



Sydney  
Shires  
Cricket  
Umpires

**MASTERS CRICKET**  
**CLASSICS CRICKET**  
**VINTAGE CRICKET**

**CHANGES TO THE COMPETITION**  
**PLAYING CONDITIONS**

**SEASON 2017 - 2018**

# **Playing Condition 1 (1)**

**Introduction of a third competition  
under the Masters & Classics Umbrella**

**“Vintage Cricket” is targeted for players  
60 years and older**

**At the time the playing conditions went to print on 13/9/17 it is  
not yet confirmed whether Vintage cricket will go ahead**

# **Playing Condition 1 (6)**

**All cricket will be played under the newly written Laws of Cricket (2017 Code) with some exceptions detailed further into this presentation**

# **Playing Condition 3 (1)**

**“Vintage Cricket” will play on the same Sundays that “Masters Cricket” plays on**

**“Vintage Cricket” will play a lesser number of rounds to Masters & Classics**

**At the time the playing conditions went to print on 13/9/17 it is not yet confirmed whether Vintage cricket will go ahead**

# **Playing Condition 3 (5)**

## **Spirit of Cricket Award**

**Each team, in each match, will be marked by the appointed umpire with a score from 0 to 10 assessing each teams upholding of the true values involved in the Spirit of Cricket. This assessment will be supplied via the umpires written match result sheet**

**The team in each competition holding the highest average mark of Spirit of Cricket points across all preliminary rounds shall be awarded the Spirit of Cricket Trophy at the end of season dinner.**

# Playing Condition 6 (1)

Where the captains cannot agree as to the fitness of the ground conditions to resume play after a delay.... then,

5.30pm is now the earliest time an umpire can abandon play where the team batting second has yet to bat a total of 15 overs  
(A Minimum of 15 overs constitutes a game)

**Previous season this was measured at 5pm**

# Playing Condition 6 (2)

**Where there is NO official umpire and captains cannot agree as to the fitness of the ground conditions to resume play after a delay.... then,**

**Participants must wait until the re-scheduled finish time before the game is abandoned –**

**This is now 6.30pm**

**(unless agreement is reached beforehand)**

**Previous season this was measured at 6pm**



# Playing Condition 8 (1) (c)

**“Vintage Cricket’ is for players who are aged 60 and over as at 1 April each year**

**Exemptions will be provided for in the first three years of this competition**

**2017/18 – Players 57 or over can play**

**2018/19 – Players 58 or over can play**

**2019/20 – Players 59 or over can play**

**On the day of the actual match you must be 57, 58 or 59 respectively to play  
ie, In 2017/18 – a player aged 56 turning 57 before 1 April 2018 cannot play until he turns 57**

**At the time the playing conditions went to print on 13/9/17 it is not yet confirmed  
whether Vintage cricket will go ahead**

# **Playing Condition 8 (1) (c)**

**“Vintage Cricket’ is for players who are aged 60 and over  
as at 1 April each year**

**Under the exemption rules listed on the previous page,  
any person who plays a game who does not turn 60  
before 1 April 2018**

- Cannot bat higher than 6 in the batting order**
- Cannot bowl more than 5 overs per game**

**At the time the playing conditions went to print on 13/9/17 it is not yet confirmed  
whether Vintage cricket will go ahead**

# Playing Condition 9 (3)

## Match Start Time

**The start time for all matches  
is now 12.15pm**

**Previously it was 12.30pm**

Masters Round 1 is in non daylight saving time.

Play starts at 11.15am on this day

# Playing Condition 9 (3)

## Clarification

**The earlier start time of 12.15pm, along with the reduction of the tea break from 30 to 25 minutes, now gives the match an extra 20 minutes of playing time, thereby giving each team an additional 10 minutes to bowl the required 40 overs within 160 minutes**

**This change is due to a majority of teams last season failing to bowl their overs inside the previously prescribed time of 150 minutes**

# **Playing Condition 9 (4)**

## **The Tea Interval**

**The tea interval shall now be 25 minutes  
(instead of 30) for any game  
scheduled for 40 overs each**

**If a match is reduced to less than  
40 overs each, then the tea interval is  
reduced to 20 minutes**

# **Playing Condition 9 (6)**

**“Make up time”**

**The scheduled 6pm finish time can be extended by up to 30 minutes (to 6.30pm) under these conditions –**

- **Late start due to unfit ground or weather related issues**
- **Late start due to a junior match still in progress on the field**
- **Time lost during the day due to rain, lightning or excessive heat**
- **Time lost due to the first innings going longer than required**

# **Playing Condition 9 (6)(d)**

## **Ineligible make up time**

**Where a match starts late for no acceptable reason (eg, player tardiness to start on time) then “make up time” shall NOT be utilised and umpires will reduce the number of overs each team faces by one over per team for each whole 8 minutes that the match starts late**

# **Playing Condition 9 (9)(a)**

- **The number of overs each team faces shall not be reduced until all of the 30 minutes of “make up time” has been exhausted**
- **If the team batting first has not finished its innings – once “make up time” has been exhausted overs will be reduced at the rate of one over for every whole eight (8) minutes lost**



# **Playing Condition 9 (9)(b)**

- If due to delays the first innings does not start by 4.10pm then the match is abandoned as there is insufficient time for each team to receive 15 overs**
- If due to delays the second innings does not start by 5.30pm then the match is abandoned as there is insufficient time for 15 overs to be bowled**

# Playing Condition 9 (15)(b)

## Player Misconduct

- **The new Law of Cricket that gives the umpire the power to temporarily remove ("sin bin") a player from the game, or to send a player off for the rest of the game shall NOT apply in this competition. Players, where applicable, will continue to be reported for Code of Conduct breaches and are subject to suspension at the discretion of the competitions committee**

# Playing Condition 10 (2)(b)

## High Full Tosses – No Ball

- **The competition will now apply the new Law of Cricket that states that any full toss above WAIST height for ANY delivery (fast or slow) shall be called no ball by the umpire at the bowlers end.**
- **The Law of cricket that removes the bowler from the attack after bowling a second waist high full toss shall NOT apply in this competition. The ONLY exception to this shall be if the umpire is of the opinion that a high full toss was bowled deliberately.**

# Playing Condition 12

## Excessive Heat Policy

- **Following confusion over the cancellation of a round last season, the excessive heat policy to determine whether matches should be played or not has been re-written from scratch by the Ruling Committee**
- **At the time of this publication the Excessive Heat Policy is still in the development stage.**
- **All stakeholders will receive details once known**

**A complete playing conditions document  
will be made available to all members  
within the SSCUA season Handbook**

**The handbook will be distributed to all  
members at the pre season meeting  
to be held on 20 September 2017**

# **Any Questions ?**

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