



# PLAYING CONDITIONS 2023/24

## GAME 4 – Stage 3 (50 Over)

<b>COMPETITION</b>	THUNDER CRICKET LEAGUE
<b>AGE &amp; GRADE</b>	U14,15/16 Competitions, 50 Overs
<b>FORMAT &amp; TIME</b>	<p>Stage 3 – 50 overs per innings</p> <ul style="list-style-type: none"> <li>• 190 mins (3 hours)</li> <li>• 50 overs per day for 2 playing days</li> </ul>
<b>TEAM OFFICIALS</b>	<p>Each team must have a registered coach &amp; manager on PlayHQ.</p> <p>The recommended accreditation required for a coach is the Community (Level 1) Coach.</p>
<b>PITCH TYPE AND LENGTH</b>	<p>Hard wicket or Turf wicket 20.1m (standard pitch length)</p>
<b>BOUNDARY</b>	<p>50m (maximum and recommended) 40m (minimum length)</p> <ul style="list-style-type: none"> <li>• Measured from the middle of the wicket.</li> </ul> <p>Refer to Boundary Setup Document for further information on the boundary setup process.</p>
<b>BALL</b>	<ul style="list-style-type: none"> <li>• 156g leather (Red)</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector (males)</li> <li>• Additional safety equipment is able to be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>• Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>• Measuring tape or string to measure Pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk, tape, or paint to mark crease.</li> </ul>
<b>SCORING</b>	<p>Each game must be Electronically scored using the PlayHQ E- Scoring Portal.</p> <ul style="list-style-type: none"> <li>• For all games, there must be 1 Electronic Scoring Device and 1 Scorebook being used to record match statistics.</li> </ul> <p>Please refer to the E-Scoring Guide for any assistance.</p>
<b>UMPIRE</b>	<p>Each team must provide 1 umpire.</p> <p>Each umpire is to swap after every over overs of each innings.</p>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 50 overs maximum per team (300 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 11 players per team</li> <li>• A maximum of 13 players are permitted to participate. <ul style="list-style-type: none"> <li>• 11 of these players may bat</li> <li>• 11 of these players may bowl</li> </ul> </li> <li>• 7 players per team minimum are required to play the game.</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 50 overs (maximum) per team</li> <li>• Follow on is 100 runs ahead.</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• The following retirement rules apply: <ul style="list-style-type: none"> <li>• batters retire at; <ul style="list-style-type: none"> <li>• 75 Runs in U14's</li> <li>• 100 Runs in 15/16's</li> </ul> </li> </ul> </li> <li>• Any retired batters can return when all others have batted, in the order they retired.</li> <li>• Wides will not be included in the batter's ball count.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>• Maximum of 10 overs per bowler.</li> <li>• Bowlers change end after each over.</li> <li>• Bowlers can bowl from one end for the entire game or half of the innings if both teams agree.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• Teams have the option to change wicket-keepers at drinks break.</li> <li>• No fielders within 10 metres of the bat (except regulation slips, gully and wicket-keeper).</li> <li>• If more than 11 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• All modes of dismissal count.</li> </ul>



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#### APPLICATION

- (a) These Playing Conditions shall apply to all matches in the Thunder Cricket League Competitions. All matches are played as per the Cricket Australia Stage 2 Format.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the *Cricket NSW Community Competition Coordinator*.
- (c) All references to 'Competition Management' in these Playing Conditions shall mean the *Cricket NSW Community Competition Coordinator*.

#### THE LAWS OF CRICKET: THE PREAMBLE- THE SPIRIT OF CRICKET

The Preamble applies to all participants of the Thunder Cricket League competition and makes parents and players for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. All players are bound by the competitions Code of Conduct.

#### 3.1 LAW 1 (THE PLAYERS) shall apply subject to the following:

##### 3.1.1 Qualifications of Players

- (a) General
  - (i) Each player shall register with a club in **PlayHQ** prior to their first match in a season.
  - (ii) Each player shall meet the age requirements of the competition. Refer to the competition's Dispensation Policy for players that are overage.
  - (iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the club's **PlayHQ** cricket management system.
  - (iv) No player may play for more than one team in the same round and division/grade, except as a substitute in accordance with Law 24 of the Laws of Cricket.
- (b) Finals Series - General
  - (i) A player may not play for a team in a finals series match in the Thunder Cricket League unless the player has played five (5) or more matches for that specific team or unless the permission of the competition management has been granted.
  - (ii) For the purposes of this playing condition, for a player to have "played" in a match, the player must have been selected in PlayHQ and the match must have commenced.
- (c) Finals Series – Application for Approval
  - (i) Any application for permission to play under this Playing Condition must be made in writing to the competition management, clearly setting out details of the player's performances in all matches during the season and the reasons for the player's selection in a higher grade or grades.
  - (ii) Such application must be made no later than 12:30pm on the Wednesday prior to the Finals Series match in question.



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- (iii) If the competition management has granted approval for a player to play in a Finals Series match under (a) above, that approval shall automatically extend to any subsequent Finals Series round in the grade/division, and no further application is required.

#### 3.1.2 The Team

A team shall consist of 11 players.

A maximum of 13 players may participate.

A minimum of 7 players are required to play.

#### 3.1.3 Protective Equipment - The Batter

Helmets must be worn as per the Cricket Australia Helmet policy.

#### 3.1.4 Clothing

Players are expected to wear club clothing whilst playing. Clothing may be coloured or white.

#### 3.1.5 Use of Ineligible Player

Refer Playing Condition 3.16.9.

### 3.2 LAW 2 (THE UMPIRES) shall apply subject to the following:

#### 3.2.1 Only One Umpire Present (appointed)

- (a) Where only one officially appointed umpire is present that umpire shall officiate at the non-striker's end only.
- (b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.
- (c) An officially appointed umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets.

#### 3.2.2 No Appointed Umpire Present (parents)

- (a) Where no officially appointed umpire is present, a parent from both teams will share umpiring responsibilities.
- (b) Those parent umpires shall be the final judges of the fitness of the ground, weather and light for play.
- (c) The parent umpires are to share responsibilities equally when acting as the square leg and bowler's end umpire.

#### 3.2.4 Law 2.3 (Fitness for play) shall apply subject to the following.

- (a) Lightning
  - (i) 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.
  - (ii) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.
- (b) Extreme Heat



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Refer to the Thunder Cricket League Extreme Weather Policy.

- (c) The Pitch and Ground Preparation
- (i) Both teams are responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
- (ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, both teams shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable.
- (d) Rain
- After an interval or interruption, subject to the other provisions of Law 2.8, play shall resume unless either Umpire considers that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.
- (e) Responsibilities of Umpires
- Subject to Law 2 (The Umpires) and Playing Condition 3.2, officially appointed umpires are the sole judges of the fitness of the pitch, ground, weather and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

#### 3.3 **LAW 3 (THE SCORERS)** shall apply.

At a minimum, two scorers must be present.

E-scoring is mandatory and the team listed as the home team has first preference to e-score. The other scorer shall use the hard copy book or e-score offline.

#### 3.4 **LAW 4 (THE BALL)** shall apply subject to the following:

##### 3.4.1 **Law 4.2 (Approval and control of balls)**

- (a) A new ball will be used at the start of each innings.
- (c) Ball Type – 156g Leather cricket ball. The following are examples:
- Kookaburra Red King
  - Kookaburra Crown
  - Kookaburra Colt

#### 3.5 **LAW 5 (THE BAT)** shall apply.

#### 3.6 **LAW 6 (THE PITCH)** shall apply.

#### 3.7 **LAW 7 (THE CREASES)** shall apply.

#### 3.8 **LAW 8 (THE WICKETS)** shall apply.

#### 3.9 **LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA)** shall apply.

#### 3.10 **LAW 10 (COVERING THE PITCH)** shall apply.

#### 3.11 **LAW 11 (INTERVALS)** shall apply subject to the following:

##### 3.11.1 **Law 11.2.2 (Duration of intervals)**

- (a) The interval is 10 minutes, computed from the end of the innings of the team batting first.



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3.11.2 Law 11.8.1 (Intervals for drinks) shall apply.

3.12 **LAW 12 (START OF PLAY; CESSATION OF PLAY)** shall apply subject to the following:

#### 3.12.1 Hours of Play

- (a) Recommended day playing time is 190 mins (3 hours 10 mins). The toss must be completed at least 15 mins before start time.

3.13 **LAW 13 INNINGS** shall apply subject to the following:

#### 3.13.1 Uninterrupted Match

- (a) Each team shall bat for Fifty (six-ball) overs unless all out earlier.

#### 3.13.2 Delayed or Interrupted Matches

- (a) Ten (10) overs is the minimum number that can constitute a match.
- (b) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 10 overs each team), subject to the provisions of clause 3.13.3 and 3.13.4. The calculation of the number of overs to be bowled shall be based on an average rate of 20 overs per hour (or one over every 3 minutes) in the total time available for play.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations re number of overs.

#### 3.13.3 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 20 overs per hour or one over every three (3) minutes. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled or the innings is completed.

#### 3.13.4 Delay or Interruption to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one (1) over per three (3) minutes in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to a result not being achieved earlier.



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- (d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (e) A fixed time will be specified for the close of play by applying a rate of one (1) over per three (3) minutes. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

### 3.13.5 The Toss

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 15 minutes before the scheduled start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl.

**3.14 LAW 14 (THE FOLLOW ON)** shall apply. Team must lead by 100+ runs to enforce the follow on.

**3.15 LAW 15 (DECLARATION and FORFEITURE)** shall apply.

**3.16 LAW 16 (THE RESULT)** shall apply subject to the following:

### 3.16.1 Competition Points

- (a) Points shall be awarded for results gained, as follows-

Result	Points
Win on Outright	8
Win on first innings	5
Tie on first innings	3
Draw or no result	3
Loss on first innings	1
Loss on Outright	0
Bye	0
Forfeit	-5
Forfeit Win (refer to 3.16.1 c))	Max

- (b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.
- (c) The team receiving the forfeit win result will receive the same points that any winning team received in the round. If no games are played in the grade/division, the maximum points for the round shall be 3 (Draw or No Result points allocation).

### 3.16.2 Match Result



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- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 1.13, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 20 overs because:
- (i) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its commencement
- (b) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method. The following guidelines are applicable to a run rate determined result –
- (i) A team’s run rate is calculated by dividing its total score by its total number of overs received.
- (ii) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
- (iii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
- (iv) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining – For Example - Team A batting first scores 6/150 off 30 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 30 to 10. The revised target score is therefore 51. As soon as 51 is scored the match is over and no further play is required even though there are overs not yet bowled.

#### **3.16.3 Super Over (One Over Per Side Tiebreaker)**

Shall not apply for preliminary round matches or finals matches.

#### **3.16.4 Target Score**

- (a) If the innings of the side batting second is suspended (with at least 10 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by the run rate score determined at the instant of the suspension of the match. If the score is equal on run rate, the match is a Tie.

#### **3.16.5 Premiership Positions**

**Where teams receive an UNEQUAL amount of Byes:**





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- (a) Positions on the competition table shall be determined based on the 'points average'.
- (b) The points average is determined based on the total number of points divided by the total number of matches played. Byes do NOT count as matches played.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

#### **Where teams receive an EQUAL amount of Byes:**

- (a) Positions on the competition table shall be determined based on the 'points total'.
- (b) The points total is the aggregate number of points.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

#### **3.16.6 Finals Series**

- (a) Finals Round
- (b) 2 day finals will be held on Saturday and Sunday – Consecutive days.
  - (i) A 2 rounds for finals will be held after the preliminary round matches.
  - (ii) The Winner of the semi finals match will be determined the grand finalists.
  - (iii) A reserve date for the Finals Round may be allocated by the Competition Management.

#### **(c) 3.16.7 - Investigations of Matches, Protests and Disputes**

- (a) Any club wishing competition management to adjudicate on any dispute in connection with any match shall, within 48 hours after the dispute has arisen, forward to competition management a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, competition management has the power to investigate the circumstances of any match in such manner as in its absolute discretion competition management thinks fit.
- (c) After carrying out such an investigation, competition management may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
  - (i) was unfair and could have influenced the outcome of the match; or
  - (ii) was unfair to any teams in the same competition; or
- (d) Competition management powers include, but are not limited to, the power to:
  - (i) award a match to one team, or both teams jointly;
  - (ii) deduct such competition points from, or award competition points to, either team in a match, as competition management in its absolute discretion thinks fit;
  - (iii) amend or extend the scheduled hours of play in a match;





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- (iv) commence or continue a match on an adjoining pitch, or at another venue;
- (v) (v) fine, suspend or disqualify a player or club.

#### 3.16.8 Law 16.8 (Correctness of result)

In any match, the parents/coaches shall be responsible for ensuring that the scorebooks are accurate. Where the scores of the match are in dispute, the parents/coaches and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scorebooks and determine the correct result before leaving the ground.

#### 3.16.9 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 3.1

- (a) the team concerned may be regarded as having lost the match or matches in which such player participated, and may forfeit any points gained;
- (b) the opposing team may receive maximum points;
- (c) where the team concerned gained no points from the match, points may be deducted; and
- (d) Competition management may take further action against the club or player concerned, if it deems fit.

#### 3.16.10 Forfeits

- (a) A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match under law 16.3 to the opposing side due to a refusal to play.

**3.17 LAW 17 THE OVER** shall apply subject to the following.

##### 3.17.1 Law 17.3 Validity of balls

- (a) Wides and No balls are to be re-bowled with no maximum balls in Stage 3.

##### 3.17.2 Maximum Overs per Bowler

- (a) No bowler may bowl more than six overs in an innings.

##### 3.17.3 Overs per Bowler in a reduced match

**3.18 LAW 18 (SCORING RUNS)** shall apply.

**3.19 LAW 19 (BOUNDARIES)** shall apply.

##### 3.19.1 Boundary Setup

- (a) The boundary is to be measured from the middle of the wicket.
- (b) The minimum length of the boundary shall be 40m.
- (c) The maximum and recommended length of the boundary shall be 50m.

**3.20 LAW 20 (DEAD BALL)** shall apply.

**3.21 LAW 21 (NO BALL)** shall apply.

**3.22 LAW 22 (WIDE BALL)** shall apply subject to the following.



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- (a) There are no "one day cricket" wides in this competition. Wides shall be interpreted as per the Laws of Cricket.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.

**3.23 LAW 23 (BYE and LEG BYE)** shall apply.

**3.24 LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES)** shall apply subject to the following:

**3.24.1 Use of Ineligible Player** - Refer Playing Condition 3.16.9

**3.25 LAW 25 (BATTER'S INNINGS; RUNNERS)** subject to the following:

**3.25.1 Batters Retiring**

Batter's retirement limits apply.

75 runs for Under 14's

100 runs for Under 15/16's

- (a) In accordance with the Australian Cricket Junior Pathway, a batter's innings will cease if dismissed under the laws of cricket.
- (b) A batter cannot be retired 'not out' if the incoming batter has already batted during that innings. In this instance, the existing batter is to remain at the crease and the retirement limits shall not apply for the remainder of their innings.
- (c) All balls (regardless of whether wides / no-balls) to be included in the batter's ball count.

**3.25.2 Batters Resuming their Innings after retiring**

- (a) Retired 'not out' batters may return in the order of which they retired if all other batters have been dismissed.

**3.26 LAW 26 (PRACTICE ON THE FIELD)** shall apply.

**3.27 LAW 27 (THE WICKET-KEEPER)** shall apply subject to the following:

**3.27.1 Protective Equipment – The wicket-keeper**

The Wicket Keeper must be wearing a helmet at all times.

**3.28 LAW 28 (THE FIELDER)** shall apply with the addition of the following:

**3.28.1 (Player Safety)**

- (a) No fielder apart from the wicket keeper, slips and gully can be within 10m of the batter or other fielders at the point of delivery.

**3.29 LAW 29 (THE WICKET IS BROKEN)** shall apply.

**3.30 LAW 30 (BATTER OUT OF THEIR GROUND)** shall apply.

**3.31 LAW 31 (APPEALS)** shall apply.

**3.32 LAW 32 (BOWLED)** shall apply.

**3.33 LAW 33 (CAUGHT)** shall apply.

**3.34 LAW 34 (HIT THE BALL TWICE)** shall apply.

**3.35 LAW 35 (HIT WICKET)** shall apply.



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- 3.36 **LAW 36 (LEG BEFORE WICKET)** shall apply.
- 3.37 **LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 3.38 **LAW 38 (RUN OUT)** shall apply.
- 3.39 **LAW 39 (STUMPED)** shall apply.
- 3.40 **LAW 40 (TIMED OUT)** shall apply.
- 3.41 **LAW 41 (UNFAIR PLAY)** shall apply.
- 3.42 **LAW 42 PLAYER'S CONDUCT** shall not apply. Refer to the CNSW Code of Conduct.

