



Under 16 Club Challenge



Steketee Cup (Under 15 Boys)

Playing Conditions

Updated: June 2024

Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for the following competitions:

- Brisbane Metropolitan Cricket Under 16 Club Challenge
- Queensland Cricket Steketee Cup (Under 15 Boys)

The information applies to all participants, administrators, parents and spectators.

Queries

- Any queries should be directed to the Queensland Cricket Competitions & Clinics Project Officer at: adam.paroz@qldcricket.com.au

Rules of Play

SUMMARY	Playing and competing
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
COACH	Accredited Community Coach - preferred
GAME TYPE	50 Over Limited Innings (min. 20 overs to constitute a match)
BALL	Home team is to supply 2 balls to each match (1 for each innings) Teams can purchase and play with any of the balls listed below: <ul style="list-style-type: none"> - Pink 156g Kookaburra Senator 4 piece Ball - Pink 156g Dukes Special Match 4 piece Ball - Pink 156g RJR Pink Test Match 4 Piece Ball - Pink 156g RJR Test Special 4 Piece Ball - Pink 156g KD Precision 4 piece Ball - Pink 156g Whack Test Leather 4 Piece Ball
TIME	<p>Innings 1: 9.30am – 12.30pm (3hrs)</p> <p>Interval: 12.30pm – 1.00pm (30mins)</p> <p>Innings 2: 1.00pm – 4.00pm (3hrs)</p> <p>6 hrs of play with a 30min interval between innings Each side has 3hrs to complete their overs.</p> <p>Where play is delayed or interrupted the umpires can reduce the length of the interval taken at their own discretion.</p>
EQUIPMENT	Protector Pads Gloves British Standard Helmets <u>must be worn at all times</u> while batting, and wicket keeping up to the stumps Coloured clothes are permitted 2 sets of stumps with bails Measuring tape or string to measure boundary and inner circle Boundary markers and inner circle discs Chalk, tape or paint to mark crease
BOUNDARY	50m Maximum Boundary to be measured from the centre of the pitch Boundary of the oval may be used if already marked
INNER CIRCLE	27.5m Ends of circle to be measured from the middle stump Sides of circle to be a straight line parallel to the pitch Inner circle of oval may be used if already marked
PITCH TYPE & LENGTH	Turf Wicket (turf from Saturdays game if available) 20.1m length (standard pitch length)

OVERS	50 overs per team (300 balls)
INNINGS	1 innings of 50 overs per team
TEAM	Maximum of 12 Players per team, with 11 players allowed on the field at any one time Minimum 8 players to commence game To be eligible for a finals match, players must have played in a minimum of 2 round games
BATTING	No mandatory retirements If a team has 12 players, one player will not bat.
BOWLING	6 balls per over (all wides and no-balls are to be re-bowled) There is a maximum of 10 overs for all bowlers There is a maximum of 5 overs per spell for fast/medium paced bowlers (as per Australian Cricket Junior Bowling Guidelines), with a minimum 30 minute break required to reset the 5 over restriction. All players are permitted to bowl All no balls are followed by a 'free hit'
FIELDING	Maximum of 11 players are allowed on the field at any time No fielders within 10m of the batter (except regulation offside slips, gully & wicketkeeper) Fielding restrictions (at time of bowling delivery) – number of fielders outside the inner circle: Overs 0-10: Max 2 fielders Overs 11-40: Max 4 fielders Overs 41-50: Max 5 fielders Umpires are encouraged to warn teams/captains of breaches of fielding restrictions prior to being called a no ball.
DISMISSALS	All modes of dismissal count Umpires to be supplied by QCUSA or other accredited body (e.g. Toowoomba, Ipswich, Gold Coast etc) If only one accredited umpire is supplied, the batting team shall supply an umpire to stand at the striker's end. Should no accredited umpires be supplied then the batting team's umpire should stand at the bowlers end and the fielding team shall supply an umpire to stand at the striker's end.

RESPONSIBILITIES

- i. The team named first on each match is the nominal "Home" team.
- ii. When available, QCUSA will provide 2 umpires for each match. If only one accredited umpire is supplied, the batting team shall supply an umpire to stand at the striker's end. Should no accredited umpires be supplied for any game, each team is to provide an umpire for the match. The umpire may be a parent with suitable knowledge of the rules and etiquette of the game; however, a parent is not permitted to officiate while their child is batting or bowling.
 - (1) Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
 - (2) The umpire from the batting team umpires from the bowler's end, and the bowler's team umpire stands at the striker's end (i.e. square leg). The only exception is if there is no suitably qualified umpire available, and both teams agree.
- iii. Live Scoring on playHQ is mandatory, with either a paper or other electronic copy kept as a backup. Match balls shall be pink in colour and provided by the Home Side each round. Balls must be one of the following 6 options:
 - (1) Pink 156g Kookaburra Senator 4 piece Ball
 - (2) Pink 156g Dukes Special Match 4 piece Ball
 - (3) Pink 156g RJR Pink Test Match 4 Piece Ball
 - (4) Pink 156g RJR Test Special 4 Piece Ball
 - (5) Pink 156g KD Precision 4 piece Ball
 - (6) Pink 156g Whack Test Leather 4 Piece Ball
- iv. Both Captains must agree on the scores at the conclusion of the innings of the team batting first and at the conclusion of the innings of the team batting second.
- v. The results of the match are to be uploaded and confirmed through playHQ within 24 hours of the completion of the match. Teams that do not submit their results within the prescribed time frame may, at the absolute discretion of the Committee, run the risk of a penalty which may come in the form of having competition points deducted from them.

FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY

- i. **Prior to the match**, if both coaches **agree** over the fitness of the ground, weather or light for play then the officially appointed umpires should allow play to commence. This shall NOT apply if a decision has to be made to suspend play due to the implementation of the Lightning rule in these Playing Conditions - this matter is solely for the umpires to decide upon.
- ii. **Prior to the match**, if both coaches **disagree** over the fitness of the ground, weather or light for play the officially appointed umpires shall be the final judge of the fitness of the ground, weather and light for play.
- iii. **Once the match has commenced**, it is solely for the appointed umpires together to 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. The appointed umpires shall consider

MCC Laws 2.7 and 2.8 with regards to Fitness for play and Suspension of play in dangerous or unreasonable circumstances.

NOTE: if there are no appointed umpires, decisions on fitness of the ground, weather or light shall revert to the coaches of the teams, as per Playing Conditions i. and ii. above – i.e. if both coaches agree, then the decision on whether play shall commence/continue/cease shall be confirmed, however if both coaches disagree, then the status quo shall remain.

iv. Lightning -

- i)** Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Players and officials may cover the wicket to make necessary preparations for the thunderstorm, and must then leave the field.
- ii)** If thunder follows a lightning flash by 30 seconds or less, players and officials must leave the field immediately.
- iii)** Play shall not resume until 30 minutes after the last lightning flash for which thunder follows within 30 seconds.
- iv)** It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpire shall report to the organising committee all such breaches as a Code of Conduct matter.

v. Maximising Play - At all times all participants will strive to maximise play. This definition is broadly summarised as follows:

- i)** All players from both sides will assist in the removal or the laying of covers when directed by the umpire/s.
- ii)** Where the venue is deemed unfit for play but the game is not yet abandoned, all players will make best effort to attempt to improve the conditions to allow for play to commence or resume.
- iii)** A refusal by any player to adhere to an instruction of an umpire in regards to any effort to maximise play as described above shall be deemed as dissent. Such dissent, at the discretion of the umpire, may be reported as a Code of Conduct breach.

APPEALS

- i.** Any appeal in respect of a game may only be made by either of the two sides in that game, not by a third party. Any appeal to the Competition Administrator must be made in writing (via email). Any appeal to the Committee must be made by 8pm on the date the match was played.
- ii.** The Committee's powers include but are not limited to:
 - i)** award a match to one team or to both teams jointly;
 - ii)** deduct such competition points from, or/and award such competition points to, either team in a match, as in their absolute discretion deem fit.

ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

- i. The minimum age to qualify for these competitions are as follows:
 - a) **BMC U16 Club Challenge:** must be at least 14 years of age as of the 1st of September 2024.
 - b) **Steketee Cup:** must be at least 13 years of age as of 1st of September 2024.
 - If clubs wish to nominate a player outside of these dates, they must submit a request in writing to the competition administrator. Following this the Competitions Committee will come to a decision around the eligibility of the player. The player cannot commence play until this decision is made and communicated back to the club.
 - **BMC U16 Club Challenge:** each team is allowed to select up to 3 x U17 players to play each round.
 - **Steketee Cup:** each team is allowed to select up to 3 x U16 players to play each round.
 - Overage player details will need to be sent to the competition administrator to track and maintain.
- ii. Using the “Qualified Player” guideline above, any team that causes or permits an unqualified player to participate in a game shall lose its match points and the game shall be deemed to have been won by the other side.
- iii. All players must be registered on playHQ to a Junior Club prior to the commencement of play.
- iv. All players must be selected and listed on playHQ a minimum of 1 hour prior to the commencement of play each round.
- v. Any person associated with the team may act as a deputy in nominating the players into the team list within PlayHQ. However after the nomination of players, only a nominated player from the team sheet can act as deputy in discharging the duties and responsibilities of the captain.
- vi. Where a team nominates to play with 12 players the Coach or Captain shall clearly advise the umpires prior to the Toss which of the 12 players shall not be batting.
- vii. The captain winning the toss shall immediately notify the opposing captain of his decision to bat or bowl. If a captain is unavailable at the time of the toss, a deputy shall act in his place and also toss for choice of innings. If the toss is late, causing the match to start late, then any time lost will be used against the extra time allowance.

THE CONDUCT OF THE GAME

1. NUMBER OF PLAYERS PER MATCH

Teams are permitted to select a team of 12 each game. Each team is permitted to bat 11 players and bowl all 12 players. A maximum of 11 players can take the field at one time. Umpires must be informed at the toss of a team's desire to play with 12 players under this Playing Condition.

If a team is playing 12, the following conditions apply:

- a) 11 of the 12 players are allowed to bat.
- b) Any or all of the 12 players are allowed to bowl.
- c) Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players. Provided that no one player amongst the 12 nominated players can be off the field for more than a total of 10 overs, which will be reduced pro-rata in a reduced innings. If the umpires find a breach of this rule they shall lodge a Code of Conduct report against the captain of the offending team to the Committee for its determination in relation to the captain and/or the team. Any player coming on to the field to perform a fielding rotation must be one of the 12 nominated players for that game, and if required, is allowed to bowl immediately.
- d) A substitute fielder (from outside of the nominated 12) shall only be allowed to field, if 2 or more of the 12 nominated players become ill or injured and become unable to field. To clarify – the use of a 13th (or subsequent) player as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 12, to less than 11 players.
- e) Further to the above, the umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per the Laws of Cricket.

2. MATCH TIMES / SCHEDULING

Play is scheduled from **9.30am to 4.00pm** with an interval break of 30 minutes.

Each innings is limited to a maximum of 50 overs per side.

When bowling, each team has 180 minutes to complete their innings.

Each team has to have had the opportunity to bat for a minimum of 20 overs to constitute a match.

The Change of Innings Interval shall be 30 minutes unless the innings of the team batting first is reduced to:

- 30 overs or less, the interval shall be reduced to 20 minutes, and
- 20 overs ONLY, the interval shall be reduced to 10 minutes.

If the first innings of the match goes over the scheduled time for it to be completed (eg, 180 minutes for the full 50 overs – or one over for every 3.6 minutes in a reduced over game) then the duration of the break is unaffected and the extra time that it took to complete the innings will be used against the extra time allowance as described in the Playing Condition below.

If the team batting in the first innings of the match is bowled out in **20 overs OR LESS**, then the scheduled duration of the innings break will not occur - instead, a 20 minute innings break takes place and the game will be played out to its completion.

Drinks Breaks

On days played under normal weather conditions, one drink break will occur every 60 minutes.

Drinks can be consumed at the fall of a wicket at the umpires discretion provided it does not hold up play and the innings remains on time.

Where there has been a loss of scheduled playing time, the umpires shall arrange the drinks breaks to ensure that scheduled play does not go for longer than 80 minutes without a drinks break.

Extension of Play

The nominal scheduled finish time of 4.00pm can be extended by up to an additional 45 minutes (to 4.45pm) if time is lost in any these scenarios –

- a) Late starts due to ground, fitness or weather-related issues.
- b) Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy.
- c) Time lost due to the first innings of the game going over its allotted time to complete the required number of overs.
- d) Time taken for any third or subsequent scheduled drinks breaks on hot days which are above and beyond the regulated two drinks breaks per session.
- e) Time lost for any other reason where the amount of lost time before play can resume exceeds five (5) minutes - eg; an **extended** delay due to player injury.

Loss of Scheduled Playing Time

Summary: If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 45 minutes of playing time lost. **Furthermore**, if the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 45 minutes before overs are reduced after loss of playing time.

Once all available "**make-up**" time as described above has been exhausted, overs to be bowled are calculated as follows -

- i. **Lost Time During First Innings** - For any time lost during the innings of the team batting first, overs are reduced at the rate of one (1) over for each team for each whole seven (7) minute time period of scheduled playing time LOST, provided that a MINIMUM of twenty (20) overs is achievable for each side.
- ii. **Interval Affected due to Lost Time During First Innings:**
 1. If the innings of the team batting first is reduced to 30 overs or less, the interval shall be reduced to 20 minutes.
 2. If the innings of the team batting first is reduced to 20 overs, the interval shall be reduced to 10 minutes.
- iii. **Lost Time After First Innings** - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by 3.6 with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second.
- iv. **Umpires to recalculate overs** – In all the scenarios where time is lost the umpires need to re-calculate the number of overs and communicate these changes to both team captains.
- v. If less than twenty (20) overs are completed by any team, then the match shall be declared a draw provided that a result has not already been achieved. To clarify - if the team batting

second uses less than twenty (20) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least twenty (20) overs, then this shall constitute a match.

- vi. Should the game not be able to commence by **2:11pm** then the match shall be abandoned as a DRAW.
- vii. If the team batting second cannot commence its innings by **3:33pm** then the match shall be abandoned as a DRAW.

DUCKWORTH-LEWIS-STERN METHOD

In all matches, the team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced.

In such a match, the “Duckworth-Lewis-Stern” Method of Re-calculating the Target Score in an Interrupted Match shall be applied.

The application of the “Duckworth-Lewis-Stern” Method requires the following:

- a) Each team is to LIVESCORE through playHQ which will have the Duckworth-Lewis-Stern method preinstalled on it. It is the responsibility of the scorers to produce the calculations.
- b) A Duckworth-Lewis-Stern calculation must be determined in the following two circumstances:
 - a. At the change of innings of every match, even if there have been no interruptions. This calculation will allow each team to determine a winner if the second innings is cut short due to weather related matters.
 - b. Once a match has already commenced, and where an interruption causes a reduction in the number of overs for either inning. If there are multiple interruptions to play causing multiple over reductions a fresh Duckworth-Lewis-Stern re-calculation is required upon the resumption of play on each occasion.
 - c. On each occasion where a Duckworth-Lewis-Stern target score table is produced it should be shared with each captain if requested and presented to the umpires if requested. The par and target scores should be advised to the captains and umpires before recommencing a match that has been delayed.

3. FIELDING RESTRICTIONS

Definition of Fielding Restriction Area - 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 27.5m. The ends of each semi-circle shall ideally be joined to the other by a straight line or series of dots.

Application of Restrictions - Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

Subject to there being no interruptions to play, the Powerplay Overs shall be:

- a) Overs 1-10: Max 2 fielders outside of the Fielding Restriction Area
- b) Overs 11-40: Max 4 fielders outside of the Fielding Restriction Area
- c) Overs 41-50: Max 5 fielders outside of the Fielding Restriction Area

Restriction Of Leg Side Fielders - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.

Powerplay Infringement - In the event of an infringement of the Fielding Restriction Playing Conditions, either umpire shall call and signal ‘No ball’ at the instant of delivery.

4. COMPLETION OF A MATCH

A team batting second shall not bat on, after it has passed the total of the team batting first.

5. CODE OF CONDUCT

Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit of Cricket” guidelines contained within the Laws of the Game. Umpires will report to Queensland Cricket any breaches of these values and any such reported player will be dealt with under the Queensland Cricket Code of Behaviour.

In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to "sin bin" or send a player off for serious misconduct issues. This Law shall not apply in this competition.

All players, coaches, parents and attendees are required to abide by the Queensland Cricket Code of Conduct at all times.

6. WIDES

- a) Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- c) As a guideline to the umpires for the calling of Wides, an Off Side Wide Line shall be marked 18 inches inside the return crease on both sides of the wicket.
- d) **Off Side Wides:** A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach.
NOTE: If in the opinion of the umpire the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- e) **Leg Side Wides:** Any delivery that passes outside the leg stump without making any contact with the striker’s bat or person shall be called and signalled Wide Ball, unless:
 - a. The ball passes between the striker and the stumps, or
 - b. The striker moves towards the off side exposing the stumps at any point after the bowler has started their run up and in the opinion of the umpire the ball would have made contact with the striker in their normal batting position.

7. NO BALLS

The Laws of Cricket shall apply except for the following circumstances –

Ball bouncing over head height of striker

- a) A bowler may deliver no more than two fast short pitched deliveries per over.
- b) This is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- c) 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.
- d) In addition, a ball that passes clearly above head height of the batter, other than a fast short pitched ball, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide Ball and will also count as an allowable ball above shoulder height for that over (subject to (e), (f) and (g) below).

- e) In the event of a bowler bowling more than two fast short pitched deliveries in an over, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings..
- f) If there is a second instance of the bowler being No Balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure above and advise the bowler that this is their 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 take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall not have bowled the previous over or part thereof nor be allowed to bowl the next over/part thereof..
- h) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.

High Full Tosses

- a) Any delivery, of any speed, that is full pitch above the waist of the striker standing upright at the popping crease shall be called “No Ball” by the non-striker's end umpire only.
- b) A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the umpire was dangerous and had potential to cause injury to the striker. Where the umpire believes that such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of “No Ball”. If another such delivery is bowled in the innings by the same bowler, the umpire will issue a second and final warning after the ball is called “No Ball”. Another breach in the innings by the same bowler will be called and signalled “No Ball” and then when the ball is dead the bowler will be removed from the attack for the rest of the innings.
- c) As a guide, an official warning should only be given against a bowler if the umpire answers YES to each of these questions:
 - i. Was the delivery full pitch above the waist of the striker standing upright at the popping crease.
 - ii. Was the delivery directed at the body of the striker.
 - iii. Whether or not the ball is struck by the striker, if the delivery had hit the striker in the body would it have potentially caused injury.

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

Leg Side Restrictions

A “No Ball” shall be called by either umpire if more than five (5) players are fielding on the leg side of the wicket at the moment of delivery.

Powerplay Infringement

In the event of an infringement of the Fielding Restriction Playing Conditions, either umpire shall call and signal ‘No ball’ at the instant of delivery.

Free Hit Following a No Ball

- a) The delivery following a No Ball called shall be a free hit for whichever batter is facing it.
- b) If the delivery for the free hit is not a legitimate delivery (No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

- c) For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide.
- d) Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

8. POINT SCORING / LADDER POSITIONS

The number of competition points that can be earned are as follows -

- a) **Winning Team (including a win by Forfeit)** - 2 points.
- b) **Losing Team (including a loss by Forfeit)** - 0 points.
- c) **Tied Result** - 1 point each (a tie is defined where the innings totals of each team are equal irrespective of wickets lost by the team batting second).
- d) **Draw or No Result** - 1 point each (includes matches where weather or ground fitness either prevented play starting or prevented a result).

If the result of any match is awarded to a team by the umpires under the provision of Law 16.3 then the result of this match shall be deemed as a forfeit.

Ladder Positions - Where a finals series is to be conducted after the playing of preliminary rounds, and where two or more teams have finished on an equal number of points, final ladder positions shall be determined using the Net Run Rate (NRR) Method which is measured across all Preliminary Round matches. The formula for the NRR method is -

- Total runs scored divided by total overs faced = "A"
- Total runs conceded divided by total overs bowled = "B"
- **The NRR is "A" minus "B"**

The team that has the highest NRR calculation shall be deemed superior.

Where a team has been bowled out before the completion of its maximum number of overs then for the purposes of NRR that team shall be deemed to have batted its full quota of overs, rather than the number of overs actually batted.

EXCESSIVE HEAT POLICY

PREAMBLE - The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not place the health and well-being of participants at risk. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

TEMPERATURE THRESHOLD - Air Temperature is the measurement that shall be used to apply this policy.

ADDITIONAL DRINKS - The umpires shall schedule three drinks breaks per innings instead of two for any days play where the weather is forecasting a temperature of 32 degrees or more.

LOSS OF PLAYING TIME DUE TO EXCESSIVE HEAT Playing Condition "Extension of Play" applies to any situation where play is suspended under this heat policy. To clarify, only 45 minutes of extra time can be added onto a game where play is suspended due to any adverse weather conditions including excessive heat. Once 45 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 45-minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule.

ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY - The Competition Committee may in its absolute discretion determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is more than 36 degrees at a majority of all scheduled venues. Additionally, the Committee in its absolute discretion will then determine which of the following options to adopt -

- (a) Deem any abandoned day of play to be lost to the Tournament, or
- (b) To reschedule that lost days play to a future day if an appropriate opportunity exists, or
- (c) Come to any other decision deemed appropriate by the Committee.