PLAYING CONDITIONS

ROD HARTAS TROPHY

updated for 2026-27 season

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APPLICATION

Except as varied hereunder, the *Laws of Cricket 2017 Code (4th Edition - 2026)* shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Central West Cricket Council.

These Playing Conditions shall apply to the Rod Hartas Trophy competition.

All matches played under the auspices of Central West Cricket Council Incorporated will be **ALCOHOL FREE** before and during the progress of said matches.

1. THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The team

(a) A team shall consist of a maximum of 12 players.

(b) Only 11 players are allowed to field whilst the opposition team is batting.

(c) Eleven players only shall be permitted to bat in an innings. The non-batter does not need to be nominated prior to the commencement of the match. No restriction shall apply to where a player can bat if they have been off the field for any period prior to the completion of the innings of the team batting first.

1.2 Player clothing

No player shall be allowed to play unless he/she is properly attired in cricket clothes in accordance with the By-Laws of Council.

2. THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Law 2.1 Appointment and attendance

Law 2.1 Appointment and attendance applies subject to the following:

(a) Where possible, two umpires are to be appointed for all matches. Where only one umpire MCUA appointed umpire is present that umpire shall officiate at the bowler's end only.

2.2 Lightning

Play shall cease immediately if a lightning flash is followed by thunder **less than 40 seconds later**. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lighting 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.

2.3 Extreme heat

Refer to the Cricket NSW *Heat Policy*.

3. THE SCORERS

Law 3 shall apply with the addition of the following:

(a) Each association must ensure that all scorebooks are correctly maintained, and that an accurate, progressive run-rate is kept.

(b) Associations failing to comply with this Playing Condition may be subject to penalties as determined by the Committee of Management.

4. THE BALL

Law 4 shall apply subject to the following:

(a) A new ball will be used at the start of each innings.

(b) Red 156 gram four piece balls shall be used in all matches except two piece balls are permitted to be used on a synthetic pitch. This does not preclude the use of four piece balls on a synthetic pitch, but both teams need to use the same (i.e. either both 4-piece or both 2-piece).

The following balls are permitted to be used.

Four Piece	Kookaburra Regulation
Two Piece	Kookaburra Special Test
	Kookaburra Tuf-Pitch

(c) 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. A bowler or batter may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply subject to the following:

11.1 Interval between innings

(a) There shall be a 40 minute interval between innings, computed from the end of the innings of the team batting first.

(b) Where the innings of the team batting first ends in 25 overs or less, the length of the interval is reduced to 15 minutes. The match is then played to completion with no further intervals other than drinks breaks.

(c) Once all extra time (clause 12.2) and recouped time (clause 12.3) is exhausted and where an additional 60 minutes or more of playing time is lost during the innings of the team batting first, the length of the interval is reduced as follows:

Actual playing time lost	Interval
61 – 120 minutes	30 minutes
121 – 149 minutes	20 minutes
150 minutes or more	10 minutes

11.2 Interval for drinks

(a) Two drinks intervals per innings shall be permitted, withy the first at the end of 17 overs and the second at the end of 34 overs.

(b) If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks interval shall be pro-rated so that the number of overs between each break is as close to even as possible.

(c) Where an innings is reduced to 40 overs or less, only one drinks interval shall be taken at the halfway point of the innings notwithstanding that there shall be no drinks interval if the innings is reduced to less than 25 overs.

(d) If a wicket falls, or a batter retires during the over which a drinks interval is scheduled at the end of then drinks shall be taken immediately.

(e) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.

(f) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play

1st Session	10.00am to 1.30pm
Innings Interval	1.30pm to 2.10pm
2nd Session	2.10pm to 5.40pm

12.2 Extra time

(a) A total of 20 minutes of extra time is available where the start of play is delayed, or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

(b) Where the start of play is delayed up to 20 minutes, no reduction in the number of overs to be bowled will be made. However, the above hours of play and intervals shall be adjusted accordingly by the umpires.

12.3 Recouped Time

Should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 20 minutes described in Playing Condition 12.2 above before any overs are reduced.

12.4 Change of match date

(a) Associations may, by mutual agreement, change the date for which their fixture is set down, provided that:

(i) it does not interfere with any other Association, and

(ii) both Associations agree on the new date at least 1 week prior to the scheduled date for the match, and

(iii) the home Association notifies the Secretary of any of any such change as soon as it has been agreed to by the two Associations.

(b) Any such match that has not been played by the Sunday before the scheduled date for the final will be deemed a forfeit by the Association which requested the date change.

13. INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

(a) Each team shall bat for 50 (six-ball) overs unless all out earlier.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (210 minutes), play shall continue until the required number of overs has been bowled or a result has been achieved.

(c) Where the first innings goes over 210 minutes in duration the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some, or all the extra time taken in the first innings to complete the overs.

(d) If the team fielding second fails to bowl its quota of overs in less than 210 minutes, play shall continue until the required number has been bowled or a result achieved.

13.2 Delayed or interrupted matches

(a) 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 15 overs each team to constitute a match)

The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour (or one over for each 4.2 minutes) in the total time available for play.

(b) If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

(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) If an over recalculation arrives at a figure that includes a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Over reductions

(a) No overs shall be lost until 20 minutes of playing time has been lost (refer to Playing Condition 12.2. Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described above before overs are reduced (refer Playing Condition 12.3).

(b) Once all available make up time as described in (a) above has been exhausted, the overs remaining in the match shall be calculated as follows:

(i) The umpires are to determine the length of time, in minutes, from the proposed restart time to the re-scheduled finish time, deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.

(ii) The total number of playing minutes that remain to the re-scheduled finish time shall be divided by 4.2 to determine the maximum number of overs that remain in the match.

(iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams such that both teams are allocated an equal number of overs. The addition of one extra over to make the number equal is permitted.

(c) To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

(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.

13.4 Number of overs per bowler

(a) No bowler shall bowl more than 10 overs in an innings.

(b) 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.

(c) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

13.5 Restrictions on youth bowlers

(a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below.

(b) Length of spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 19	8	10
Under 18	7	10
Under 17	6	10
Under 16	6	10
Under 15	5	10
Under 14	5	10
Under 13	4	8

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions outlined below.

(c) Rest periods

The break between spells is to be a minimum of 30 minutes (including the luncheon interval and any other interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for his age (defined in (b) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

Following the completion of the extended spell, the normal break of 30 minutes between spells shall apply and the break within the spell is disregarded. If any interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler’s spell and daily limits.

(d) Change of bowling type

Where a bowler changes between medium pace (or faster) and spin/slow bowling during an innings:

(i) if the bowler begins with medium pace (or faster), the bowler is subject to this Playing Condition throughout the day;

(ii) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), this Playing Condition applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of winner

(a) A result can only be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of Playing Condition 12.3, 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 15 overs.

(b) A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum 15 overs because:

(i) The innings of the team batting first could not commence by 3.44pm daylight saving time

(ii) The innings of the team batting second could not commence by 4.57pm daylight saving time or,

(iii) The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its commencement

(c) 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.

(d) In any match in which both teams have had the opportunity to bat for a minimum of 15 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth-Lewis-Stern (DLS) method V6.0. This shall be applied by using the DLS V6.0 calculator in the Play Cricket website, Play Cricket app or Play HQ E-Scoring.

16.2 Target score

(a) If, due to suspension of play after the start of the match, the number of overs on the innings of either team is reduced to a lesser number than originally allotted, then a revised target score should be set using the DLS method. The target set will always be a whole number and one run less will constitute a Tie.

(b) If the innings of the side batting second is suspended (with at least 15 overs) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS 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.

16.3 Competition points

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

Result	Points
Win	6
Win with run-rate one and two-thirds (1⅔) times that of opposing team, subject to (c) below.	7
Tie	3
No Result	3
Loss	0
Forfeit win	(d) below
Forfeit loss	0

(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) Bonus point

(i) For the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two-thirds (1⅔) times that of the opposition.

(ii) For the team batting second to gain one bonus point, the victory must be achieved by the end of the 30th over (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).

(iii) Where a match is shortened, and the target revised through the Duckworth-Lewis method, the bonus point run-rate ((i) above) and defensive target ((ii) above) are derived as a function of the revised target score and maximum overs.

(d) Forfeits – a team winning by forfeit will be award points for a win with bonus point if at least one other team has achieved that result in that round, otherwise they will be awarded win points.

16.4 Qualifying for the Final

(a) At the completion of the preliminary rounds, teams will be ranked based on their position on to the points table.

Rankings will be determined by the highest number of competition points. In the event of two or more teams having an equal number of competition points, the team with the highest Net Run Rate shall occupy a higher relative position.

(b) The two highest ranked teams shall contest the Final.

(c) The right to host the Final shall be determined by the Committee of Management.

16.5 Net run rate

(a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. That is:

Net Run Rate = Team run rate per over – opposing team run rate per over

(b) In the event of a team being all out in less than its full quota of overs, the calculation of its team run rate is based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

16.6 Tie or No Result in the Final

(a) If the result of the Final is a tie, joint winners shall be declared.

(b) Where play is not possible on the date scheduled for the Final, then the match shall be rescheduled to the reserve date, where available. Any such rescheduled match will be a new match.

(c) If there is no result in the Final, the highest ranked team shall be declared the winner.

16.7 Submission of match results

Both teams are to ensure that full match results have been entered into PlayHQ by 10pm on the Tuesday following the match.

Full match details are to include the match scores and result as well as the full match scorecard (i.e. all batting, bowling and fielding statistics including dismissal and fall of wicket details).

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

(a) 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 or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

(b) 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 ball.

(c) Field changes are not permitted for free hit deliveries unless:

(i) There is a change of striker, or

(ii) The No ball was the result of a fielding restriction infringement (Refer Playing Conditions 28.1(a) and 28.4), in which case the field may be changed only to the extent of correcting the infringement.

(d) For clarity, the bowler can change their mode of delivery for the free hit delivery.

(e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

22. WIDE BALL

Law 22 shall apply subject to the following:

(a) A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump) shall be a Wide unless the striker, at any point after the ball came into play for that delivery has brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

(b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

(c) 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:

(i) the ball passes between the striker and the stumps.

(ii) 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.

(iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only, a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

23. BYE AND LEG BYE

Law 23 shall apply.

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Interchange of fielders

(a) Unlimited rotation of fielders without restriction shall apply to any person within the nominated team as defined in Playing Condition 1.1 provided no playing time is wasted.

(b) If a player who is not included in the nominated team enters the field (i.e. a substitute fielder) the player leaving the field shall be subject to Penalty Time in accordance with the Laws of Cricket (refer Laws 24.2 and 24.3).

25. BATTER'S INNINGS; RUNNERS

Law 25 shall apply with the addition of:

25.1 Protective equipment – the batter

(a) Any player under the age of 19 on 31 August prior to the cricket season in question must always wear a British Standard 7928:2013 compliant helmet when batting.

(b) It is recommended that all batters wear a British Standard 7928:2013 compliant helmet when batting against fast or medium-paced bowling.

(c) The umpires are responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7938:2013.

(d) The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this Playing Condition.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply with the addition of the following

27.1 Protective equipment – the wicket keeper

(a) A wicket-keeper must always wear a protector and a compliant helmet fitted with a grille when keeping up to the stumps.

(b) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.

28. THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Protective equipment – the fielder

(a) A fielder must always wear a protector and a compliant helmet when fielding in a position closer than 7 metres from the striker's position on the popping crease on a middle stump line, except for any fielding position behind square on the off side.

(b) A fielder aged under 19 years on 31 August prior to the cricket season in question must always wear a protector and a compliant helmet when fielding in a position closer than 10 metres of the striker's position on the popping crease on a middle stump line, except for any fielding position behind square on the off side.

(c) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.

28.2 Limitation of on side fielders

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

(b) In the event of infringement of this Playing Condition by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Fielding restriction area

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.4 Restrictions on the placement of fielders

(a) At the instant of delivery

(i) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(ii) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

(iii) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

(b) For any infringement of these fielding conditions, either umpire shall call and signal No Ball.

(c) In circumstances when the number of overs of the batting team is reduced, the number of overs in regard to the restrictions above, shall be reduced proportionately in accordance with the tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF THEIR GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

41. UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 Bowling of fast short deliveries

(a) A bowler shall be limited to two fast short deliveries per over.

A fast short 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 popping crease.

(b) The umpire at the bowler's end shall advise the bowler and the striker when each fast short delivery has been bowled.

(c) For the avoidance of doubt any fast short delivery which is called a Wide under Law 22.1.3 shall also count as one of the allowable fast short deliveries in that over.

(d) In the event of a bowler bowling more than two fast short deliveries in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

(e) If a bowler delivers a third fast short ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

(f) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short deliveries in an over, the umpire shall repeat the procedure in (d) and (e) above and advise the bowler that this is his final warning for the innings.

(g) 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 suspend the bowler immediately from bowling. If necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The bowler thus suspended shall not be allowed to bowl again in that innings.

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

The umpires will then report the matter to Central West Cricket Council who shall take such action as is considered appropriate against the captain and the bowler concerned.

(h) This Playing Condition is not a substitute for Law 41.6 (Bowling of dangerous and unfair short deliveries).

(i) The warning sequence in this Playing Condition is independent of the warning and action sequence under any other Playing Conditions or the Laws.

41.2 Bowling of high non-landing deliveries

Law 41.7 applies with the following additional information:

As a guide, an official warning should only be given against a bowler for a high non-landing delivery if the umpire answers YES to each of these questions:

(a) Was the ball delivered on the full and above the waist of the striker.

(b) Was the delivered ball directed at the body of the striker.

(c) Whether or not the ball is struck by the batter, if the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

41.3 Sight screen adjustment (time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. If this does not occur, the umpire shall require play to continue without the sightscreen being moved.

42. PLAYERS' CONDUCT

Law 42 shall not apply. Refer to the Central West Cricket Council Code of Conduct.

APPENDIX A: LOSS OF PLAY IN LIMITED-OVER MATCHES

Use Table A1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings by 1 over per team for each whole 8.4 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
9	1	110	13	210	25
17	2	118	14	219	26
26	3	126	15	227	27
34	4	135	16	236	28
42	5	143	17	244	29
51	6	152	18	252	30
59	7	160	19	261	31
68	8	168	20	269	32
76	9	177	21	278	33
84	10	185	22	286	34
93	11	194	23	294	35
101	12	202	24		

Use Table A2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 4.2 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
5	1	55	13	105	25
9	2	59	14	110	26
13	3	63	15	114	27
17	4	68	16	118	28
21	5	72	17	122	29
26	6	76	18	126	30
30	7	80	19	131	31
34	8	84	20	135	32
38	9	89	21	139	33
42	10	93	22	143	34
47	11	97	23	147	35
51	12	101	24		