



WESTERN CRICKET ZONE

2024-25

PLAYING CONDITIONS

50 OVER MATCHES



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

Contents

1.	THE PLAYERS	1
1.1	The team	1
1.2	Player Eligibility – Western Zone Cup	1
1.3	Player Eligibility – Western Zone Plate	1
1.4	Player Eligibility – Colts competition	2
1.5	Player Eligibility – Under 16 competitions	2
1.6	Two teams in an age group	2
2.	THE UMPIRES	2
2.1	Lightning	2
2.2	Extreme heat	2
3.	THE SCORERS	2
4.	THE BALL	2
5.	THE BAT	3
6.	THE PITCH	3
6.1	Transfer of matches (turf to synthetic)	3
7.	THE CREASES	3
8.	THE WICKETS	3
9.	PREPARATION AND MAINTENANCE OF THE PLAYING AREA	3
10.	COVERING THE PITCH	3
11.	INTERVALS	3
11.1	Interval between innings	3
11.2	Interval for drinks	4
12.	START OF PLAY; CESSATION OF PLAY	4
12.1	Hours of play	4
12.2	Extra time	5
12.3	Recouped Time	5
13.	INNINGS	5
13.1	Uninterrupted match	5
13.2	Delayed or interrupted matches	5
13.3	Over reductions	6
13.4	Number of overs per bowler	6
13.5	Restrictions on youth bowlers	7
14.	THE FOLLOW-ON	7
15.	DECLARATION AND FORFEITURE	8
16.	THE RESULT	8
16.1	Determination of winner	8
16.2	Target score	8
16.3	Competition points	8
16.4	Qualifying for the Final	9
16.5	Qualifying for the Final - Plate competition	10
16.6	Net run rate	10
16.7	Tie or No Result in the Final – all competitions other than the Plate	10
16.8	Tie or No Result in the finals of the Plate competition	10
16.9	Super Over	11



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

16.10	Submission of match results	11
17.	THE OVER	12
18.	SCORING RUNS	12
19.	BOUNDARIES.....	12
20.	DEAD BALL	12
21.	NO BALL	12
21.1	Free hit after a No ball	12
21.2	Ball bouncing over head height of striker	12
22.	WIDE BALL.....	12
22.1	Ball bouncing over head height of the striker	13
22.2	Judging a wide.....	13
23.	BYE AND LEG BYE	13
24.	FIELDER’S ABSENCE; SUBSTITUTES	13
24.1	Interchange of fielders.....	13
25.	BATTER’S INNINGS; RUNNERS	13
25.1	Protective equipment – the batter	14
26.	PRACTICE ON THE FIELD.....	14
27.	THE WICKET-KEEPER	14
27.1	Protective equipment – the wicket-keeper.....	14
28.	THE FIELDER	14
28.1	Protective equipment – the fielder	14
28.2	Limitation of on side fielders	15
28.3	Fielding restriction area	15
28.4	Restrictions on the placement of fielders - all competitions other than Plate.....	15
28.5	Restrictions on the placement of fielders – Plate competition.....	16
28.6	Movement by the fielder other than wicket-keeper	17
29.	THE WICKET IS BROKEN	17
30.	BATTER OUT OF HIS/HER GROUND	17
31.	APPEALS	17
32.	BOWLED	17
33.	CAUGHT.....	17
34.	HIT THE BALL TWICE.....	17
35.	HIT WICKET	18
36.	LEG BEFORE WICKET	18
37.	OBSTRUCTING THE FIELD	18
38.	RUN OUT	18
39.	STUMPED	18
40.	TIMED OUT.....	18
41.	UNFAIR PLAY	18
41.1	Bowling of fast short pitched deliveries	18
41.2	Sight screen adjustment (time wasting).....	19
42.	PLAYERS’ CONDUCT	19
APPENDIX A: LOSS OF PLAY IN LIMITED-OVER MATCHES		20
APPENDIX B: OFF SIDE WIDE GUIDELINE.....		21



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

APPLICATION

These Playing Conditions shall apply to all 50 over matches in the following Western Zone competitions:

- Premier League
- Cup
- Plate
- Colts (Under 18) Inter-Council
- Under 16 Inter-Council
- Under 16 Greg Griffith Shield

Except as varied hereunder, the *Laws of Cricket 2017 Code (3rd Edition - 2022)* shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Western Cricket Zone.

1. THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The team

- (a) For Under 18 and Under 16 Inter-Council matches a team shall consist of up to 13 players.
- (b) For all other competitions a team shall consist of up to 12 players.
- (c) Only 11 players are allowed to field whilst the opposition team is batting.
- (d) 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.

1.2 Player Eligibility – Western Zone Cup

In the Western Zone Cup competition:

- (a) any player aged 18 or under is eligible to play,
- (b) any player that has represented Western Zone and/or played in the Western Zone T20 Bash competition at Opens level in the current season will be ineligible except where (a) above applies, and
- (c) Bathurst, Dubbo and Orange will be limited to a maximum of 4 players that have played in the Western Zone Premier League competition in the current season, unless the permission of the Western Cricket Zone has been granted.

1.3 Player Eligibility – Western Zone Plate

Any player that has represented Western Zone and/or played in the Western Zone T20 Bash competition at Opens level and/or played in the Western Zone Premier League competition in the current season is ineligible for the Western Zone Plate competition, unless the permission of the Western Cricket Zone has been granted.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

1.4 Player Eligibility – Colts competition

Players participating in the Western Zone Colts competition must be under the age of 18 at 31 August prior to the cricket season in question.

1.5 Player Eligibility – Under 16 competitions

Players participating in Western Zone Under 16 competitions must be under the age of 16 at 31 August prior to the cricket season in question.

1.6 Two teams in an age group

Where an Association fields 2 teams in an age group:

- (a) A maximum of 2 players may be permitted to play for the other team. Otherwise, a player shall only be permitted to play in one team.
- (b) Where a player has played for both teams, that player will only be eligible for the team that the player first played for the finals.

Exemptions can be sought on application to the Committee of Management.

2. THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Lightning

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

However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this clause.

2.2 Extreme heat

Refer to the *Extreme Heat* policy.

3. THE SCORERS

Law 3 shall apply.

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) The balls approved for use in each competition are as follows:



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

Competition	Approved ball
WZ Premier League	white 156 gram, 4-piece Kookaburra Regulation
WZ Cup	red (or white) 156 gram, 4-piece Kookaburra Regulation
WZ Plate	red 156 gram, 4-piece leather balls of a good standard
U18 Inter-Council	white 156 gram, 4-piece Kookaburra Regulation
U16 Inter-Council	white 156 gram, 4-piece Kookaburra Regulation
U16 Greg Griffith Shield	red 156 gram, 4-piece Kookaburra Club Match or Senator

- (c) In any match where both teams are wearing coloured clothing, white four piece Kookaburra Regulation balls shall be used by both teams unless prior agreement has been made for both teams to use red balls in accordance with (b) above.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply subject to the following:

6.1 Transfer of matches (turf to synthetic)

In Under 16 competitions and in the Plate competition, where no play is possible on turf due to wet weather these matches shall be transferred to synthetic.

Players are to come prepared with rubber soled boots to all matches.

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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

- (b) Where the innings of the team batting first ends in fewer than 25 overs, 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, with 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 1:20pm
Innings Interval	1:20pm to 2:00pm
2nd Session	2:00pm to 5:20pm

Western Cricket Zone reserves the right to amend the start and finish times of all matches.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

12.2 Extra time

A total of 40 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.

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 40 minutes described in clause 12.2 above before any overs are reduced.

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 (200 minutes), play shall continue until the required number of overs has been bowled.
- (c) Where the first innings goes over 200 minutes in duration the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some, or all of 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 200 minutes, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (e) There are no over rate penalties in this competition. Teams unable to maintain the required over rate of 15 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

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, subject to the provisions of clause 13.3)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 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 or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

- (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 40 minutes of playing time has been lost (refer to clause 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 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 four (4) 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their 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.

(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 clause throughout the day; and
- (ii) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), this clause 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of clause 12.3, unless one team has been all out in less than 15 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 of 15 overs because:
 - (i) The innings of the team batting first could not commence by 3:50pm daylight saving time, or
 - (ii) The innings of the team batting second could not commence by 5:00pm 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.

16.2 Target score

- (a) If, due to suspension of play after the start of the match, the number of overs in the innings of either team is reduced to a lesser number than originally allotted (minimum of 15 overs), 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:



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

Result	Points
Win	6
Win with bonus point - refer to (c) below	7
Tie	3
Loss	0
No Result	2
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) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two-thirds ($1\frac{2}{3}$) times that of the opposition.
- (ii) In order 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, in 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.

(iv) Forfeits

A team will be determined to have forfeited the match where it fails or refuses to play the match.

Where a team loses by forfeit, it shall receive no points.

Where a team wins by forfeit, it shall receive win points notwithstanding that win with bonus points shall be awarded if another team wins a match with a bonus point in the same competition round.

16.4 Qualifying for the Finals

- (a) At the completion of the preliminary rounds, teams will be ranked based on their position on 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) Each season, the Committee will determine the number of teams to qualify for the finals in each competition and the structure of the finals series.

For a 4 team finals series, the 4 highest ranked teams will contest the semi finals; First will play Fourth and Second will play Third. The winner from each Semi Final match will contest the Final.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

Where a competition has a final only, the two highest ranked teams shall contest the Final.

16.5 Qualifying for the Final - Plate competition

- (a) The highest ranked team from each of the following Cricket Council competitions shall qualify for the finals of the Western Zone Plate Competition:
 - (i) Central West Cricket Council's Rod Hartas Trophy.
 - (ii) Lachlan Cricket Council's competition.
 - (iii) Macquarie Valley Cricket Council's Brewery Shield.
- (b) Prior to the start of each season, the Committee will determine which Cricket Council competition winner shall qualify directly for the final. The winner of the other two Cricket Council competitions shall play the semi final.
- (c) The winner of the semi final shall contest the final.

16.6 Net run rate

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

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.

16.7 Tie or No Result in the Finals – all competitions other than the Plate

- (a) If the result of a Finals match is a tie, the highest ranked team shall be declared the winner.
- (b) Where no play is possible on the date scheduled for the Final, the match shall be rescheduled to the nominated reserve date.
- (c) If there is no result in a Finals match, the highest ranked team shall be declared the winner.

16.8 Tie or No Result in the finals of the Plate competition

- (a) In the event of a Tie in a semi final or final of the Plate competition, a Super Over will be played to determine the winner. If scores in the Super Over are tied, an additional Super Overs shall be played, until a winner is able to be determined.

If a winner is unable to be determined by the Super Over, including due to conditions of ground, weather or light:

- (i) For the semi final, the team with the highest net run rate from the preliminary rounds of the competition shall progress to the final.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

- (ii) For the final, the match shall be replayed on the reserve date.
- (b) In the event of a No Result in a Semi Final match, the team with the highest net run rate from the preliminary rounds of the competition shall progress to the final.

Note: For the Plate, the preliminary rounds of the competition shall be the preliminary rounds of the respective Cricket Council competition. The net run rate of each team shall be determined by the Committee.
- (c) If the result of the Final is a tie, joint winners shall be declared.
- (d) Where no play is possible on the date scheduled for the Final, the match shall be rescheduled to the nominated reserve date.
- (e) If a winner is still unable to be determined on the reserve date, both teams shall be declared joint winners and the team with the highest net run rate across all matches in the competition shall proceed to the Country Plate.

16.9 Super Over

- (a) Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
- (b) The team batting second in the match will bat first in the Super Over.
- (c) In both innings of the Super Over the fielding side shall choose which end to bowl from.
- (d) Whilst neither team is required to nominate either batters or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once the bowling team has determined which end they will bowl from and the opening batters take their respective positions at each end, they are not permitted to change ends.
- (e) Only nominated players in the main match may participate in the Super Over.
- (f) The same ball used at the end of each team's innings in the match, or a similar ball if that one is unsuitable for any reason, shall be used for its innings in the Super Over.
- (g) Fielding restrictions shall be the same as for the last over in the match.
- (h) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (i) In the event that the Super Over is unable to be completed due to conditions of ground, weather or light, the result will be a Tie.

16.10 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 batter 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 clauses 28.2 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 his/her 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.

21.2 Ball bouncing over head height of striker

Law 21.10 (Ball bouncing over head height of the striker) shall not apply. Refer to clause 21.2.

22. WIDE BALL

Law 22 shall apply subject to the following:



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

22.1 Ball bouncing over head height of the striker

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.

22.2 Judging a wide

- (a) A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – See Appendix B) 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, wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, 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 by clause 1.1 provided no playing time is wasted.
- (b) In the event that a player who is not included 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:



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

25.1 Protective equipment – the batter

- (a) A batter must wear a compliant helmet at all times when batting against fast or medium-paced bowling.
- (b) Any player aged under 18 years on 31 August prior to the cricket season in question must wear a compliant helmet at all times while batting.
- (c) The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered fast, medium-paced or slow within the context of that particular match.
- (d) 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.
- (e) 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 clause.

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 wear a compliant helmet at all times 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 wear a compliant helmet at all times when fielding in a position closer than 7 metres from the striker's position on the popping crease on a middle stump line, with the exception of any fielding position behind square on the off side.
- (b) Any player aged under 18 years on 31 August prior to the cricket season in question is not permitted to field in a position closer than 10 metres of the striker's position on the popping crease on a middle stump line, with the exception of 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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) 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/her person whether grounded or in the air is in front of this line.
- (c) In the event of infringement of this clause 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 - all competitions other than Plate

- (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 fielding conditions during Powerplays, 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 within each Powerplay of the innings shall be reduced 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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

28.5 Restrictions on the placement of fielders – Plate competition

- (a) At the instant of delivery
 - (i) For the first 15 overs only two fielders are permitted to be outside the fielding restriction area.
 - (ii) For the remaining overs, only five fielders are permitted to be outside the fielding restriction area.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

- (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 a ratio of 15:50 (30%) 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.

Total Overs in Innings	Number of overs for which fielding restrictions in (a)(i) above will apply
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

28.6 Movement by the fielder other than wicket-keeper

For any unfair movement by a fielder, which is the umpires' opinion is to correct an oversight so as to avoid a fielding restriction breach rather than a deliberate attempt to obtain an advantage, the umpire shall call and signal Dead Ball and penalty runs shall not be awarded.

29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF HIS/HER 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.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 pitched deliveries

Note: in the Plate competition, a bowler is limited to one (1) fast short pitched delivery per over. The process described below shall be adjusted accordingly.

(a) A bowler shall be limited to two (2) fast short pitched deliveries 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 popping crease.

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

(c) For the avoidance of doubt any fast short pitched delivery which is called a Wide under clause 0 (Ball bouncing over head height of striker) shall also count as one of the two (2) allowable short pitched deliveries in that over.

(d) In the event of a bowler bowling more than two fast short pitched 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 pitched 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 pitched 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



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 pitched 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 Western Zone who shall take such action as is considered appropriate against the captain and the bowler concerned.

- (h) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short pitched deliveries).
- (i) The warning sequence in this clause is independent of the warning and action sequence under any other clauses or the Laws.

41.2 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. In the event that this does not occur, the umpire shall require play to continue without the sight screen being moved.

42. PLAYERS' CONDUCT

Law 42 shall NOT apply. Refer to the Code of Conduct.



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

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 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	104	13	200	25
16	2	112	14	208	26
24	3	120	15	216	27
32	4	128	16	224	28
40	5	136	17	232	29
48	6	144	18	240	30
56	7	152	19	248	31
64	8	160	20	256	32
72	9	168	21	264	33
80	10	176	22	272	34
88	11	184	23	280	35
96	12	192	24		

Use Table A2 for:

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

Reduce innings by 1 over for each whole 4 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	52	13	100	25
8	2	56	14	104	26
12	3	60	15	108	27
16	4	64	16	112	28
20	5	68	17	116	29
24	6	72	18	120	30
28	7	76	19	124	31
32	8	80	20	128	32
36	9	84	21	132	33
40	10	88	22	136	34
44	11	92	23	140	35
48	12	96	24		



2024-25 PLAYING CONDITIONS – 50 OVER MATCHES

APPENDIX B: OFF SIDE WIDE GUIDELINE

