



NORTHERN CRICKET UNION COMPETITION RULES AND PLAYING CONDITIONS

2023 – 2024 Season

Version 1.7

Published 13 December 2023

Contents

1.	Northern Cricket Union Contact Details	6
1.1	Postal Address.....	6
1.2	Websites.....	6
1.3	Facebook	6
1.4	Email.....	6
1.5	NCU Executive.....	6
1.6	Match Review Chairman (MRC)	6
1.7	MRC Reports Secretary.....	6
1.8	Representative Team Manager	7
1.9	Other Useful Contact Details	7
1.9.1	Marsh National Club Risk Protection Programme	7
1.9.2	Game Day Checklist	7
1.9.3	MCC Laws of Cricket.....	7
1.9.4	Bureau of Meteorology (BOM) Weather app.....	7
1.10	Club Contact Details.....	8
2.	About the Northern Cricket Union.....	9
2.1	Preamble.....	9
2.2	District Competition.....	9
2.3	Powers of the Executive	9
2.4	Playing Conditions	9
2.5	Team Nominations	9
2.6	Player Nominations	10
2.7	Player Transfers.....	10
2.8	Player Qualifications (Semi Finals and Finals).....	10
2.9	Replacement Players	10
2.10	Player Permits.....	11
2.11	Defaulters and Players Suspended by Other Cricketing Bodies	11
2.12	Player Rating.....	12
2.13	Dress Regulations.....	12
2.14	District and Player Awards.....	12
3.	Responsibilities	13
3.1	Team Officials/Captains Responsibilities	13
3.2	Code of Conduct.....	14
3.3	The Laws and Guidelines	14
3.3.1	Preamble to the Laws – Spirit of Cricket.....	14
3.4	Handling of Complaints, Match Reports and Appeals Process	15
3.4.1	Reports and Complaints	15
3.4.2	Appeals Process	16
4.	Safety and Risk Management	17
4.1	Adverse Weather	17
4.1.1	Prior to the Scheduled Match	17
4.1.2	At the Ground	17
4.1.3	Covers.....	18
4.2	Thunderstorm & Lightning.....	18
4.3	Extreme Heat.....	18
4.3.1	Matches on Grounds with Grass Fields	18
4.3.2	Matches on Grounds with Synthetic Fields	18

4.3.3 Loss of Playing Time (Due to Extreme Heat)	18
4.4 Poor Air Quality	19
4.4.1 Loss of Playing Time (Due to Poor Air Quality)	20
4.5 Protective Equipment.....	20
4.5.1 The Batsman.....	20
4.5.2 The Wicket Keeper.....	20
4.5.3 Close in Fielder	20
4.6 Junior Over Restrictions.....	20
5. Competition Format	22
5.1 Team Ranking.....	22
5.1.1 Quotient Formula.....	22
5.1.2 Unequal number of games played within a Grade.....	22
5.1.3 Semi-Finals and Finals	22
5.2 Equipment.....	23
5.2.1 Cricket Ball.....	23
5.2.2 Wickets.....	23
5.2.3 Scorebook.....	23
5.2.4 Boundary Markers.....	23
5.2.5 Score Board	23
5.2.6 Protective Equipment	23
5.3 Forfeits	23
5.4 Suspect Bowling Action	24
6. Hybrid Competition Playing Conditions	25
6.1 Two Day Matches (Hybrid Competition).....	25
6.1.1 Hours of Play.....	25
6.1.2 Minimum Quota of Overs	25
6.1.3 New Ball	25
6.1.4 Loss of Entire First Day's Play (Competition Round Matches)	25
6.1.5 Thirteen Player Rule	26
6.1.6 Follow On	26
6.2 One Day Matches (Hybrid Competition).....	26
6.2.1 Hours of Play	26
6.2.2 Maximum Overs (One Day Matches).....	27
6.2.3 Minimum Overs to Constitute a Match (One Day Matches)	27
6.2.4 Wide ball.....	27
6.2.5 Determination of a Result.....	27
6.3 Competition Points	28
6.3.1 Hybrid Competition – Competition Points Table	28
6.3.2 Handling of Competition Points when a Team Withdraws	29
6.3.3 Scorebook and Results	29
6.4 Semi-Finals and Finals.....	30
6.4.1 Loss of Entire First Day's Play (Semi Finals and Finals).....	30
6.4.2 Deciding on the Winner of a Semi-Final or Final	30
7. One Day Competition Playing Conditions.....	31
7.1 One Day Matches (One Day Competition)	31
7.1.1 Maximum Overs (One Day Matches).....	31
7.1.2 Minimum Overs to Constitute a Match (One Day Matches)	32
7.1.3 Wide Ball.....	32

7.1.4 Determination of a Result	32
7.2 Competition Points	32
7.2.1 One Day Competition – Competition Points Table	32
7.2.2 Handling of Competition Points when a Team Withdraws	33
7.2.3 Scorebook and Results	33
7.3 Semi-Finals and Finals Days of Play	33
7.3.1 Loss of Entire First Day's Play (Semi Finals and Finals)	33
7.3.2 Deciding on the Winner of a Semi-Final or Final	33
8. Appendix A – Alterations to the MCC Playing Conditions	39
8.1 LAW 1 – The Players	39
8.2 LAW 2 – The Umpires	39
8.3 LAW 3 – The Scorers	39
8.4 LAW 4 – The Ball	39
8.5 LAW 5 – The Bat	39
8.6 LAW 6 – The Pitch	39
8.7 LAW 7 – The Creases	39
8.8 LAW 8 – The Wickets	39
8.9 LAW 9 – Preparation and Maintenance of the Playing Area	39
8.10 LAW 10 – Covering the pitch	40
8.11 LAW 11 – Intervals	40
8.12 LAW 12 – Start of Play; Cessation of Play	40
8.13 LAW 13 – Innings	40
8.14 LAW 14 – The Follow-on	40
8.15 LAW 15 – Declaration and Forfeiture	40
8.16 LAW 16 – The Result	40
8.17 LAW 17 – The Over	41
8.18 LAW 18 – Scoring Runs	41
8.19 LAW 19 – Boundaries	41
8.20 LAW 20 – Dead Ball	41
8.21 LAW 21 – No Ball	41
8.22 LAW 22 – Wide Ball	41
8.23 LAW 23 – Bye and Leg Bye	41
8.24 LAW 24 – Fielders' Absence; Substitutes	41
8.25 LAW 25 – Batsman's Innings; Runners	41
8.26 LAW 26 – Practice on the field	41
8.27 LAW 27 – The Wicketkeeper	41
8.28 LAW 28 – The Fielder	42
8.29 LAW 29 – The Wicket is Down	42
8.30 LAW 30 – Batsman Out of His/Her ground	42
8.31 LAW 31 – Appeals	42
8.32 LAW 32 – Bowled	42
8.33 LAW 33 – Caught	42
8.34 LAW 34 – Hit the Ball Twice	42
8.35 LAW 35 – Hit Wicket	42
8.36 LAW 36 – Leg Before Wicket	42
8.37 LAW 37 – Obstructing the Field	42
8.38 LAW 38 – Run Out	42
8.39 LAW 39 – Stumped	42

8.40 LAW 40 – Timed Out	42
8.41 LAW 41 – Unfair Play	42
8.42 LAW 42 – Players' conduct.....	43
8.43 Appendix A	43
8.44 Appendix B.....	43
8.45 Appendix C.....	43
8.46 Appendix D	43
8.47 Appendix E	43
9. Appendix B – Code of Conduct – Player Behaviour	44
9.1 Player Code of Conduct and Offences.....	44
9.1.1 Level 1 Offences.....	44
9.1.2 Level 2 Offences.....	45
9.1.3 Level 3 Offences.....	45
9.1.4 Level 4 Offences.....	46
9.1.5 Level 5 Offences – Laws of Cricket and ‘Spirit of the Game’	46
9.1.6 Level 6 Offences – Unbecoming Behaviour.....	46
9.2 Recommended Penalties for Code of Conduct Breaches	46
9.3 Code of Conduct Offences, Cautions and Reporting	47

1. Northern Cricket Union Contact Details

1.1 Postal Address

Northern Suburbs Cricket Association (NSCA) – PO Box 1657, Crows Nest, 2065

Northern Districts Cricket Association (NDCA) – PO Box 42, West Ryde, 1685

1.2 Websites

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

NSCA – <http://www.northscricket.com>

NDCA – <http://ndca.nsw.cricket.com.au>

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	Matthew Smith	president@ncucricket.com	0438 229 589
NCU Vice-President	Andre Maddocks	andremaddocks@gmail.com	
NCU Vice-President	Kel Gray	kel.gray@progility.com.au	
Committee Member	Rob Stevens	generalsecretary@northscricket.com	
Committee Member	Steve Si	steveallan.si@gmail.com	
Committee Member	Matt Roberts	wrens_secretary@hotmail.com	
Committee Member	Shane Cotton	president@ndca.org.au	
Committee Member	Greg John	blkpearl@optusnet.com.au	

1.6 Match Review Chairman (MRC)

Matthew Smith mrc@ncucricket.com

1.7 MRC Reports Secretary

John Vaughan-Williams ncu.reportssecretary@ncucricket.com

1.8 Representative Team Manager

Matthew Smith repteam@ncucricket.com

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 can be accessed from the following link:

<https://sport.marshadvantage.com.au/cricket/documents/Checklist.pdf>

An electronic version of the checklist can be downloaded from Google Play (Android) or App Store (Apple). For further details visit the following link:

<https://sport.marshadvantage.com.au/cricket/player>

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/laws-of-cricket/laws/>

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 Bureau of Meteorology (BOM) Weather app

In a change from recent seasons, the BOM Weather app is now the official app used by the NCU to determine weather conditions (excluding for Poor Air Quality, which is detailed in Section 4.4 below), in particular the "Feels Like" feature to determine Heat. The app can be downloaded from Google Play (Android) or App Store (Apple). For further details, visit the following link:

<http://www.bom.gov.au/app/>

1.10 Club Contact Details

Club	Primary Contacts	Secondary Contact
Artarmon Maestros	Kalyan Raju Gaddiraju artarmonmaestros@gmail.com	Yogesh Gunaji yogeshgunaji@gmail.com
Bethel CC	Greg John blkpearl@optusnet.com.au	Karthic Nagarajan karthic_22@hotmail.com
Cammeray Cricket Club	Steve Si steveallan.si@gmail.com	Wade Ridley wade_ridley@hotmail.com
Carlingford Waratah	Greg Wark cwcc-pres@optusnet.com.au	Tom Wark tomwark234@gmail.com
Central Cricket Club	Richard Wathen richardwathen@optusnet.com.au	Mark Burling mark.burling@workext.com.au
Chatswood Gypsies Cricket Club	James Waller president@gypsiescricket.com	Greg Hodgkinson gregh@indigispace.com
Chatswood Premier Sports Club	Pankaj Kumathekar crsvp.2023@gmail.com	Ravi Prakash ravip.2006@gmail.com
Chatswood West Cricket Club	Narendra patil info.cwccsydney@gmail.com	Vaibhav Purohit space.vaibhav@gmail.com
Comenarra	James Stroud jstroud19869@gmail.com	Shane Wall shane.wall@stantonhp.com
Crows Nest Rebels Cricket Club	Declan Byrne Declan.byrne@live.com.au	Grant Barnes grant@grantbarnes.com.au
GenX Sports Club	KPS Kahlon K3tan.01@gmail.com	Ankit Bagdi Ankit@genxsports.com.au
Killara Bingles	Randev Sappany killarabingles@gmail.com	Lawrence Lowe Lawrence000017@gmail.com
Kirribilli Cricket Club	Tony Cox aapcox@hotmail.com	Nish Dagli nishdagli@gmail.com
Macquarie University Cricket Club	Graham Lego muccpresident@gmail.com	Myles Lego muccsecretary@gmail.com
Neutral Bay Jets	Tyson Oates tyson@reddogconstructions.com.au	Charlie Kelly charliekelly158@gmail.com
North Ryde RSL	Kel Gray kel.gray@progility.com.au	Ben Whitbread benjamin.whitbread@hotmail.com
North Shore Cricket Club	Simon Burns president@northshorecc.org.au	Sam Irvine vicepresident@northshorecc.org.au
North Sydney Leagues Cricket Club	Mark Beckman nslcricket@gmail.com	James Yardley james.yardley@gmail.com
Northbridge	Andre Maddocks andremaddocks@gmail.com	John Vaughan-Williams johnvw90@hotmail.com
Old Ignatians Cricket Club	John Colquhoun johnnyc@bigpond.com	Alan Broadbent alan.broadbent@aecom.com
Pymble Pigs	Nathan Horley nathan.horley916@gmail.com	Andrew Rout andrew.rout@westpac.com.au
Rydalmere Cricket Club	Matt Roberts wrens_secretary@hotmail.com	Ian Goulding igwas.here@gmail.com
Sydney United	Prashant Barwal president.ucc.club@gmail.com	Pankaj Gupta secretary.ucc.club@gmail.com
West Epping CC	Andrew Tenni atsport18@yahoo.com.au	Nick Papadoniou westeppingcricket@gmail.com
West Pymble Cricket Club	Nick Brady nbv@bigpond.net.au	Scott Austin sku.austin@gmail.com
West Ryde Rovers	Philip Mundy seniorcricket@wrrcc.com.au	Anant Shah secretary@wrrcc.com.au

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 2017 (3rd Edition) 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

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

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.

Complete player details are to be recorded in the competition management system, 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.

2.8 Player Qualifications (Semi Finals and Finals)

To be eligible for finals, a player must have been named on the electronic match system and participated in a minimum of four competition matches, including at least 3 of their last 5 matches for that team in the NCU competition in the current season. A maximum of one abandoned match can be counted towards the qualification.

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 four matches in that higher grade.

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 Player Permits

A player permit is required under the following circumstances:

- A player representing different teams from the same club in the same grade
- A player who has played more than three games in a higher-grade banding either in the current season; or the preceding season, playing in a lower grade banding.
- A player representing different teams from the same club on the same day
- A player who was not nominated in the team list prior to the commencement of the season
- A player in the finals series who has not qualified for the finals (refer Section 2.8) for the team

A grade banding refers to a group of grades as set out below:

- Band 1: 1st Grade
- Band 2: 2nd Grade
- Band 3: 3rd Grade and A 1 Day Grade
- Band 4: 4th Grade and B 1 Day Grade
- Band 5: 5th Grade and C 1 Day Grade
- Band 6: 6th Grade and D 1 Day Grade

Permission is not required for transfers within the same banding.

Permission is not required where a team changed grade from the previous season for players named on the team nomination form.

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

Permits are to be submitted via a designated online form by the Thursday before the weekend.

A list of all permits will be available from the NCU website.

2.11 Defaulters and Players Suspended by Other Cricketing Bodies

Any player who is in default to an appropriately affiliated 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.

2.12 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.

2.13 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: 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.
- 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.

2.14 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.community.cricket.com.au/clubs/policies/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) 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.

- f) All players do not drink alcohol or smoke during the hours of 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.

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 Secretary of the complainant club shall communicate the complaint in writing to the Secretary of their Association for resolution by the NCU Executive.

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 the NCU MRC Reports Secretary. All such reports and complaints must be submitted by either the official umpire, team captain and/or the club President. The NCU Reports Secretary will act as the liaison between the complainant club/team/player, the alleged offending club/team/player, and the independently appointed Match Review Chairman, who will review the submissions and make a determination and publish their findings to all parties via the NCU Reports Secretary.

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

Upon receipt of this report/complaint, the NCU Reports Secretary will advise and email the alleged offending club a copy of the report. This notification will be made to the alleged offending club at the earliest available time by the NCU Reports Secretary. The notification will be emailed to club President or Secretary of the alleged offending club/team.

Once a reply has been received by the NCU Reports Secretary from the alleged club/team/player, he/she will forward all the documentation to the independently appointed NCU MRC who will make a determination as to the findings and advise both parties with a copy to the NCU Reports Secretary. 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.

The NCU MRC 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.

3.4.2 Appeals Process

First 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 Reports Secretary who will pass the matter to the NCU Executive 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 \$150 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; 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 on turf wickets.

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 8am on morning of play and subject to weather conditions.

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

The “Feels like” or effective temperature from the nearest weather station on the Bureau of Meteorology app shall be used to determine the following additional stoppages due to heat.

4.3.1 Matches on Grounds with Grass Fields

Level 1 – The umpires (or the captains where there are no umpires) shall schedule additional drinks intervals in the event that the “feels like” temperature exceeds 37 degrees Celsius. The drinks interval shall be of 10 minutes duration. Players and umpires may leave the field of play during this interval.

Level 2 – Play shall cease immediately in the event the “feels like” temperature at the nearest weather station exceeds 42 degrees Celsius.

Resumption of Play – Play shall resume if the “feels like” temperature drops to 42 degrees or less.

4.3.2 Matches on Grounds with Synthetic Fields

Level 1 – The umpires (or the captains where there are no umpires) shall schedule additional drinks intervals in the event that the “feels like” temperature exceeds 32 degrees Celsius. The drinks interval shall be of 10 minutes duration. Players and umpires may leave the field of play during this interval.

Level 2 – Play shall cease immediately in the event the “feels like” temperature at the nearest weather station exceeds 38 degrees Celsius.

Resumption of Play – Play shall resume if the “feels like” temperature drops to 38 degrees or less.

4.3.3 Loss of Playing Time (Due to Extreme Heat)

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.health.nsw.gov.au/environment/air/Pages/aqi.aspx>) 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.



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

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

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.

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, to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

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
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

Result	Points
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 scheduled 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.

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.

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, to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

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 times of the scheduled break and/or end of play shall be extended by up to thirty minutes, equal to the length of the interruption.

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 innings 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. If an over is in progress during an interruption in play, the bowler may complete that over.

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, to constitute a match. If the minimum over requirement is not met, then the match result will be determined as a No Result.

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 flat inner ring markers (not boundary cones), white landscape chalk, or white temporary grass marking paint (grass fields only) 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 on the playing surface is not possible, players and umpires should use the midway point between the closest points of the pitch and the boundary.

It is the responsibility of the home team (the team named first in PlayHQ) to supply flat inner ring markers or chalk/paint to mark the inner ring. The inner ring should be marked and agreed by both captains prior to the toss.

Where flat inner ring markers are used to mark the inner ring, the ball shall continue to be considered to be in play if it hits a marker and play should continue until the ball finally comes to rest, as with any other delivery.

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**.

If neither umpire calls and signals Dead ball **prior to the delivery of the ball**, then the ball shall be considered in play until such time as the ball finally comes to rest, as with any other delivery.

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. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

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.

Amendment to Law 12.7 Last hour of match – Interruptions of play – delete section.

Amendment to Law 12.8 Last hour of match – Intervals between innings – delete section.

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.

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 – Batsman 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.