The winner will be the team with the higher run rate.

The run rate is calculated by dividing the total number of runs scored by the total number of legitimate balls received. If a team has been dismissed before it has received its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the full quota of overs it was entitled to receive.

7.2 Competition Points

The NCU Executive shall award points for each match as follows:

7.2.1 One Day Competition – Competition Points Table

Result	Points
Win Match	6
Tie	3

No Result	3
Loss Match	1
Team Receiving Forfeit	6/3*
Team Forfeiting	0
Bye	0

* The team receiving forfeit will earn the maximum point available for the match provided a result was achieved in at least one other match in that grade in that round. Where there were no results from any matches in that grade in that round, then the team receiving the forfeit will also receive the equivalent of a no result (i.e., 3 pts).

Bonus points may be allocated by the NCU Executive during the season for varying reasons including attendance at a Captain's Night, etc.

The NCU Executive may impose point(s) penalties upon any team or club for breaches of the competition rules and conditions, or any other reason.

7.2.2 Handling of Competition Points when a Team Withdraws

If a team withdraws from a competition during the first complete round of competition, all matches for the season against the team withdrawing from the competition will now be considered a bye round and the appropriate points awarded.

If a team withdraws during the second or subsequent complete rounds of the competition, competition matches against that team in completed rounds will stand. Competition matches in the incomplete competition round and subsequent competition rounds will be considered bye rounds and the appropriate points awarded.

Records of the performances of players of opposing teams shall not be deleted from the competition's records.

7.2.3 Scorebook and Results

Club Secretaries may be required to forward some or all scoresheets to the NCU Executive upon request at any time during the season.

Team lists, results and match statistics (including batting, bowling and fall of wickets) for each day are to be entered and confirmed into the competition management system by both teams not later than 10:00 am each Tuesday.

Points will be allocated only upon receipt of both sets of results and these results being in agreement.

Failure to enter team lists, results or scorecards by the allotted time will result in deduction of one (1) competition point. A further one (1) competition point shall be deducted for every subsequent week where a team continues to fail to enter the full match details. Teams may contact the NCU Executive and seek leniency before the score submission deadline where extenuating circumstances prevents the timely entering of the full match details, and the NCU Executive will consider this request and make an appropriate determination whether point/s shall be deducted or not.

7.3 Semi-Finals and Finals Days of Play

The semi-finals and finals matches of the One Day Competition will be conducted on Saturday, with the next day (Sunday) being set down as the Reserve Day. The semi-finals and finals will be played in accordance with the competition rules for a one-day match.

7.3.1 Loss of Entire First Day's Play (Semi Finals and Finals)

Where 20 overs or less total play is possible on the Saturday of the semi-final or final, then the match will be conducted on the Reserve Day as though it was a completely new match, i.e., played on the next day (the Sunday), as if the first day's proceedings had not taken place.

7.3.2 Deciding on the Winner of a Semi-Final or Final

In all semi-final and finals matches, the team placed in the higher position after the preliminary rounds will be declared the winner, unless defeated by the other team.

8. T20 Playing Conditions

The following subsections details the playing conditions for T20 matches. These rules apply to T20 matches conducted under both Hybrid and One Day competitions.

8.1 T20 Matches

8.1.1 Hours of Play

Matches will commence promptly as per the following table and will conclude once a result has been determined.

Grade	Scheduled Start of Play	Scheduled End of Match
All Grades	1:00pm	4:00pm

Every effort should be made to ensure that the first innings is completed by 2.20pm. At the end of the first innings there will be a 15-minute Innings Break.

Please note that the above Innings Break and Scheduled End of Match are NOT hard cut off times for the innings/match to be completed.

If the innings and/or match have not been completed by the preferred time noted above, the Official Umpire, or in their absence, the respective Team Captains are required to advise the NCU Secretary in writing of the cause/s of any delay in the completion of the innings and/or match.

If the match is impacted by Adverse Weather in the first innings, the expected time that the innings break occurs will be adjusted to reflect the remaining overs to be bowled in that innings (see 8.1.2).

Drinks breaks should not exceed 3 ½ minutes in the middle of each innings and are not to be taken if the duration of the innings has been reduced to 15 overs or less due to Adverse Weather, except for additional drinks break requirements associated with Extreme Heat.

8.1.2 Maximum Overs

A T20 match consists of an innings to each team with a limited number of overs as per the following table:

Grade	Maximum Overs in an Innings	Maximum Overs per Bowler
All Grades	20 Overs	4 Overs per Bowler

Where there is an interruption to play due to adverse weather or conditions, the first thirty minutes of any interruption(s) shall not incur a loss of overs. Instead, the scheduled break and/or end of play shall be extended by up to thirty minutes.

After the initial thirty minutes of interruption to play due to adverse weather or conditions, playing time will be lost as per below.

If playing time is lost due to weather or conditions prior to the conclusion of the first innings, then one over shall be deducted from each inning for every seven minutes lost.

If playing time is lost due to weather or conditions after the conclusion of the first innings, then one over shall be deducted from the remaining innings for every three-and-a-half minutes lost.

Any team failing to bowl the required number of overs may be liable for penalty at the discretion of the NCU Executive.

8.1.3 Loss of Playing Time – Maximum Overs per Bowler

Where playing time is lost due to adverse weather or other conditions, the Maximum Overs per Bowler shall be reduced as per the table below:

Total Overs	Bowling Restrictions
20 overs	Maximum 4 overs per bowler
19 Overs	Maximum 4 over per bowler for 4 bowlers, maximum 3 overs per bowler for all other bowlers
18 Overs	Maximum 4 over per bowler for 3 bowlers, maximum 3 overs per bowler for all other bowlers
17 Overs	Maximum 4 over per bowler for 2 bowlers, maximum 3 overs per bowler for all other bowlers
16 Overs	Maximum 4 over per bowler for 1 bowler, maximum 3 overs per bowler for all other bowlers
15 Overs	Maximum 3 overs per bowler
14 Overs	Maximum 3 over per bowler for 4 bowlers, maximum 2 overs per bowler for all other bowlers
13 Overs	Maximum 3 over per bowler for 3 bowlers, maximum 2 overs per bowler for all other bowlers
12 Overs	Maximum 3 over per bowler for 2 bowlers, maximum 2 overs per bowler for all other bowlers
11 Overs	Maximum 3 over per bowler for 1 bowler, maximum 2 overs per bowler for all other bowlers
10 Overs	Maximum 2 overs per bowler

Where the maximum overs of an innings in progress is reduced, any bowler that has bowled the maximum or more than the maximum number of overs for the reduced innings shall be considered to have bowled their maximum numbers of overs and shall not be permitted to bowl again.

8.1.4 Minimum Overs to Constitute a Match

Where Adverse Weather or other conditions prevents both sides to receive the maximum overs, a minimum of ten (10) overs must be received by each side, unless first dismissed or a result obtained (passing oppositions total or bowling opposition out), to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

The NCU does not use Duckworth-Lewis or any other formulas for determining a total or par-score.

8.1.5 Wide Ball

The following wide ball restriction shall apply ONLY for 1st and 2nd Grade T20 matches – the ball will be considered a wide if it passes behind the striker on the leg side.

The conventional consideration of a wide ball (per MCC Law 22.1 – Judging a Wide) shall be used for all other Grades.

8.1.6 Free Hit

This rule shall only apply for a No ball applied under the following Laws and Rules:

- **Law 21.5 Fair delivery – the feet**
 - For a delivery to be fair in respect of the feet, in the delivery stride
 - 21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.
 - 21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised
 - on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and
 - behind the popping crease.
- **Law 21.10 Ball bouncing over head height of striker**
 - The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.
- **Law 41.7 Bowling of dangerous and unfair non-pitching deliveries**
 - 41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.
- **Law 28.4 Limitation of on side fielders**
 - At the instant of the bowler's delivery there shall not be more than two 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.
In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.
- **Rule 8.1.10 Fielding Restrictions – Leg Side**
 - At the instant of the bowler's delivery there shall not be more than five fielders, other than the wicket-keeper and the bowler, on the leg side of the wickets.
In the event of infringement of this Rule by any fielder, either umpire shall call and signal No ball.

If a bowler delivers a ball that is deemed a No ball as per one of the above Laws or Rules, the batting team shall get one run for the No ball, plus any byes, penalty runs, or runs scored off the bat.

In addition, the next legal delivery is deemed as a Free Hit for the batting team. If the same batsman is on strike for the Free Hit, as they were for the previous No ball delivery, then the positions of the fielding team must remain in the same as it was for the delivery that was called a No ball.

The positions of fielding team may be changed if the batsmen have swapped ends during the course of scoring runs off the previous No ball delivery.

The batsman, when presented with a "Free Hit" delivery, cannot be dismissed in any mode, other than those applicable for a No Ball, namely Run Out, Hit the Ball Twice or Obstructing the Field. For clarity, the batsman cannot be out Stumped off a Free Hit.

Any delivery that is called a No ball for any reason other than those stated above shall not result in a Free Hit.

8.1.7 Incoming Batsman

At the fall of a wicket, the incoming batsman must reach the crease within 120 seconds of the dismissal of the previous batsman, and be ready to face the next delivery, otherwise they will be regarded as dismissed, Timed Out (Law 40 of the MCC Laws of Cricket).

8.1.8 Fielding Restrictions – Inner Ring

On fields that do not have an inner ring already marked, teams shall, where possible, mark using grass paint or chalk paint an infield ring of approximately 27.5 meters from the closest point of the pitch or half the distance from the closest point of the pitch to the boundary, whichever is the lesser. Where marking of a physical ring is not possible, players and umpires shall use half the distance from the closest point of the pitch to the boundary. Physical markers, such as cones, should not be used for any reason.

Outside of a Power Play (see 8.1.9), there shall be more than five fielders allowed outside of the marked or unmarked ring at the point of delivery of the ball. If there are more than five fielders outside of the inner ring, either umpire shall call and signal Dead Ball prior to the delivery of the ball.

Where a physical ring is not marked, umpires should exercise restraint and allow some leeway for fielders – the intent of this rule is to prevent teams stacking players on the boundary, not to penalise fielders for giving themselves a few more meters of space.

8.1.9 Fielding Restrictions – Power Play

The first six overs of each innings shall constitute a Power Play. During this period, no more than two fielders are allowed outside of the marked or unmarked inner ring at the point of delivery of the ball. If there are more than two fielders outside of the inner ring, either umpire shall call and signal Dead Ball prior to the delivery of the ball.

Where overs have been lost in the innings due to adverse weather or other conditions, the length of the Power Play shall be reduced according to the below table. If the first innings completed the full length of their allotted Power Play, and the Power Play in the second innings is reduced due to adverse conditions, the second innings shall include the new length of the Power Play.

If the total overs in the match is reduced whilst a Power Play is in progress and the new length of the Power play is less than the overs already bowled in the Power Play, the Power Play shall immediately cease.

The Power Play shall always start at the beginning of the first over of the innings.

Innings Length	Power Play Length
18 to 20 overs	6 Overs
15 to 17 Overs	5 Overs
12 to 14 Overs	4 Overs
10 to 11 Overs	3 Overs

8.1.10 Fielding Restrictions – Leg Side

A maximum of five fielders can be on the leg side at the point of delivery at any given point of time in a T20 match.

Either umpire shall call and signal No Ball if there are more than five fielders on the batter's leg side immediately at the time of the bowler's delivery. This No Ball will incur a Free Hit.

8.1.11 Determination of a Result

If the quota of overs for both teams is the same, then the result is determined on the basis of runs scored.

If the team batting second does not receive its full quota of overs and is not dismissed, or the team batting second receives its full quota of overs which is less than for the team batting first then the result shall be decided on a comparison of the run rate of both teams as calculated below. The winner will be the team with the higher run rate.

The run rate is calculated by dividing the total number of runs scored by the total number of legitimate balls received. If a team has been dismissed before it has received its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the full quota of overs it was entitled to receive.

8.2 Competition Points

The NCU Executive shall award points for each match as follows:

8.2.1 T20 Competition – Competition Points Table

Result	Points
Win Match	6
Tie	3
No Result	3
Loss Match	1
Team Receiving Forfeit	6/3*
Team Forfeiting	0
Bye	0

* The team receiving forfeit will earn the maximum point available for the match provided a result was achieved in at least one other match in that grade in that round. Where there were no results from any matches in that grade in that round, then the team receiving the forfeit will also receive the equivalent of a no result (i.e., 3 pts).

The NCU Executive may impose point(s) penalties upon any team or club for breaches of the competition rules and conditions, or any other reason.

9. Appendix A – Alterations to the MCC Playing Conditions

This appendix details any variations applied to the NCU Competition Rules and Playing Conditions from the MCC Laws of Cricket 2017 Code 3rd Edition.

9.1 LAW 1 – The Players

Up to thirteen (13) players may be listed on the team sheet with notation against any player more than the standard eleven (11) players indicating which week the player will participate in the match as per Section 6.1.5 of the NCU Competition Rules.

9.2 LAW 2 – The Umpires

Where a member of the batting team is acting as umpire at either the bowler's or striker's end, they must wear footwear and either a coloured shirt and/or pants.

Amendment to Law 3.1 Appointment and Attendance – replace "Before the match, two umpires shall be appointed" with "Before the match, one or two umpires may be appointed".

Amendment to Law 3.2 Change of Umpire – replace "If there has to be a change of umpire, the replacement shall act only as striker's end umpire unless the captains agree that he should take full responsibility as an umpire" with "If there has to be a change of umpire, the replacement shall take full responsibility as an umpire".

9.3 LAW 3 – The Scorers

There are no changes from the MCC Laws of Cricket.

9.4 LAW 4 – The Ball

For the NCU Hybrid Competition, the captain of the fielding side may take a new ball after not less than 75 overs (1st and 2nd Grade) and not less than 70 overs (3rd to 6th Grade) have been bowled with the old ball in that innings.

9.5 LAW 5 – The Bat

There are no changes from the MCC Laws of Cricket.

9.6 LAW 6 – The Pitch

There are no changes from the MCC Laws of Cricket.

9.7 LAW 7 – The Creases

Amendment to Law 7.4 The return crease – For artificial pitches, the return crease shall be defined as the edge of artificial surface if not otherwise marked.

9.8 LAW 8 – The Wickets

There are no changes from the MCC Laws of Cricket.

9.9 LAW 9 – Preparation and Maintenance of the Playing Area

Amendment to Law 9.1 Rolling – delete section and replace with "Rolling shall be the sole responsibility of the Ground Authority."

Amendment to Law 9.2 Clearing debris from the pitch – delete section and replace with "Clearing debris from the pitch shall be the sole responsibility of the Ground Authority".

Amendment to Law 9.3.1 Responsibility for mowing – delete “before the match” and “All subsequent mowing shall be carried out under the supervision of the umpires”.

Amendment to Law 9.3.2 The pitch and the outfield – delete section.

Amendment to Law 9.3.3 Timing of mowing – delete section.

Amendment to Law 9.4 Watering the pitch – delete section and replace with “Watering shall be the sole responsibility of the Ground Authority”.

Amendment to Law 9.5 Re-marking creases – replace “whenever either umpire considers it necessary” with “at the discretion of the Ground Authority”.

With regard to Law 9.6 Maintenance of foot holes – the term “umpires” shall refer to officially appointed umpires only.

9.10 LAW 10 – Covering the pitch

Each team playing on turf wickets throughout the course of the season will be responsible for ensuring covers are placed over the wicket square as determined by the NCU Executive. Refer to Section 4.1.3 for additional information.

9.11 LAW 11 – Intervals

There are no changes from the MCC Laws of Cricket other than as outlined in the Competition Rules and Playing Conditions.

9.12 LAW 12 – Start of Play; Cessation of Play

Amendment to Law 12.6 Last hour of match – Number of overs – delete section, except for Hybrid semi-finals or finals.

- Reference to 20 overs will be replaced by 17 overs.

Amendment to Law 12.7 Last hour of match – Interruptions of play – delete section, except for Hybrid semi-finals or finals.

- Reference to 20 overs will be replaced by 17 overs
- Reference to 3 minutes of time lost shall be replaced by 3 ½ minutes

Amendment to Law 12.8 Last hour of match – Intervals between innings – delete section, except for Hybrid semi-finals or finals.

- Reference to 20 overs will be replaced by 17 overs
- Reference to 3 minutes of time lost shall be replaced by 3 ½ minutes

9.13 LAW 13 – Innings

There are no changes from the MCC Laws of Cricket.

9.14 LAW 14 – The Follow-on

Amendment to Law 14.1 Lead on first innings – replace “100 runs in a 2-day match” with “75 runs in a 2-day match”.

9.15 LAW 15 – Declaration and Forfeiture

Amendment to Law 15.1 Time of declaration – append “provided at least ten (10) overs have been completed.”

Amendment to Law 15.2 Forfeiture of an innings – delete section

A Captain may forfeit his second innings. In this event the interval between innings shall be 10 minutes and his decision must be notified to the opposing Captain and Umpires.

9.16 LAW 16 – The Result

Amendment to Law 16.10 Result not to be changed – append “except by the NCU Executive”.

9.17 LAW 17 – The Over

There are no changes from the MCC Laws of Cricket.

9.18 LAW 18 – Scoring Runs

There are no changes from the MCC Laws of Cricket.

9.19 LAW 19 – Boundaries

There are no changes from the MCC Laws of Cricket.

9.20 LAW 20 – Dead Ball

There are no changes from the MCC Laws of Cricket.

9.21 LAW 21 – No Ball

Amendments to Law 21.3 Ball thrown or delivered underarm – action by the umpires – Add the following section:

“Neither umpire shall call or signal no ball, and instead shall take action as per Section 5.4 of the NCU Competition Rules, unless it is deemed a wilful and deliberate action by the bowler to throw the ball or deliver the ball underarm, in which case the umpires shall abide by Law 21.3.”

9.22 LAW 22 – Wide Ball

Amendment to Law 22.1 Judging a Wide – add the following section:

“For one-day matches for 1st and 2nd Grade only, the ball will be considered a wide if it passes behind the striker on the leg side.”

9.23 LAW 23 – Bye and Leg Bye

There are no changes from the MCC Laws of Cricket.

9.24 LAW 24 – Fielders' Absence; Substitutes

Amendment to Law 24 Fielders' Absence; Substitution – add the following section:

If a player who is only available day one bats or bowls in an innings which carries over to day two, then his replacement in day two is not permitted to bat or bowl in the same innings.

A player that is not present at the ground shall be considered absent from the field, as under Law 24.2 of the Laws of Cricket, and shall accrue penalty time as required under the Laws until they are present at the ground. Penalty time shall accrue regardless of whether the player's team is batting or bowling.

Umpires must be informed of players that are absent from the ground, regardless of whether the team is batting or bowling. They should then be informed when the said player arrives at the ground.

A player shall not be allowed to bat in an innings until any penalty time has been served, except under the following circumstances:

- Five or more wickets have fallen in the current innings
- All other available batsmen have been dismissed or are unable to bat (i.e., if there are less than 8 players, they can come in higher than eight if they are the last batsman)

9.25 LAW 25 – Batsman's Innings; Runners

Amendment to Law 25 Batsman's Innings; Runners – add the following section:

If a player who is only available day one bats or bowls in an innings which carries over to day two, then his replacement in day two is not permitted to bat or bowl in the same innings.

9.26 LAW 26 – Practice on the field

There are no changes from the MCC Laws of Cricket.

9.27 LAW 27 – The Wicketkeeper

There are no changes from the MCC Laws of Cricket.

9.28 LAW 28 – The Fielder

There are no changes from the MCC Laws of Cricket.

9.29 LAW 29 – The Wicket is Down

There are no changes from the MCC Laws of Cricket.

9.30 LAW 30 – Batter Out of His/Her ground

There are no changes from the MCC Laws of Cricket.

9.31 LAW 31 – Appeals

There are no changes from the MCC Laws of Cricket.

9.32 LAW 32 – Bowled

There are no changes from the MCC Laws of Cricket.

9.33 LAW 33 – Caught

There are no changes from the MCC Laws of Cricket.

9.34 LAW 34 – Hit the Ball Twice

There are no changes from the MCC Laws of Cricket.

9.35 LAW 35 – Hit Wicket

There are no changes from the MCC Laws of Cricket.

9.36 LAW 36 – Leg Before Wicket

There are no changes from the MCC Laws of Cricket.

9.37 LAW 37 – Obstructing the Field

There are no changes from the MCC Laws of Cricket.

9.38 LAW 38 – Run Out

There are no changes from the MCC Laws of Cricket.

9.39 LAW 39 – Stumped

There are no changes from the MCC Laws of Cricket.

9.40 LAW 40 – Timed Out

There are no changes from the MCC Laws of Cricket.

9.41 LAW 41 – Unfair Play

Amendment to Law 41.13 Bowler running on protected area – this law shall not apply for matches played on synthetic pitches.

Amendment to Law 41.14 Batter damaging the pitch – this law shall not apply for matches played on synthetic pitches.

Amendment to Law 41.15 Striker in protected area – this law shall not apply for matches played on synthetic pitches.

9.42 LAW 42 – Players' conduct

There are no changes from the MCC Laws of Cricket.

9.43 Appendix A

There are no changes from the MCC Laws of Cricket.

9.44 Appendix B

There are no changes from the MCC Laws of Cricket.

9.45 Appendix C

There are no changes from the MCC Laws of Cricket.

9.46 Appendix D

There are no changes from the MCC Laws of Cricket.

9.47 Appendix E

There are no changes from the MCC Laws of Cricket.

10. Appendix B – Code of Conduct – Player Behaviour

10.1 Player Code of Conduct and Offences

The NCU will adopt from time to time and modify as appropriate to its Competitions the Code of Conduct published by Cricket Australia and the International Cricket Council (ICC), which contains details of undesirable conduct. The NCU Code of Conduct is set out in clause 3.2.

All players, umpires and officials competing in NCU Competitions, or in matches organised by the NCU are bound by and required to comply with the NCU Code of Conduct published in these Rules.

The following offences are adopted from the Cricket Australia Code of Conduct and for illustrations of the application of each, reference should be made to the guidelines that accompany the Cricket Australia Code of Conduct (reproduced in the boxed section below each Offence below). The provisions of the Rule itself take precedence over any guidelines.

10.1.1 Level 1 Offences

- a) Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.

Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of or the contents or any building or structure at the ground.

- b) Show dissent at an umpire's decision.

Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captain's report.

- c) Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.

This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.

The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.

- d) Engaging in excessive or unnecessary appealing.

Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.

- e) Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman.

Includes charging or running up to the batsman and "getting in his [or her] face".

- f) Failure by a team to ensure that the condition of a ball is not changed in breach of Law 41.3.

10.1.2 Level 2 Offences

- a) Show serious dissent at an umpire's decision.

Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the crease.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpire's performance in their Captain's report.

- b) Engage in inappropriate and deliberate physical contact with other players or officials.

Without limitation, players will breach this Rule if they deliberately walk or run into or shoulder another player, official or match official.

- c) Charge or advance towards the umpire in an aggressive manner when appealing.
d) Deliberately and maliciously distract or obstruct another player or official on the field of play.

This is not intended to replace Law 42(4) and (5) of the Laws of Cricket.

Without limitation, players will breach this Rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.

- e) Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.

This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

- f) Use language that is obscene, offensive or of a generally insulting nature to another player, official or spectator.

This is language or gestures which are directed at another person. See comments under Rule 1.3 above in relation to the seriousness of the breach.

- g) Change the condition of the ball in breach of law 41.3.

Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball other than perspiration and saliva.

- h) Attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.

Prohibited conduct under this Rule will include incidents where a team bats in such a way as to either adversely affect its own or improve its opponent's performance points or net run rate.

10.1.3 Level 3 Offences

- a) Intimidate or attempt to intimidate an umpire or referee whether by language or conduct.

Includes appealing in an aggressive or threatening manner.

- b) Threaten to assault another player, Team official or spectator.
- c) Use language or gestures that offend, insult, humiliate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin.

10.1.4 Level 4 Offences

- a) Threaten to assault an umpire or referee.
- b) Physically assault another player, umpire, referee, official or spectator.
- c) Engage in any act of violence on the field of play.

Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages, or vilifies another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin.

10.1.5 Level 5 Offences – Laws of Cricket and 'Spirit of the Game'

- a) Players must obey the 'Laws of Cricket' and play within the spirit of the game.

This is meant as a general Rule to deal with situations where the facts of, or gravity or seriousness of the alleged incident are not adequately or clearly covered by the Level 1 to 4 offences set out above.

Conduct which will be prohibited under the Rule includes time wasting and any other conduct which is considered "unfair play" under Law 42 of the Laws of Cricket.

This Rule is not intended to punish unintentional breaches of the Laws of Cricket. Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.

Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.

10.1.6 Level 6 Offences – Unbecoming Behaviour

- a) Without limiting any other rule, players and officials must not at any time in a cricket related situation engage in behaviour unbecoming to a player or official that could bring them or the game of cricket into disrepute or be harmful to the interests of cricket.

This is also meant as a general Rule to deal with situations where the facts or, or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the Level 1 to 4 offences set out above.

It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour and cheating during play.

10.2 Recommended Penalties for Code of Conduct Breaches

In respect to the Code of Conduct, the following are the recommended penalties for Level 1 to 4 offences:

- a) Level 1 - Official reprimand and/or a fine of up to \$500 and/or a ban of up to 1 match.
- b) Level 2 - A ban of 1 or 2 matches.
- c) Level 3 - A ban of 2 to 4 matches.
- d) Level 4 - A ban of 5 or more matches, or a life ban.

In respect to the Code of Conduct, the following are the recommended penalties for Level 5 and 6 offences (which may be imposed individually or in combination):

- a) a ban from participating in any match;
- b) a fine for a person of any amount up to \$2,000; and
- c) a reprimand.

Any part of a suspension in sections 9.2a and 9.2b may be offered as a suspended penalty.

10.3 Code of Conduct Offences, Cautions and Reporting

- a) Under these Rules, a contravention of the Code of Conduct is an offence.
- b) Appointed umpires must warn a Club, player or official for a contravention of the Code of Conduct and report the matter to the other umpire and the player's team captain.
- c) Appointed umpires must notify a Club, player or official of any intention to lodge a Code of Conduct complaint, and the nature of the offence committed, within 60 minutes after stumps have been drawn on the day on which the offence is alleged to have been committed.
- d) Appointed umpires must lodge Code of Conduct complaints with the NCU no later than 12 noon on Monday following completion of a match in which the alleged offence occurred. Failure by an umpire to comply with this clause does not invalidate the complaint made.
- e) Any player reported by an appointed umpire must have the complaint referred to the MRC who shall:
 - i) Consider the complaint and the level of offence, if any, for which the Club, player or official is alleged to have committed; and
 - ii) Offer the Club, player or official a penalty, open for acceptance for a definite period, in lieu of referring the matter to the Tribunal; or
 - iii) Refer the matter to the Tribunal in accordance with clause 4.11.
- f) A Code of Conduct complaint shall be referred to the Tribunal in accordance with clause 4.11 unless the player, Club or official accepts a lesser penalty from the MRC within the time specified in any offer made pursuant to clause 4.4.5(b).
- g) Where an appointed umpire has occasion to speak to a player about his behaviour but does not consider the player's behaviour to be so serious as to warrant a report to the NCU, the umpire shall caution the player.
 - i) An appointed umpire shall note a caution on the Umpire's Match Report and shall lodge a record of the caution with the NCU.
 - ii) The appointed umpire shall notify the Club, player or official as per clause 4.4.3.
- h) Should a player receive three cautions (3) over any two-season duration, the player shall receive an automatic one match suspension. Any subsequent caution within the same season will result in the player being referred to the MRC.
- i) Any player in any grade who has been found guilty of a Code of Conduct Offence shall be ineligible for a player-of-the-season award in any grade. In the event that a suspension arising from a NCU match of final series match extends into the final series or ensuing season or seasons the player shall not be precluded from winning an award in the ensuing season or seasons.