



2026-27 SEASON PLAYING CONDITIONS

**VERSION 2.3
(AS AMENDED JULY 2026)**

The Playing Conditions set down in this document are to be read in conjunction with the Constitution of the Sutherland Shire Cricket Association ('the Association'), the By-Laws of the Association, and the Marylebone Cricket Club (MCC) Laws of Cricket. They are applicable to all competition matches sanctioned by the Association.

These Playing Conditions are to operate from 1 September 2026.

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Playing Conditions

Laws of Cricket

The MCC Laws of Cricket 2017 Code (4th Edition 2026) [“the Laws”] apply to all matches sanctioned by the Association. In the event of a conflict between the Laws and the Playing Conditions, the Playing Conditions take precedence.

In these Playing Conditions “No Changes” means no changes to the Laws and they apply as written.

Spirit of Cricket and Association Code of Conduct

Players, umpires, and officials must act in a way consistent with the Preamble of the Laws and will follow the Association’s Code of Conduct prescribed at Schedule 1.

1. Law 1 – The Players

1.1. | Eligible Players

- 1.1.1. All team members nominated to play in an Association competition match (including substitute fielders) must be registered members of the Association¹.
- 1.1.2. All team members nominated to play in an Association competition match in a particular grade (including substitute fielders) must be eligible to play in that grade².

1.2. | Minimum Number of Players

- 1.2.1. A team may not take part in a match with fewer than six eligible players. A team must forfeit the match if they do not have six players present at the required time.
- 1.2.2. To commence fielding, six eligible players must be present at the prescribed start of play and throughout the duration of the fielding innings.
- 1.2.3. To commence batting, five eligible players must be present at the prescribed start of play. However, should the fourth wicket be lost with no further batters available, the game will be considered to be forfeited.

Clarifying Note: Previously dismissed batters and fielders temporarily absent from the field will be considered ‘present’ for the purposes of this Playing Condition.

1.3. | Requesting a one-day match due to insufficient players

- 1.3.1. If a team can only field the minimum number of players for one day of a two-day match, the team may request that the match be played as a one-day match on the applicable day.

¹ Please refer to Section 3 of the Association By-Laws when considering whether a nominated team member is a registered member of the Association.

² Please note Clause 3.2 of the Association By-Laws:

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- 1.3.2. The captain of the forfeiting team must seek the approval of the opposing captain. If the two captains do not agree, the match will be forfeited.
- 1.3.3. If the captains agree, the captain of the forfeiting team must seek approval from the SSCA Secretary or Competition Director to play the match as a one-day match.
- 1.3.4. If the Association approves the request:
 - Three (3) competition points will be allocated to the non-forfeiting team
 - The match will be played as a 30 over per side one day fixture, with the winning team receiving three (3) competition points and the losing side receiving one (1) competition point.

1.4. | Protection of young bowlers

- 1.4.1. Players under the age of 19 may only bowl as permitted under Cricket Australia's guidelines (see Schedule 2).
 - Note: Players age for bowling restrictions will be calculated based on their age as at 31 August and remain unchanged for the entire season
- 1.4.2. Where a player under the age of 19 has played in another match (in a Cricket NSW-affiliated association) on the same day as an Association match in which they intend to bowl, overs previously bowled will count towards the player's daily allotment under the Cricket Australia guidelines.
- 1.4.3. It is the captain's responsibility to ensure no bowler breaches the Cricket Australia guidelines, and to inform the umpires of any restrictions and overs previously bowled.

1.5. | Attire

- 1.5.1. All players must wear proper cricketing attire. This consists of a collared shirt, long trousers, socks, and enclosed footwear, and may include sweaters, jackets, caps, or hats as desired.
- 1.5.2. All playing clothing must be a design approved by the Association executive or standard cricket attire predominantly white or cream in colour.
 - 1.5.2.1 Females playing in Sutherland Shire Cricket Association competitions may wear coloured trousers that have been approved by the Sutherland Shire Junior Cricket Association.
- 1.5.3. Shoes must be shoes that provide suitable protection, grip and stability while playing.
- 1.5.4. Unless the match is being played on a turf wicket, shoes with attached or moulded sprigs, bars, cleats, studs, or spikes must not be worn.
- 1.5.5. Official club playing shirt designs must be submitted to the Executive for review and approval and should be resubmitted if significant changes are made to the design.
- 1.5.6. Infringement of subsections 1.5.1, 1.5.2, 1.5.3, 1.5.4, and 1.5.6 of the Playing Conditions will result in a fine, as prescribed in Schedule 3.
- 1.5.7. It is the duty of the umpire to warn any player regarding breaches of subsections 1.5.1, 1.5.2, 1.5.3, 1.5.4, and 1.5.6 of the Playing Conditions.

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- 1.5.8. If the warning of an umpire is ignored, the umpire should bring the matter to the notice of both captains and submit a report through his Secretary to the Executive Committee.

2. Law 2 – The Umpires

Law 2.10 of the MCC Laws of Cricket 2017 Code (3rd Edition 2022) Umpires changing ends shall not apply. The umpires shall not change ends during the match.

2.1. | Official umpires

- 2.1.1. In Association matches, the Sutherland Shire Cricket Umpires Association Appointments Board (“Appointments Board”) will appoint official umpires.
- 2.1.2. If a match with an official umpire is completed on the first day only, the Appointments Board may transfer the affected umpire to any match where one official umpire has been appointed.
- 2.1.3. No umpire may be transferred to a match where there is no official umpire in attendance.
- 2.1.4. At the conclusion of a match to which an official umpire has been appointed, each team must pay umpire’s fees as appropriate.
- 2.1.5. If making such a payment is not possible at the conclusion of the match, the fees must be paid within seven days.

2.2. | Duty umpires

- 2.2.1. Unless otherwise directed, a team from each grade will be appointed to undertake umpiring duty in each round.
- 2.2.2. The designated duty teams must provide at least two umpires per match per day.
- 2.2.3. Matches at which duty teams are to officiate will be published in the official draw unless otherwise advised.
- 2.2.4. It is the responsibility of the duty team (or club) to allocate umpires to each match. Duty umpires may interchange as desired.
- 2.2.5. When an official umpire is in attendance, duty umpires will umpire at the striker’s end (i.e., square leg) only.
- 2.2.6. Duty umpires must be in attendance 30 minutes before the scheduled commencement time, to check that stumps have been set up correctly and check boundaries for distance and equality.
- 2.2.7. Duty umpires have the authority of official umpires and are required to report to the Association any player or team infringing the Laws, Spirit of Cricket, or Association rules or Playing Conditions.
- 2.2.8. With Association approval, former registered players who are legitimate club members with an awareness of the Laws and Playing Conditions may deputise as umpires for duty team players. Their responsibilities are the same as registered players acting as a duty umpire and the club is accountable for their actions or inactions. Registered players from other grades may fulfil duty umpiring obligations.

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- 2.2.9. Duty umpires must clearly print their name at the top of the page of the scorebook, for reporting in Play HQ.
- 2.2.10. Members of duty teams who are qualified umpires and are appointed to officiate at a match by the SSCUA are entitled to a fee as prescribed.
- 2.2.11. Duty teams will receive a maximum of six points for each round of umpiring duty. Teams failing to comply with duty team conditions will incur penalties as per Schedule 3.
- 2.2.12. Duty teams not complying with duty umpiring conditions are required to submit a detailed written report within seven days.
- 2.2.13. Teams and/or clubs not complying with the spirit of duty team responsibilities will render themselves liable to disaffiliation.
- 2.2.14. The minimum dress standard for duty umpires is a light-coloured shirt, shorts, and enclosed footwear. Red tonings are not permitted.

2.3. | Absence of umpires

- 2.3.1. In the event of appointed or duty umpires being absent, the appointment of others to take their place will be at the discretion of the captains of the teams concerned.
- 2.3.2. If captains fail to agree, an officer of the Association will make the appointment. Their decision is final.

2.4. | Fitness of conditions for play

- 2.4.1. In Association matches, official umpires have sole discretion in deciding whether conditions are fit for play. For games which have not been assigned official umpires, captains must agree on whether conditions are fit for play. If the captains disagree, the duty umpires should decide. If the duty umpires disagree, play is suspended or remains suspended.
- 2.4.2. In the event that a lightning flash occurs and is followed by thunder within 30 seconds, play must cease immediately. Play must not resume until 30 minutes after the last such lightning flash that was followed by thunder within 30 seconds.

3. Law 3 – The Scorers

No changes

4. Law 4 – The Ball

At the taking of a wicket, or at any interval for drinks, the player who last fielded the ball will be responsible for placing it next to the stumps at the end of the pitch where the next ball/over will be bowled.

4.1. | Dimensions and type of ball

- 4.1.1. The type of ball to be used in Association competition matches will be determined by the Executive Committee prior to the commencement of each season and notified at the Adjourned Annual General Meeting.
- 4.1.2. The Association retains the right to nominate that affiliated clubs purchase balls from a particular source.

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4.1.3. Each team must provide a new ball for each match.

4.1.4. Each team must have a suitable replacement in readiness, if required.

4.2. | New Ball

4.2.1. Unless otherwise agreed to before the toss, either captain may demand a new ball at the start of each innings.

4.2.2. After 200 runs have been scored, the captain of the fielding side has the right to use a new ball or a ball of suitable quality.

4.3. | Ball lost or becoming unfit for play

4.3.1. In the event of a ball being lost during play or, in the opinion of the umpires, becoming unfit for play, the umpires must allow it to be replaced by one that, in their opinion, has had a similar amount of wear. If the ball is to be replaced, the umpires must inform the batter.

4.3.2. The replacement ball should be of a make and quality approved by the Association.

Clarifying Note: If it is not possible to ascertain the make and quality of a proposed replacement ball as a result of natural wear and tear, captains (or their representatives) may agree to use it nonetheless, provided it otherwise meets the criteria as set out in Law 4 of the Laws.

4.4. | Ball in use at the conclusion of the first day's play

4.4.1. At the conclusion of the session, or if play is suspended for ground, weather, light or any other reason, the fielding captain shall place the ball in a plastic bag carried by an umpire and provide it to an umpire to maintain the integrity of the ball.

5. Law 5 – The Bat

No changes

6. Law 6 – The Pitch

No Changes

7. Law 7 – The Creases

No Changes

8. Law 8 – The Wickets

8.1. | The Stumps

- a) Each umpire shall be responsible for the maintenance of the set of stumps at their end of the pitch prior and during the match.
- b) Each umpire will be required to set up the stumps at their end prior to the time of the toss.
- c) The match stumps are not to be used for the purpose of player warm-ups.
- d) Additionally, the responsible umpire will be the only person allowed to remake the stumps during play. Where only one umpire is appointed, they shall be responsible for both sets of stumps.

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9. Law 9 – Preparation and Maintenance of the Playing Area

9.1. | Sweeping

- 9.1.1. Where a match is played on a non-turf pitch, the pitch may be swept during the progress of the game, at the discretion of the captains or, if they disagree, the umpires.

9.2. | Preparation of the ground

- 9.2.1. It is the responsibility of both teams to carry out remedial work in an attempt to make the ground fit for play. Both teams are to provide genuine and constructive assistance in carrying out the remedial work.

10. Law 10 – Covering the Pitch

No Changes

11. Law 11 – Intervals

No Changes

12. Law 12 – Start of Play, Cessation of Play

12.1. | Last hour of Match

- 12.1.1. All Clauses relating to the number of overs to be bowled in the last hour of a match do not apply in Association competitions.

SSCA standard match requirement for minimum 15 overs per hour shall apply - see Law 43.5.1

13. Law 13 – Innings

13.1. | The toss

- a) At the coin toss, each umpire and both captains must maintain physical distancing requirements (1.5m) with the umpire to supply their own coin and be responsible for the toss of the coin. The away team captain shall call.
- b) Physical team sheets shall be used and be available for perusal at the toss. Prior to the toss each captain shall show the opposing captain and the umpires the team sheet for their team. An umpire shall take a photograph of both team sheets prior to the toss. The umpire shall keep the photograph of both team sheets until the end of the season. It is an option for either captain to take a photograph of the opposition team sheet. Each captain shall retain their team sheet for the duration of the match.

13.2. | The toss – late start

- 13.2.1. In any match, the side responsible for a late start forfeits the right to choose whether to bat or field.
- 13.2.2. A side is deemed responsible for a late start if, at the time for the toss (i.e., no later than 15 minutes before the scheduled time for the start of play), their boundary markers and stumps are not in place, their scorebook or kit is not available, or they are unwilling to carry out the toss.

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13.2.3. In the event the toss is carried out and no play takes place on Day 1, that toss will be disregarded, and a further toss carried out prior to the start of play on Day 2. A team may be changed without the consent of the opposing captain up to the time of the second toss.

14. Law 14 – The Follow-On

No Changes

15. Law 15 – Declaration and Forfeiture

No Changes

16. Law 16 – The Result

No Changes

17. Law 17 – The Over

No Changes

18. Law 18 – Scoring Runs

No Changes

Clarifying Note: Batters can no longer “cross” while a catch is being taken and the new batter must take their position at the end of the batter dismissed when they arrive at the crease

19. Law 19 – Boundaries

19.1. | Boundary of the playing area

19.1.1. Before the toss for innings, the umpires will agree with both captains on the boundary of the playing area.

19.1.2. In the absence of a boundary fence or white boundary line, flags, plastic domes, or witches’ hats should mark the boundary. The imaginary straight line joining such points will be regarded as the boundary

19.1.3. Each side must provide a minimum of eight boundary markers.

19.1.4. The ball striking an obstacle or person within the playing area will not be regarded as a boundary unless so decided by the captains and umpires before the toss for innings.

19.2. | Runs scored for boundaries

19.2.1. In exceptional circumstances and before the toss for innings, the umpires may agree with both captains the runs to be allowed for boundaries and in deciding the allowance for them.

Clarifying Note: Clause 19.2.1 provides for captains to agree a number of runs be awarded should an obstruction on the field of play be struck by the ball.

20. Law 20 – Dead Ball

No Changes

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21. Law 21 – No Ball

21.1. | Non-Turf Pitches – No Balls

- 21.1.1. Where a non-turf pitch is used, any ball bowled and pitching off such pitch on either side of it is held to be a No Ball.

Clarifying Note: Where a non-turf pitch is not flush with the surrounding ground, a ball striking the edge of the pitch will be considered to be a No Ball.

21.2. | Free Hit – One day Matches ONLY

- 21.2.1. When No ball has been called, and neither batter is out under Playing Conditions clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out) the next legal delivery bowled shall be a free hit for whichever batter is facing it.
- 21.2.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.
- 21.2.3. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.2.4. There is a change of striker or
- 21.2.5. The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.2.6. For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.
- 21.2.7. The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

22. Law 22 – Wide Ball

No Changes

Clarifying Note: If a batter moves during the delivery of a ball the Umpires need to assess a wide based on the batters position when trying to hit the ball before calling wide

23. Law 23 – Bye and Leg Bye

No Changes

24. Law 24 – Fielders' Absence; Substitutes

24.1. | Substitute Fielders

- 24.1.1. Substitute fielders must be members of the club they are substituting for and must be registered with the Association.
- 24.1.2. Unless prior approval from the SSCA Secretary, General Manager, Assistant General Manager or Competition Director/Recorder has been sought, no player may substitute field in a grade in which they are not eligible to play.
- 24.1.3. A team may not field more than three substitute fielders at the same time.

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25. Law 25 – Batsman's Innings; Runners

No Changes

Clarifying Note: Striker can hit a ball that is off the pitch if:

- it is safe for batter and fielders (batters and fielders)
- the ball is still moving
- some part of the striker remains on the pitch (i.e., at least a foot must remain on the pitch)

26. Law 26 – Practice on the field

No Changes

27. Law 27 – The Wicketkeeper

No Changes

28. Law 28 – The Fielder

No Changes

29. Law 29 – The Wicket is Broken

No Changes

Clarifying Note: If a striker does not have their helmet strap done up and helmet falls off and hits the wicket – striker is out (i.e., is not considered detached equipment)

30. Law 30 – Batsman Out of His/Her Ground

No Changes

31. Law 31 – Appeals

No Changes

32. Law 32 – Bowled

No Changes

33. Law 33 – Caught

No Changes

34. Law 34 – Hit the Ball Twice

No Changes

35. Law 35 – Hit Wicket

No Changes

36. Law 36 – Leg Before Wicket

No Changes

37. Law 37 – Obstructing the Field

No Changes

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38. Law 38 – Run Out

No Changes

39. Law 39 – Stumped

No Changes

40. Law 40 – Timed Out

No Changes

Clarifying Note: Reinforcement that an incoming batter must be ready to receive the ball within 3 minutes of a wicket (dismissal or retirement)

41. Law 41 – Unfair Play

41.1. | Bowling of dangerous and unfair non-pitching deliveries

41.1.1. Any delivery which passes or would have passed above the waist height of the striker, standing upright at the crease, on the full, must be called a No Ball.

41.1.2. Any delivery which passes or would have passed above the waist height of the striker, standing upright at the crease, on the full, is deemed dangerous and unfair if in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.

41.1.3. In the event of a bowler bowling a ball as described in clause 41.1.2 above, the umpire at the bowler's end must, in the first instance, call and signal 'no ball' and, when the ball is dead, caution the bowler. The caution applies throughout the innings. The umpire must inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

41.1.4. Any subsequent delivery as defined in 41.1.2 above in the same innings will attract a final warning.

41.1.5. In the event of a third such delivery in the innings the bowler will not be allowed to bowl again in that innings. The over must be completed by another bowler who did not bowl the previous over and may not bowl the following over.

41.1.6. The umpire must report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side and the Association Executive.

41.2. | Condition of the ball

41.2.1. | Umpire(s) inspecting the ball.

Should the umpire need to inspect the ball, the fielding captain should be instructed to present the ball to the umpire who will then visually inspect the condition of the ball. Should any repair work be required, or the umpire wishes to further inspect the shape of the ball, they may undertake this work personally. However, umpire(s) should sanitise their hands immediately before and after completing the work on the ball.

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41.2.2. | Changing the condition of the ball.

It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out their normal duties, a batter is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat.

A fielder may, however:

- a) polish the ball on their clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.
- b) remove mud from the ball under the supervision of an umpire.
- c) dry a wet ball on a piece of cloth that has been approved by the umpires.

Saliva must not be used to polish cricket balls (or any other equipment).

Sweat from the face, neck or arms may be used.

41.2.3. | Enforcement Procedures

- a) If the umpires believe that saliva has been applied to the ball, the umpires shall:
- b) If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.
- c) If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
- d) If it is a third or subsequent instance, award 5 Penalty runs to the batting side.
- e) The ball shall not be changed, but the umpires shall wipe the ball with an appropriate cloth.
- f) The umpire(s) shall report the occurrence of a third or subsequent instance as soon as possible after the match to the Executive of the Sutherland Shire Cricket Association, who shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.

42. Law 42 – Players' Conduct

42.1. | Inapplicability of Law 42

- 42.1.1. Law 42 does not apply in Association matches; it is replaced by the Association Code of Conduct (See Schedule 1)

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42.2. | Alcohol, Vaping and Smoking

- 42.2.1. The drinking of alcohol by players, scorers, and officials during the course of Association matches is not permitted.
- 42.2.2. Smoking or vaping on the field of play during a match is not permitted.
- 42.2.3. A player reported for not complying with this requirement will result in the player being dealt with as per the Code of Conduct (see Schedule 1)

43. Two-Day Matches

43.1. | Match format

- 43.1.1. Two-day matches will constitute of 60 overs per team, with the team scoring the most runs being declared the winner.

43.2. | Player nominations

- 43.2.1. Up to 14 players may be nominated on the team sheet exchanged prior to the commencement of the match.
- 43.2.2. Up to 11 players may bat or bowl in any given innings. As per the Laws, no more than 11 players may field at any given time.

Clarifying Note: For the purposes of this Playing Condition, the wicketkeeper at the start of play is considered to be a 'bowler'.

43.3. | Playing times

- 43.3.1. Matches commence at 1:15pm and conclude at 5:25pm (unless a result has already been achieved).
- 43.3.2. A drinks break, of ten minutes duration, may be taken after either 30 overs have been bowled (i.e., the midpoint of the allocated overs) or at 3:15pm (i.e., the midpoint of the playing time).
- 43.3.3. Additional drinks break(s) may be taken when required by playing conditions. Both captains must agree to the timing of additional drinks breaks before the start of play.

Additional drinks breaks will apply to both days if applied on day 1.

Unless a result is achieved earlier, any playing time lost for additional drinks breaks is to be made up with play to continue after the scheduled playing time until no later than 6:00pm

43.4. | Inclement weather

- 43.4.1. Unless a result is achieved earlier, any playing time lost for inclement weather can be made up with play to continue after the scheduled playing time until no later than 6:00pm
- 43.4.2. For the additional playing time to be utilised both captains must agree to an extension prior to the commencement of the match.
- 43.4.3. If there is no agreement play will conclude at 5:25pm

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43.5. | Over Rate

- 43.5.1. During the course of the match, a minimum of 15 overs must be bowled per hour.

43.6. | Interruptions to play.

- 43.6.1. If there is an interruption to play during the innings of a team batting first, the allotted overs for each team will be reduced by one for every eight minutes of playing time lost. This may result in the team batting first continuing its innings on Day 2.
- 43.6.2. If captains disagree on whether play can take place on Day 1, both teams must stay at the ground for at least two hours before play is abandoned for the day, or until the captains reach agreement.

Clarifying Note: Should no play take place on Day 1; the match will be played on Day 2 as a 30 over match.

43.7. | Match abandoned.

- 43.7.1. If interruptions to play prevent the team batting second from facing its allotted overs by the scheduled finish time on Day 2, the match will be abandoned (unless a result has already been achieved).
- 43.7.2. If interruptions to play result in less than 25 overs having been completed by each side, the match will be abandoned (unless a result has already been achieved).

Clarifying Note: If a team is dismissed or declares its innings closed having faced less than 25 overs, it will be considered to have been completed for the purposes of 43.7.2.

43.8. | Outright results

- 43.8.1. If playing time still remains after a result has been achieved, play may continue if either captain believes that an outright (i.e. second innings) result may be possible.

The remaining playing time at the commencement of innings 3 & 4 (the second innings of both teams) will be divided by 4 to calculate the minimum number of overs to be bowled.

Any Time lost for additional drinks breaks (43.3.3) or inclement weather (43.4.1) must be included in the number of overs calculation

Both Captains and the Umpires will agree and record the minimum over calculation result.

Clarifying Notes: Times are determined by the time keeping device (i.e. watch, mobile phone etc.) being used by the match umpire(s)

A minimum 15 overs are expected to be bowled between 4:25 pm and 5:25pm unless a result has been achieved or play has ceased under condition 43.8.2

- 43.8.2. If play continues, the match will conclude at the scheduled finishing time, unless captains decide that an outright result is no longer possible.

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- 43.8.3. There is no limit to the number of overs faced by a team in its second innings of the match.
- 43.8.4. In the event that the calculated minimum number of overs for innings 3 & 4 (the second innings of both teams) have not been bowled at the scheduled finishing time, and play has not ceased under clause 43.8.2 the result shall be recorded as pending and referred to the Match Review Committee to review, confirm the result and/or take any further actions.

Team captains will be required to submit a match report that includes details of why the minimum number of overs, as calculated, were not bowled.

43.9. | Minimum Batting Time

- 43.9.1. If an innings ends on Day 1 with less than 25 minutes (i.e. 10-minute change over + 15 minutes batting time) remaining before the scheduled finishing time (i.e. 5:00pm), play will conclude for the day.

Clarifying Note: Times are determined by the time keeping device (i.e. watch, mobile phone etc.) being used by the match umpire(s)

43.10. | Overs Not Bowled

- 43.10.1. If up to two of the allotted overs have not been bowled at the scheduled finishing time **(5:25pm)** (i.e., 58 or 59 overs bowled, assuming no loss of time), play will be extended to allow the overs to be bowled.
- 43.10.2. If, **on Day 1**, more than two of the allotted overs have not been bowled at the scheduled finishing time (i.e., 57 or less overs bowled, assuming no loss of time), play will continue until the full allotment is bowled (unless the team batting first is dismissed or declares its innings closed). The team batting second shall only receive the same number of overs that they had bowled at the scheduled finish time **(5:25pm)** on day one.

Clarifying Note: Prior to imposing the penalty at 43.10.2, umpires should take into consideration whether either team (or both) have been responsible for the delays (e.g., through deliberate time wasting, a late start, extended drinks breaks etc.)

43.11. Two Day Match – Summary Table

Overs	60 overs per team
Player Nominations	14 players, of which only 11 may bat or bowl in any given innings (inclusive of the wicket keeper)
Playing Times	1:15pm to 5:25pm Drinks break (of 10 minutes duration) after 30 overs or at 3:15pm. Captains may agree additional breaks in hot weather.
Over Rate	Minimum 15 overs per hour
Bowling Restrictions	N/A (apart from Cricket Australia Protection of Young Bowlers restrictions)
Abandonment	After two hours, unless captains agree play is not possible. If Day 1 is abandoned, the match is played as a 30 over per side match on Day 2.
Interruptions to Play	Overs reduced by one for every eight minutes lost (for interruptions during the first innings only). Captains may agree additional time where time lost for inclement weather
Match abandoned	If the team batting second does not receive its full allotment of overs by the close of play, the match is abandoned (unless a result has already been achieved). If less than 25 overs have been completed by each side, the match is abandoned (unless a result has already been achieved).
Option for Outright Win	If either captain believes an outright result may be obtained, the match will continue. It will conclude at the scheduled finishing time, or when team captains agree further result is not possible
Follow-On	Minimum 75 runs
Minimum batting time	An innings shall not commence after 5pm on Day 1
Overs not bowled	If only 58 or 59 overs are completed by 5:25pm, play shall be extended to finish the remaining overs. If 57 or less overs are completed by 5:25pm, play will cease and the team batting second will face the same number of overs as they've bowled
Bonus Points	Not Applicable
Scores	Must be uploaded by the Home team to Play HQ by 7:00pm on the Tuesday following completion of the match

44. One Day Matches

44.1. | Match Format

- 44.1.1. One day matches will constitute of 30 overs per team, with the team scoring the most runs being declared the winner.
- 44.1.2. If the team batting first is dismissed or declares its innings closed in fewer than its full quota of overs, the team batting second is still entitled to its full quota of overs.
- 44.1.3. One day matches are single innings only (i.e., there is no scope for a second innings, or outright results)

44.2. | Player nominations

- 44.2.1. Up to 12 players may be nominated on the team sheet exchanged prior to the commencement of the match.
- 44.2.2. Up to 11 players may bat or bowl in any given innings.

Clarifying Note: For the purposes of this Playing Condition, the wicketkeeper at the start of play is considered to be a 'bowler'.

44.3. | Playing times.

- 44.3.1. Matches will commence at 1:15pm and conclude at 5:30pm (unless a result has already been achieved). There will be a 15-minute interval for a change of innings.
- 44.3.2. Unless play is interrupted, the first innings will conclude no later than 3:15pm, with the second innings commencing no later than 3:30pm.
- 44.3.3. Deleted
- 44.3.4. Additional drinks break(s) may be taken when required by playing conditions. Both captains must agree to the timing of additional drinks breaks before the start of play.

Unless a result is achieved earlier, any playing time lost for additional drinks breaks is to be made up with play to continue after the scheduled playing time until no later than 6:00pm

44.4. | Bowling restrictions

- 44.4.1. A bowler may bowl up to six (6) overs in an innings, unless otherwise restricted by provisions at Schedule 2.

Clarifying Note: Where a match has been shortened and the number of overs is not divisible by five (5), for the purpose of calculating the number of overs to be bowled by each bowler, the number of overs is rounded up to the next number of overs divisible by 5. This is then the maximum number of overs that any one bowler can bowl.

Example: If the number of overs is reduced to 23 overs per team, round 23 up to 25 and divide by 5. The maximum number of overs by any one bowler is 5.

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44.5. | Interruptions to play.

44.5.1. If there is an interruption to play during the innings of a team batting first, the allotted overs for each team will be reduced by one for every eight minutes of playing time lost.

44.5.2. If there is an interruption to play and captains agree that conditions have improved to allow play to continue the approved Duckworth Lewis calculator will be used to determine play remaining and target score.

<https://play.cricket.com.au/dls-calculator>

If unavailable use:

<https://apps.apple.com/au/app/duckworth-lewis-standard/id1440416255>

44.5.3. If captains disagree on whether play can take place, both teams must stay at the ground for at least two hours before play is abandoned for the day, or until the captains reach agreement.

44.6. | Match Abandoned

44.6.1. If interruptions to play prevent the team batting second from facing its allotted (normal or revised under DLS) overs by the scheduled finish time, the match will be abandoned (unless a result has already been achieved).

44.6.2. If interruptions to play result in less than 15 overs having been completed by each side, the match will be abandoned (unless a result has already been achieved).

Clarifying Note: If a team is dismissed or declares its innings closed having faced less than 15 overs, it will be considered to have been completed for the purposes of 44.6.2.

44.7. | Overs not bowled.

44.7.1. If the allotted overs have not been completed by the bowling team by the scheduled time for the innings break, play will continue until the full allotment is bowled (unless the team batting first is dismissed or declares its innings closed).

44.7.2. The team batting second will only face the number of overs completed by the scheduled time for the innings break.

Clarifying Note: Prior to imposing the penalty at 44.7.2, umpires should take into consideration whether either team (or both) have been responsible for the delays (e.g., through deliberate time wasting, a late start, extended drinks breaks etc.)

44.8. | Bonus points

Deleted

44.9. | Free Hit for No Ball

44.9.1. For one day matches ONLY Playing Condition 21.2 will apply

44.10. | Legs Side Wide (grades 1 and 2 Only)

Deleted

44.11. One Day Match – Summary Table

Overs	30 overs per team
Player Nominations	12 players, of which only 11 may bat or bowl in any given innings (inclusive of the wicket keeper)
Playing Times	1:15pm to 5:30pm, with a scheduled change of innings at 3:15pm Drinks break (of five minutes duration) - Captains may agree additional breaks in hot weather.
Bowling Restrictions	Six overs maximum per bowler (or one fifth of the overs, if time is lost)
Abandonment	After two hours, unless captains agree play is not possible.
Interruptions to Play	Overs reduced by one for every eight minutes lost (for interruptions during the first innings only). Duckworth Lewis calculator will be used to determine play remaining and target score. https://play.cricket.com.au/dls-calculator Minimum 15 over batting time per team must be available
Match abandoned	If the team batting second does not receive its full allotment of overs by the close of play, the match is abandoned (unless a result has already been achieved). If less than 15 overs have been completed by each side, the match is abandoned (unless a result has already been achieved).
Overs not bowled	The umpires will note the number of overs bowled by 3:15pm, and play shall continue until the required number of overs have been bowled (unless the team batting first is dismissed or declares). The team batting second will only face the number of overs that had been completed by 3:15pm.
Bonus Points	Not Applicable
Scores	Must be uploaded by the Home team to Play HQ by 7:00pm on the Tuesday following completion of the match

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45. 20 Over (T20) Matches

45.1. | Match Format

- 45.1.1. 20 Over (T20) matches will constitute of 20 x 5 ball overs per team, with the team scoring the most runs being declared the winner.
- 45.1.2. If the team batting first is dismissed or declares its innings closed in fewer than its full quota of overs, the team batting second is still entitled to its full quota of overs.
- 45.1.3. 20 Over (T20) matches are single innings only (i.e., there is no scope for a second innings, or outright results)

45.2. | Player nominations

- 45.2.1. Up to 10 players may be nominated on the team sheet exchanged prior to the commencement of the match.
- 45.2.2. A minimum 7 players are required for a match.
- 45.2.3. Up to 9 players may bat or bowl in any given innings.

Clarifying Notes: For the purposes of this Playing Condition, the wicketkeeper at the start of play is considered to be a 'bowler'.

A player registered in another T20 team (regardless of Club) may fill in for another team in a competition match (Excluding Finals), except where they are playing in a team for the same club in the same grade.

A player registered in the T20 Competition may substitute in the field for team from the same club in the same grade, but may not bat or bowl unless agreed by the opposing Captain

45.3. | Playing times.

- 45.3.1. Matches will commence and conclude at their scheduled times (unless a result has already been achieved). There will be a 10-minute interval for a change of innings.
- 45.3.2. Unless play is interrupted, the first innings will conclude no later than 75 minutes after commencement
- 45.3.3. Deleted
- 45.3.4. Additional drinks break(s) may be taken when required by playing conditions. Both captains must agree to the timing of additional drinks breaks before the start of play.

Unless a result is achieved earlier, any playing time lost for additional drinks breaks is to be made up with play to continue until no later than 15 minutes after the scheduled completion time

45.4. | Bowling restrictions

- 45.4.1. A bowler may bowl up to four (4) overs in an innings, unless otherwise restricted by provisions at Schedule 3.

Clarifying Note: Where a match has been shortened and the number of overs is not divisible by five (5), for the purpose of calculating the number of overs to be bowled by each bowler, the number of overs is

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rounded up to the next number of overs divisible by 5. This is then the maximum number of overs that any one bowler can bowl.

Example: If the number of overs is reduced to 13 overs per team, round 13 up to 15 and divide by 5. The maximum number of overs by any one bowler is 3.

- 45.4.2. All overs will be bowled from the same end – nominated at the commencement of play

45.5. | Power Plays.

- 45.5.1. Batting Power Play: Mandatory for first 2 overs of each innings where the fielding team can have 2 fielders outside the circle.
- 45.5.2. Batting Power Surge 2 overs where the fielding team can have only 2 fielders outside the circle.
- 45.5.3. Bowling Power Surge: 2 overs where the fielding team can have 5 fielders outside the circle.
- 45.5.4. If the number of overs in a match is reduced (in total or for second innings only) to following adjustments to Power Play and Power Surge will apply :
- 15 - 19 overs (to less than 20)
 - Power Play and Power Surge remain unchanged
 - 10 - 14 Overs
 - Powerplay will remain in place
 - Batting and bowling Power Surges will reduce to 1 over each
 - <10 overs
 - Powerplay will remain in place
 - Batting and bowling Power Surges will be removed

45.6. | Fielding Restrictions

- 45.6.1. Maximum of 4 fielders outside the circle at any time

45.7. | Interruptions to play.

- 45.7.1. If there is an interruption to play and captains agree that conditions have improves to allow play to continue the approved Duckworth Lewis calculator will be used to determine play remaining and target score.

<https://play.cricket.com.au/dls-calculator>

If unavailable use:

<https://apps.apple.com/au/app/duckworth-lewis-standard/id1440416255>

- 45.7.2. The number of overs remaining for play following the interruption will be calculated by dividing the remaining playing time by 3 minutes - rounded to the next full over.
- 45.7.3. Sufficient playing time to allow a minimum 5 overs per team is required for a Duckworth Lewis calculation to be conducted.

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- 45.7.4. If captains disagree on whether play can take place, both teams must stay at the ground for at least 30 minutes before play is abandoned for the day, or until the captains reach agreement.

45.8. | Match Abandoned

- 45.8.1 If interruptions to play prevent the team batting second from facing its allotted (normal or revised under DLS) overs by the scheduled finish time the match will be abandoned (unless a result has already been achieved).
- 45.8.2 If interruptions to play result in less than 5 overs batting having been completed by each side, the match will be abandoned (unless a result has already been achieved).

Clarifying Note: If a team is dismissed or declares its innings closed having faced less than 10 overs, it will be considered to have been completed for the purposes of 45.8.2.

45.9. | Overs not bowled.

- 45.9.1. If the allotted overs have not been completed by the bowling team by the scheduled time for the innings break, play will continue until the full allotment is bowled (unless the team batting first is dismissed or declares its innings closed).
- 45.9.2. The team batting second will only face the number of overs completed by the scheduled time for the innings break.

Clarifying Note: Prior to imposing the penalty at 45.9.2, umpires should take into consideration whether either team (or both) have been responsible for the delays (e.g., through deliberate time wasting, a late start, extended drinks breaks etc.)

45.10. | Bonus points

Not applicable



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45.11. 20 Over (T20) Match – Summary Table

Overs	20 x 5 ball overs per team
Player Nominations	10 players, of which only 9 may bat or bowl in any given innings (inclusive of the wicket keeper) Minimum 7 players required for a match
Playing Times	70 – 75 minutes per innings - Captains may agree additional breaks in hot weather.
Bowling Restrictions	Four overs maximum per bowler (or one fifth of the overs, if time is lost) All overs will be bowled from the same end
Powerplays	Batting Power Play: Mandatory for first 2 overs of each innings where the fielding team can have 2 fielders outside the circle. Batting Surge: 2 overs where the fielding team can have only 2 fielders outside the circle Bowling Surge: 2 overs where the fielding team can have 5 fielders outside the circle. Impact of reduced overs: >15 overs (to less than 20) • Power Play and Power Surge remain unchanged 10 - 15 Overs • Powerplay will remain in place • Batting and bowling Power Surges will reduce to 1 over each <10 overs • Powerplay will remain in place Batting and bowling Power Surges will be removed
Fielding Restrictions	Maximum of 4 fielders outside the circle at any time excluding bowling power surge
Abandonment	At commencement of play - After 30 minutes, unless captains agree play is not possible. If insufficient time to achieve 5 overs batting time per team

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Interruptions to Play	Overs reduced by one for every seven minutes lost (for interruptions during the first innings only) Duckworth Lewis calculator will be used to determine play remaining and target score. https://play.cricket.com.au/dls-calculator Minimum 5 over batting time per team must be available
Match abandoned	If the team batting second does not receive its full allotment of overs by the close of play, the match is abandoned (unless a result has already been achieved). If less than 10 overs have been completed by each side, the match is abandoned (unless a result has already been achieved).
Overs not bowled	The umpires will note the number of overs bowled after 75 minutes play, and play shall continue until the required number of overs have been bowled (unless the team batting first is dismissed or declares). The team batting second will only face the number of overs that had been completed at the time of 75 minutes play in the first batting innings.
Scores	Must be uploaded by the Home team to Play HQ no later than 7:00pm on the Monday following completion of the match

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Playing Condition Changes	Law 1 – 1.1 Players - A player registered in another T20 team (regardless of Club) may fill in for another team in a competition match (Excluding Finals), except where they are playing in a team for the same club in the same grade. - A player registered in the T20 Competition may substitute in the field for team from the same club in the same grade, but may not bat or bowl unless agreed by the opposing Captain Law 1 – 1.5 Attire - Players may wear tracksuit pants/coloured attire or full whites. All players in the team must wear same uniform. Law 4 – The Ball - Pink ball may be used Law 21 – No Ball - No Balls will be worth 2 runs - No Balls do not get rebowled except in the last over of an innings Law 22 – Wide Ball - Any ball bowled leg side behind batsman's legs that does not hit the wicket. Clarifying Note: If a batter moves during the delivery of a ball the Umpires to assess a wide based on the batter's position when trying to hit the ball before calling wide - Wide balls will be worth 2 runs Wides do not get rebowled except in the last over of an innings
Player Qualification for Finals	Player must have played a minimum of 40% of available matches to play in 1 v 2 finals e.g. 6 match competition (5 matches + final) = 2 matches 8 match competition (7 Matches + final) = 3 matches

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46. Playing Conditions for Finals (excluding 20 Over Competition)

Note: Unless otherwise stated, the Playing Conditions for finals will be those set out in the *Two-Day Matches* section.

46.1. | The Toss

46.1.1. The team higher on the table will have the choice to either toss or call.

46.2. | Interruptions to Play

46.2.1. In the event of interruptions to play, umpires may decide to continue play until 6:45pm on either (or both) days of a semi-final or final.

46.3. | Abandonment of Day 1

46.3.1. Should no play take place on the first day, the match shall be played on the second day as a 30 over one day fixture.

46.3.2. Unless otherwise stated, the Playing Conditions for a 30 over one day fixture will be those set out in the One Day Matches section.

46.3.3. Playing times for a 30 over one day fixture will be 1:15pm to 5:30pm, with a 15-minute innings break. Unless further time is lost, the first innings should conclude no later than 3:15pm.

46.3.4. There will be no bowling restrictions where a 30 over one day fixture is played as a semi-final or final.

46.3.5. If no play is possible on the days scheduled for a FINAL, the match shall be played on the following “reserve” weekend.

46.4. | The Result

46.4.1. In the event of a tie or no result in a semi-final, the team higher on the competition ladder will progress to the final.

46.4.2. In the event of a no result in a final, the team higher on the competition ladder will be declared the Premiers.

46.4.3. In the event of a tie in a final, the teams will be declared joint-Premiers.

46.5. | Umpire's Fees

46.5.1. The Association will pay umpires fees for semi-finals and finals.

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47. Playing Conditions for 20 Over (T20) Finals

47.1. | The Toss

47.1.1. The team higher on the table will have the choice to either toss or call.

47.2. | Interruptions to Play

47.2.1. In the event of interruptions to play, umpires may decide to continue play until 5:30pm on for a semi-final or final.

47.3. | Abandonment of

47.3.1. If no play is possible on the days scheduled for a FINAL, the match shall be played on the following "reserve" weekend.

47.4. | The Result

47.4.1. In the event of a tie or no result in a semi-final, the team higher on the competition ladder will progress to the final.

47.4.2. In the event of a no result in a final, the team higher on the competition ladder will be declared the Premiers.

47.4.3. In the event of a tie in a final, the teams will be declared joint-Premiers.

48. Match Results

48.1. | Recording Match Results

48.1.1. At the conclusion of each match, the 'home team' (defined as the team listed first on the competition draw) is responsible for entering match results on Play HQ.

48.1.2. It is the responsibility of team captains and scorers to record all relevant details, including runs scored, wickets, modes of dismissal and, where relevant, the name(s) of the fielder(s) involved in a dismissal.

Clarifying Note: Scores must be recorded in in PLAYHQ via live scoring or in the scorebook provided by the Association. These may be reviewed by the Association at any time for audit purposes.

48.1.3. The 'away team' may verify details provided by the 'home team'

48.1.4. Results and scores must be finalised in Play HQ by 7:00pm on the Tuesday following the conclusion of the match.

Clarifying Note: If a team cannot finalise the result and scores by the stated deadline as a result of a Play HQ technical problem, they must notify the Competition Director and Association Secretary.

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48.2. | Points

Result	Points
1 st Innings Win	6
1 st Innings Loss	1
Tie (1 st Innings)	3
Outright Win	10
Outright Loss	0
Tie (1 st Innings) + Tie (2 nd Innings)	5
Tie after gaining 1 st Innings lead	6
Outright Win after 1 st Innings Loss	8
Outright Loss after 1 st Innings Win	4
Outright Win after Tie on 1 st Innings	9
Outright Loss after Tie on 1 st Innings	3
Match abandoned	2
Bye (Duty)	6
Forfeit – Win	Maximum points in round for match in the same grade
Forfeit – Loss	0
Win – Forfeiting Team	3
Loss – Forfeiting Team	1
Win – Non-Forfeiting Team	6
Loss – Non-Forfeiting Team	4
Complete Umpiring Duty	6
Attend Captain's Meeting	6
Bonus Point - Enter Scores by Monday ³	1

NOTE: Duty points not taken into account when determining maximum points in round

³ Bonus points suspended

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49. Storage of equipment during play – All Match Formats

49.1. | Bowler fielding on the boundary

- 49.1.1. At the conclusion of the previous over, the new bowler must place their equipment, that would normally be provided to the umpire (hat, sunglasses, vest etc.), over the nearest boundary point to where they are currently fielding. The equipment can be collected by the individual at the completion of the over. The process can be repeated until the end of the bowler's spell. At no stage shall the umpire be required to hold/handle the players' equipment during the match.

49.2. | Bowler fielding in the infield

- 49.2.1. At the conclusion of the previous over, the new bowler, currently fielding in the infield, can undertake either of the following actions (whichever is the quickest option):

- a) Place their equipment, that would normally be provided to the umpire (hat, sunglasses, vest etc.), on the ground directly behind bowler's end wicket and in line with where the bowler commences their run-up. The bowler is responsible for the storage and collection of the material from this area. Should the ball strike this equipment during play, the ball shall be called (by either umpire) and become dead, as normally this material would not be stored in this area (there will be no award of 5 penalty runs in this instance)
- b) Place their equipment that would normally be provided to the umpire (hat, sunglasses, vest etc.), over the nearest boundary point to the end they are bowling from.

- 49.2.2. At their discretion an Umpire may elect to hold/handle the players equipment but is not under any obligation to do so..

49.3. | Wicketkeeper/Fielder's Helmet

No change from the normal playing conditions and laws of cricket (Law 28) around the storage of equipment on the field. However, everyone is responsible for the carrying of their own equipment to and from the normal storage position.

SSCA Playing Conditions

Schedule 1 – Code of Conduct

Section 1 | Provision and purpose of the Code of Conduct

- S1.1 The Association shall apply a Code of Conduct (the Code) based on sportsmanship, fair play, and consideration for the efforts and responsibilities of others.
- S1.2 At all times, on and off the field, at Association functions, matches and in relation to Association management affairs, officials, players, and all others to whom this Code applies must conduct themselves in an appropriate manner to promote the good name of cricket, the work of the Association and Club which the individual may be a member of or is representing.
- S1.3 Breaches of the Code may lead to disciplinary action.

Section 2 | Application

- S2.1 The Code applies to all players, club members, officials and others participating in the activities of the Association, and having affiliation with the Association as per the Association Constitution
- S2.2 When playing the game, players must conduct themselves in a sportsmanlike manner. Swearing, sledging, the display of disagreement with rulings or decisions by verbal comment or gestures, and any other conduct likely to be prejudicial to the good name of the sport and the interests of the Association is unacceptable.
- S2.3 All officials, coaches, managers, club supporters and others having membership of the Association, attending matches organised by or involving Association representation, must conduct themselves in a sportsmanlike manner at all times. Actions and behaviour likely to bring the Association or the game of cricket into disrepute are unacceptable.
- S2.4 Anyone entering the field of play at any time without the prior approval of the umpires controlling the match, except in the case of medical emergency or accident requiring immediate response in the interests of player or umpire welfare, are in breach of the Code.
- S2.5 Club members attending matches as spectators who interfere with the conduct of matches, or with the work of club officials carrying out their duties, or act in a manner detrimental to the good of the game, are in breach of the Code.
- S2.6 Club members who interfere with the responsibilities of Association management, or who, through their actions, undermine the authority and functions of the Association, are in breach of the Code.

Section 3 | Complaints

- S3.1 Any club member, official, player, umpire, or member of Association management may lodge a complaint.
- S3.2 Complaints must be lodged in writing through the secretary of their club to the SSCA Secretary and received within seven days of the alleged occurrence. The complaint must state the nature of the allegation and all the circumstances relating to the matter. In instances of bad language leading to

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a complaint, the complainant must be prepared to specify the words used and the context in which delivered.

Section 4 | Rules of the Code

- S4.1 Persons bound by the Code must not engage in disorderly or improper conduct or behaviour. Disorderly or improper conduct or behaviour includes, but is not restricted to, a person:
- a) Assaulting, attempting to assault or abusing (verbally or physically) an umpire, player, official or spectator.
 - b) Disputing, as distinct from reasonably questioning, an umpire's decision, or reacting in an obviously provocative manner towards an umpire.
 - c) Using crude or abusive language, or hand signals or other gestures.
 - d) Engaging in sledging.
 - e) Engaging in any form of conduct or behaviour inconsistent with the Spirit of Cricket or likely to bring the game into disrepute.
 - f) Agreeing or attempting to agree to produce a match result by methods such as unusual declarations, deliberate loss of wickets, or any other action that offends against the principles of fair play.
 - g) Engaging in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's disability, race, religion, colour, descent, ethnic origin, sexual orientation, or gender identity.
 - h) Refusing to supply that person's name and that person's address when required by another person who is lodging a report.

Clarifying Note:

The SSCA Member Protection policy applies to all persons (players, spectators, umpires, parents, children) involved in approved competition matches.

For the purposes of the Code, sledging is defined as the giving of comments, insults and/or gestures by a player of one team to another of the opposition team causing personal offence and distraction such as to detract from that player's ability to play the game.

It would be expected that any player subjected to sledging will request that such actions discontinue immediately. Failure by the offender to do so will constitute a prima facie case of sledging.

In this event the player subjected to sledging should report it immediately to the umpire who may take action under Law 41 of the Laws of Cricket. Following the day's play, the player and/or the umpire should also report the incident should either wish to make a complaint of a breach of the Code.

- S4.2 The captain of the team must ensure that all players – including substitute fielders – comply with the Code.
- S4.3 If a player breaches the Code under Section 4.1, the captain of that team is also to be considered to have breached the Code.

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- S4.4 A person accused of breaching the Code must not be denied natural justice in responding to any allegations.

Section 5 | The Judiciary Committee

- S5.1 A Judiciary Committee shall hear all alleged breaches of the Code.
- S5.2 The Judiciary Committee will consist of 3 members - the General Manager, Assistant General Manager and one other member of the Executive. If required, the Management Committee may appoint a suitable replacement member.
- S5.3 The SSCA Secretary will be the Secretary to the Judiciary Committee.
- S5.4 A quorum for the Judiciary Committee is three members.
- S5.5 No person may be a member of a Judiciary Committee if that hearing involves an alleged offender or complainant connected with an affiliated club or body of which they are an active member.
- S5.6 It is the responsibility of the Judiciary Committee to investigate the matter to the extent necessary to ensure that justice is done and the person responding to the allegation is afforded a fair and proper hearing.
- S5.7 Any appeal arising from the Judiciary process should be determined by an appeal hearing. The appeals hearing should be carried out within 7 days of receiving notice of appeal. No person involved in the initial Judiciary Committee investigation may hear an appeal.
- S5.8 If insufficient members of the Management Committee are available to provide an appeal hearing, the Management Committee may appoint external persons who have had no prior involvement in the matter as Associate Members of the Association for the duration of the matter, for the purposes of providing an independent and unbiased hearing.
- S5.9 An appeal must be provided in writing and lodged with the SSCA Secretary within seven days of receiving the decision of the Judiciary Committee. It must contain the grounds on which the appeal is based. An appeal may be lodged against the decision of the Committee or against the severity of the penalty determined.
- S5.10 The Judiciary Committee must address the requirements of Natural Justice and Procedural Fairness in any process before it. Key principles of the process are:
- It is a non-legal process with emphasis on natural justice, fair play, and procedural fairness.
 - It avoids application of the rules of evidence to facilitate a non-legal environment.
 - It sets out the nature of the breach clearly and specifically so that the person "charged" may have clear understanding and the right to respond in defence of the allegations.
 - It provides for the hearing and taking of evidence from minors.
 - It provides for any person accused to have a non-participatory/observer witness in attendance.

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- f) It seeks to resolve all matters speedily yet not with unseemly haste such as to disadvantage any party.
- g) It aims to be corrective rather than punitive but shall provide for fines and suspensions.
- h) It has the power to direct Clubs to take actions arising out of the outcome of such hearings.
- i) It has the power to hear any such part of any hearing *in camera*.
- j) All information heard in the judicial process shall be confidential to the Judiciary Members.
- k) It provides for an appeal process.

S5.11 Within seven days of an alleged breach of the Code being referred to a Judiciary Committee the SSCA Secretary must:

- a) Give the person who is the subject of the proposed hearing a copy of all reports received by the Association SSCA Secretary; and
- b) Give that person's Club Secretary a copy of such reports; and
- c) Give the person(s) who are the subject and initiator of the report notice to appear before the Judiciary Committee. The notice must include the time and place for the hearing. The hearing must be at least 72 hours after the time that the person receives such notice.
- d) ask the person who reported the breach to appear at the Judiciary hearing by giving notice to that person if the Association deems it appropriate.
- e) convene the Judiciary hearing as soon as practicable and preferably before the next playing date of the competition.

Clarifying Note: Any notice sent by Post is deemed to have been received two working days after the date of posting. Any notice sent by email is deemed to have been received twenty-four hours after the time of sending.

S5.12 If the Judiciary Committee is satisfied that proper notice was served, it may conduct the proceedings in the absence of the person given notice to appear, and, if necessary, the person who has made the complaint.

S5.13 The Judiciary Committee must verbally advise the person, who is the subject of the report, its decision as soon as possible after the hearing.

S5.14 As soon as practicable after the hearing the Judiciary Committee must give written notice of its decision to:

- a) The person who is subject of the report; and
- b) That person's Club; and
- c) The person who lodged the report.

S5.15 If a person who was given notice to appear fails to do so, and the Judiciary Committee proceeds, it may subsequently set aside any order made in the absence of that person, upon receipt of advice satisfactory to it, that the person did not receive the notice. The Judiciary Committee shall then

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determine on the facts available to it whether to proceed or dispense with the matter.

Section 6 | Penalties for breaches of the Code

- S6.1 Without limiting the range of penalties, it may impose, the Judiciary Committee may:
- a) Issue a warning in the form of a reprimand to the person appearing before it.
 - b) Impose a fine.
 - c) Suspend or disqualify that person for a specified period of time.
 - d) Apply any combination of the three penalties above: or
 - e) Otherwise deal with the person.
- S6.2 The Association may suspend the operation of any Penalty on any terms as it sees fit.
- S6.3 Any player suspended for any offence will not take part in any matches while under suspension.
- S6.4 If a player is found guilty of an offence and is suspended by the Judiciary Committee, their team will incur a penalty of four competition points. The Judiciary Committee has the discretion to waive this penalty.

Clarifying Note: The competition points penalty may only be applied once per match.

- S6.5 Any fine must be paid to the Association within 30 days of the person being notified that the fine has been imposed.
- S6.6 A person is ineligible for selection or participation in, or appointment to, any match or fixture set down by the Association until any fine imposed on him/her has been paid or penalty served.
- S6.7 Where the person who lodged the complaint is a member of the Sutherland Shire Cricket Umpires Association or the NSW Cricket Umpires Association, the SSCA Secretary must give written notice to that body setting out the details of the Judiciary Committee's report and findings.
- S6.8 Any person who fails to present themselves at a hearing of the Judiciary Committee without just cause and having been given due notice of their attendance being required, will be deemed guilty of misconduct and will be liable for such a penalty as is determined by that Committee.

Section 7 | Restrictions

- S7.1 No replacement Player or substitute is allowed for any Player who is suspended or disqualified by a judiciary committee or Appeals Panel of Cricket NSW or any Affiliate or Association during the course of a match.
- S7.2 A person, other than an employee of the Association or an affiliated club, who has been suspended, fined, or otherwise dealt with by the Judiciary Committee and who has not been completely exonerated on appeal:
- a) is prohibited from acting in any administrative position or as an office bearer of an affiliated club or the Association; and

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b) is prohibited from acting as the captain, manager, or coach of any team taking part in a fixture conducted by the Association or an affiliated club; and

c) is ineligible to be a Delegate to, or Office Bearer of, the Association until the expiration of any suspension, or any fine imposed has been paid.

until the annual general meeting of the relevant Association held after the expiration of such suspension or disqualification or held after the day on which such fine is paid to the relevant Association.

S7.3 Any Player who has been suspended by a Commissioner or a judiciary committee of the Association or by any other properly constituted cricket disciplinary authority at club, association, NSW, CA or international level shall be ineligible for selection during the period of the suspension in any Team in a competition conducted by any of the Affiliates or Associations or in any Team selected by or representing any of the Affiliates or Associations.

a) For the purpose of clause 12.5(a), the period of suspension shall be:

b) the period from the first date until the last date, both dates inclusive, where a time period suspension is imposed; and

c) each day of play of a match where a match-based suspension is imposed. Where a match is not played due to inclement weather or for any other reason, the original scheduled days of play shall constitute the period of suspension.

d) Any Player who has been suspended by a judiciary committee of the Association or by any other properly constituted cricket disciplinary authority at club, association, NSW, CA or international level shall be ineligible to be appointed or to act as Captain of a NSW Team or any other Team representing any of the Associations until the commencement of the Annual General Meeting of the Association held after the expiration of the suspension.

e) A Player who lodges an appeal against a suspension imposed by a judiciary committee of the Association or by any other properly constituted cricket disciplinary authority at club, association, NSW, CA or international level shall be ineligible for selection in any Team in a competition conducted by the Association or in any Team selected by or representing any of the Associations until the decision to suspend the Player has been overturned or amended by the appellate body or the period of the suspension has expired.

f) The Secretary of the Association shall inform Cricket NSW of any suspension of a representative Player or prospective representative Player as soon as possible after the imposition of such suspension comes to the attention of the Secretary. For the purposes of clause 12.5, a "representative Player" means a person who has represented the Association in any cricket match within a prior period of 12 months.

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Section 8 | Record Keeping

- S8.1 The SSCA Secretary shall keep all records of proceedings and decisions relating to Judiciary hearings for a period not exceeding two years at which time the records shall be destroyed.

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Schedule 2 – Protection of Young Bowlers

Cricket Australia measures to assist in the prevention of injury to young fast bowlers will be applied as set out below:

- a) all team declaration slips must indicate and identify any player who is Under 19, Under 17, Under 16 or Under 15. In circumstances where the player is playing in an age group older than that to which he qualifies, the restrictions applying to his own chronological age apply.
- b) no medium-paced or faster bowler (broadly defined by one or both 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 per match day as set out in Figure 1:

Age at 31 August	Max. Overs in a Spell	Max. Overs per Match Day
Under 19	6	18
Under 17	6	16
Under 16	6	16
Under 15	5	12

Figure 1: Over restrictions for young fast bowlers

Note: Where a player has played in a match earlier in the day (i.e. in a junior competition match) the overs bowled MUST BE included in the Overs per Match Day calculation

- c) if a wicketkeeper chooses to stand at the stumps to a medium or pace bowler, this action does not, of itself, exclude the bowler from this restriction.
- d) such a bowler must have a minimum rest period between spells of at least the same actual number of overs bowled from the same end as the bowler's immediately concluded spell (i.e., following an eight over spell, at least eight overs must be bowled from the same end prior to the bowler returning).
- e) a bowler who has bowled a spell of fewer than the maximum number of overs set out in (b) above has the choice to resume bowling prior to the completion of the minimum rest period as defined in (d) above, but this will be considered as an extension of the same spell, and the limit of overs in the total spell will still apply. The insufficient break within the spell is disregarded, and the minimum rest period as defined in (d) above will restart.
- f) For the purpose of calculating a bowler's minimum rest period as defined in (d) above, any interruption to play due to weather or an interval will contribute in the amount of one over for each 3.5 minutes or part thereof. In the case of scheduled intervals, examples are provided in Figure 2:

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Scheduled Break Length	Overs equivalent	Contribution to minimum rest period
15 minutes	5 overs	2 or 3 overs
20 minutes	6 overs	3 overs
35 minutes	10 overs	5 overs
40 minutes	12 overs	6 overs
45 minutes	14 overs	7 overs

Figure 2: Impact of scheduled intervals on minimum rest periods.

- g) Either umpire can designate a pace bowler as such, and they will be designated pace bowlers even if they change to slow bowling (i.e., those overs bowled will still count towards the daily allocation). If a bowler bowls slow, and then wishes to bowl fast, all previous overs bowled will be counted for the purposes of spell and daily allocation.
- h) The bowling of one faster ball per over by a slow bowler will not cause the bowler to be designated a pace bowler.
- i) It is the responsibility of the captains to ascertain the relevant ages of, and number of overs bowled by, each player.

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Schedule 3 – Fines and Penalties

When a team or player has failed to comply with the requirements of the Association's Laws, By-Laws, or Playing Conditions, or has been found guilty of misconduct under the Association's Code of Conduct the following fines and penalties may be imposed.

Source	Offence	Penalty
PC 1.2	Forfeiting match	First Occurrence: \$100 plus all match fees and umpire's fees as applicable Further Occurrences: \$150 plus all match and umpire fees if applicable
PC 1.5	Incorrect attire	\$50 plus the loss of two competition points
PC 2.2	Failure to carry out umpiring duty	First Occurrence: \$50 plus the loss of umpiring duty points Further Occurrences: \$100 plus the loss of umpiring duty points
BL 4.1	Failure to submit results in required time	First Occurrence: \$50 Further Occurrences: \$50 plus loss of three competition points
BL 4.1.2	Failure to submit scorebook (when requested)	\$100
BL 4.1.2	Submitting scorebook late (when requested)	\$50
PC 2.1	Failure to pay umpires in required time	First Occurrence: \$50 Further Occurrences: \$50 plus loss of three competition points
BL 1.1.3	Failure of club delegates to attend meetings (when requested)	First Occurrence: \$50 Further Occurrences: \$50 plus loss of three competition points
BL 3.3.7	Player playing without clearance from other Association or Grade Club	Club: \$200 Player: Suspension until clearance received Captain: Three match suspension
BL 5.1.4	Non-appearance after representative selection	\$50
PC 9.2.1	Failure to provide genuine and constructive assistance preparation of the ground for play	Competition Rounds: \$100 Semi-Finals/Finals: \$300
BL 2.2	Breach of provisions regarding 14-year-old players	Team: Loss of three competition points Captain: One match suspension
BL 7.6.2	Failure to return Association trophies	\$150
PC S4	Dissent	Minimum one match suspension
PC S4	Abuse of an umpire	Minimum two match suspension
PC S4	Crude language	Minimum one match suspension
PC S4	Abusive language	Minimum two match suspension
PC S4	Engaging in sledging	Player: Minimum one match suspension Captain: Minimum two match suspension
PC 42.2	Drinking alcohol during a match(incl. officials and scorers)	Player: Minimum two match suspension Captain: Minimum three match suspension

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PC S4	Captain failing to control players	Captain: Minimum two match suspension plus suspension from captaincy (if deemed appropriate)
PC S4	Physical confrontation	Minimum three match suspension (per incident)
PC S4	Actual physical contact	Minimum five match suspension(per incident)
PC S4	Attempting to assault a player, umpire, or spectator	Minimum three match suspension (per incident)
PC S4	Assaulting a player, umpire, or spectator	Minimum five match suspension (per incident)
PC S4	Collusion	Player: Minimum two match suspension Captain: Minimum three match suspension Team: Loss of points gained through the offence Any other sanctions as deemed appropriate
PC S4	Breach of Helmet Policy	Player: Minimum two match suspension Captain: Minimum three match suspension Team: Loss of all points for the match Any other sanctions as deemed appropriate
PC S4	Breach of Section 4.1 (g) of the Code of Conduct	Minimum 12-month disqualification Notification to NSW and relevant bodies
BL 2	Playing an unregistered player or player using an alias	Player: Minimum two match suspension Captain: Minimum three match suspension Team: Loss of points gained through the offence Any other sanctions as deemed appropriate

PC = Playing Conditions

BL = By-Laws

MP = Member Protection Policy

For Code of Conduct offences, in addition to any suspension incurred by a player, the player's team will also lose 4 competition points. If the suspension is incurred near the completion of the current competition, the loss of points will carry over to the next season.