



NSWCCC Cricket – Berg Shield

T20 Match Playing Conditions

(Incorporating the MCC Laws of Cricket 2017 Code)

The Preamble – The Spirit of Cricket

This competition is named in honour of Br Brian Berg cfc who devoted so much of his energy to interschool cricket competitions and still maintains a keen interest.

Cricket should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in school cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket. Respect your captain, team mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

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

Each team must provide their own stumps & balls.

Each team must supply their own lunches

The cost of umpires is to be shared equally by all teams. NSWCCC will supply umpires for the finals

All round results are to be emailed to sport@csnw.catholic.edu.au within twenty four (24) hours of the match. If a match result is not lodged with the convenor on time the convenor may award a forfeit in the next round.

NOTE: *The home team shall appoint a Convenor/Match Referee who may meet with the umpires and captains prior to the commencement of the match to secure uniform interpretation of these Playing Conditions and to adjudicate, if necessary, should there be any dispute. (Any breach of these competition rules is to be referred to CSNSW Sport immediately. The offender may award a forfeit as a consequence of unfair play. The Convenor/Match Referee reserves the right to rule on any dispute which may occur throughout the competition. Any appeal relating to a match must be submitted to the convenor within 24 hours of the completion of the match. The convenor will form a disputes committee which will include The Competition Convenor and The CCC Cricket convenor.*

1. THE PLAYERS

1.1 Eligibility

All players must be currently enrolled within a New South Wales Catholic Secondary School. Players must be from Years 7 – 9 at the commencement of the competition in Term Four.

1.2. Number of players

1.2.1. A match is played between two sides, each of twelve players, one of whom shall be captain.

1.3. Nomination of players

A 12th man does not need to be nominated and fielders can be interchanged without restriction provided no playing time is lost. One player from each side will be the designated non-batter for each innings; however, this player does not need to be nominated prior to the start of play. This designated non-batter may bowl.

2. THE UMPIRES

2.1. The home state will appoint umpires

2.2 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.3. Fitness for play

2.3.1. Umpires, in consultation with coaches, managers and the match referee will decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not automatically warrant the ground conditions being regarded as unreasonable or dangerous.

2.3.2. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire. Conditions shall also be regarded as dangerous if the heat conditions are such that it invokes the Heat Policy as outlined in Appendix B. Conditions shall also be regarded as dangerous if thunderstorms present within a 10km radius (see Appendix D for method of calculating thunderstorm distance)

2.3.3. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

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2.3.4. If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

2.3.5 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall consult with the match referee, coaches and managers and then call upon the players to resume play.

3. THE SCORERS and SCORING

3.1. Appointment of scorers

3.1.1. Two scorers shall be used, and each side should appoint one of these scorers.

3.1.2. Digital offline scoring may be utilised; however, one scorer must use a traditional scoring book

4. THE BALL

4.1. Approval and control of balls

A red leather 2-piece ball has been approved, the ball chosen will be the same for each innings.

4.2 Ball Replacement

4.2.1. If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it as best as possible with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.

4.2.2. In the event of a ball becoming wet and soggy because of play continuing during inclement weather, or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear.

5. Match Referee

The convenor shall act as the match referee and if necessary, can be called upon to resolve disputes. The match referee is also responsible for administering the Code of Conduct (see Appendix C).

6. THE PITCH

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance. Prior to the start of play, only the captain, vice-captain, team coach and team manager may inspect to assess its condition.

6.1 Changing the pitch

In the event a match cannot be played or is abandoned because of inadequate pitch and/or ground preparation the match will in the first instance and if possible, be relocated and/or rescheduled by the host school sport authority (in its absolute discretion). Any relocated and/or rescheduled match, if possible, will be played at a venue to be selected by the host school sport authority (in its absolute discretion).

7. THE CREASES

Additional crease markings will be used to assist with the adjudication of Wides. Lines shall be drawn (in white or blue which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket. Any crease shall be re-marked whenever either umpire considers it necessary.

8. COVERING THE PITCH

The use of covers before the match is the responsibility of the Ground Authority. During the match players, coaches and managers may be called upon to cover and uncover wickets. Care should be taken as to not 'spike' covers with boots.

9. INTERVALS

9.1. Duration of intervals

9.1.1. There shall be a 10-minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

9.2. Changing agreed times of intervals

9.2.1. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. If the innings of the team batting first is completed after the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly later.

9.3. Intervals for drinks

9.3.1. No scheduled drinks intervals shall be permitted

9.3.2. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, if no playing time is wasted. If individual drinks have been brought onto the field at the fall of a wicket, the fielding side must be ready to continue play as soon as the new batter reaches the pitch. No other drinks shall be taken onto the field without the permission of the umpires.

10. START OF PLAY AND CESSATION OF PLAY

10.1 Hours of Play

There will be two sessions of 1 hour and 20 minutes each, separated by a 10-minute interval

Morning times

Scheduled Start First Innings: 9.15am

Scheduled Interval: 10.35am

Second Start Innings: 10.50am

Scheduled Match Conclusion: 12.10pm

Afternoon times

Scheduled Start First Innings: 1.00pm

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Scheduled Interval: 2.20pm

Second Start Innings: 2.35pm

Scheduled Match Conclusion: 3.55pm

10.2. Conclusion of match

The match is concluded as soon as a result as defined in Clause 12.1,12.2 and 12.3

11. INNINGS

11.1. Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

11.2 The toss

The captains shall toss for the choice of innings, on the field of play and in the presence of the Match Referee or Umpires, not earlier than 45 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

11.3. Length of Innings - Uninterrupted Matches.

11.3.1. Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

11.3.2. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.

11.3.4. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved

11.4. Length of Innings - Delayed or Interrupted Matches

11.4.1. Delay or interruption to the Innings of the Team Batting First

11.4.1.2 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play.

11.4.1.3. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. 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. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier. 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 4 minutes per over. When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration. 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.

11.4.1.4. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

11.4.2. Delay or Interruption to the Innings of the Team Batting Second

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11.4.2.1 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 4 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

11.4.2.2. To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier. 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. A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. 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.

11.4.2.3 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

11.5. Number of Overs per Bowler

115.1. No bowler shall bowl more than 4 overs in an innings.

11.5.2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

11.5.3. In the event of a bowler becoming ill or injured and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

12. THE RESULT

12.1.1. The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

12.1.2. A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. A match in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

12.1.3. The result of a match shall be a Tie when both innings have been completed and the scores are equal. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a 'Super Over' to determine the winner. (Refer to Appendix A)

12.2 Interrupted Matches - Calculation of the Target Score

12.2.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis Method (umpires calculation).

The target set will always be a whole number and one run less will constitute a Tie.

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12.2.2 Prematurely Terminated Matches. If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

13. BOUNDARIES

13.1. Determining the boundary of the field of play

13.1.1. Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. The boundary shall be determined such that no part of any sightscreen, will be within the field of play.

13.1.2 The aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch and no smaller than 50m from the centre of the pitch

13.1.3. At all times, the boundary must be placed a minimum distance of 4 metres inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing.

14. NO BALL

14.1 A ball shall be judged as a 'no ball' if in the opinion of the umpire the delivery results in:

14.1.1 Ball bouncing overhead height of striker

14.1.2 A bowler shall be limited to one fast short pitched delivery per over. A "fast short pitched delivery" is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast-short pitched delivery has been bowled. In the event of a bowler bowling more than one fast short pitched deliveries in an over the umpire at the bowler's end shall call and signal No ball on each occasion

14.1.3. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.

14.1.4. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair and this can be called and signalled by either umpire. In the event of a bowler bowling a high full pitched ball as defined, the umpire at the bowler's end shall in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters of what has occurred; and should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. This bowler shall not be allowed to bowl again in that match.

14.2 Free Hit after a No Ball

14.2.1. The delivery following a No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only

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under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

14.2.2 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

14.2.3. A free hit will also be awarded for a No ball called due to fielding infringements. See Clause 19.1 and 19.2

15. WIDE BALL

15.1. Judging a Wide

15.1.1. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke

15.1.2. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps, the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

16. FIELDER ABSENT OR LEAVING THE FIELD

If a player is absent from the field, the following restrictions shall apply to their future participation in the match:

The player shall not be permitted to bowl in the match until he has either been able to field for the total length of playing time (to be measured in overs) for which the player was absent. A player's unexpired Penalty time shall be limited to a maximum of 10 overs.

17. PRACTICE ON THE FIELD

17.1. Practice on the pitch or the rest of the square

17.1.1. There shall not be any practice on the pitch or the square at any time on the day of the match.

17.2. Practice on the Outfield

17.2.1 On the day of the match, all forms of practice are permitted on the outfield before the start of play and during the interval between innings; providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

18. SAFETY PROVISIONS

18.1.1 At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a compliant helmet. The umpires must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by this clause.

18.1.2. At all times when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line (for example, short leg or silly point) a fielder must wear a compliant helmet, groin protector and shin pads. The umpires must not allow the match to continue during any period in which a fielder fails to wear protective equipment when required by this clause.

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18.1.3 At all times, batsmen must wear a compliant helmet, even when facing slow bowlers. The umpires must not allow the match to continue during any period in which a batsman fails to wear a helmet

19. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

19.1 Fielding Restriction Area

19.1.1 Two semi-circles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.43 metres (30 yards). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or 'dots' at 4.57 metres (5 yards) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc. This constitutes the "fielding restriction area"

19.1.2. During the first 6 overs of each innings ("Fielding Restriction Overs"): a maximum of 2 fielders ARE permitted outside the fielding restriction area.

19.1.3. During the non-Fielding Restriction Overs: a maximum of 5 fielders permitted outside the fielding restriction area.

19.1.4. In the event of infringement of these clauses by any fielder, the striker's end umpire shall call and signal No ball.

19.1.5 In circumstances when the number of overs of the batting team is reduced, the number of 'Fielding Restriction Overs' shall be reduced in accordance with the table below.

Total Overs in Innings	Overs 'Fielding restrictions' reduced by
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

19.2. Limitation of on side fielders

19.2.1 At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.

19.2.2. At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

19.2.3. In the event of infringement of these clauses by any fielder, the striker's end umpire shall call and signal No ball

APPENDIX A - Procedure for a 'SUPER OVER'

The following procedure will apply should the provision for a Super Over be required.

1. Subject to ground, weather or light conditions the Super Over will commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
2. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.
3. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
4. Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.
5. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
6. The team batting second in the match will bat first in the Super Over.
7. The same balls used in the match by each side will continue to be used. Once selected the two balls are then placed individually into a box. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply.
8. Each team shall bat for one over unless all out earlier.
9. In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner. If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any unbowled deliveries will be counted as dot balls.