



WADCC
WESTERN AUSTRALIAN
DISTRICT CRICKET COUNCIL (INC.)

GENERAL RULES ANNEXURE A:

TWO-DAY SENIOR COMPETITION
PLAYING CONDITIONS

12 August 2019

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DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs).
- (b) “General Rules” means the “WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs)”.
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) “Two Day Match” means a match played over two days, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to WADCC Two Day Matches except as altered by these Playing Conditions.
- (f) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the General Rules.
- (g) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and umpires only, and at all times reference should be made to the text of the Laws of Cricket.
- (h) All references to “Governing Body” within the Laws of Cricket shall be replaced by “WADCC”.

PART A – SETTING UP THE GAME

1. THE PLAYERS

Law 1 shall apply, subject to the following:

- 1.1 All Players in the match must be qualified to play under the General Rules.
- 1.2 Substitution of players by or for Representative Players will be permitted in accordance with the General Rules.
- 1.3 Players must wear predominantly white cricket clothing and spiked footwear as specified in the General Rules.

2. THE UMPIRES

Law 2 shall apply, subject to the following:

- 2.1 Law 2.1 is modified as follows: The WADCC shall appoint all umpires. The umpires shall be present at the ground at least 60 minutes before the scheduled start of play.
- 2.2 Law 2.2 is modified as follows: The captains cannot authorise the replacement umpire to stand at the bowler's end.
- 2.3 Law 2.7 and 2.8 shall apply subject to the following:
 - (a) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
 - (b) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal "dead ball" if he/she considers the striker has been disadvantaged by the action.
- 2.4 Both team captains and the officiating umpires shall meet for the purpose of reviewing the match's conduct within 30 minutes after the conclusion of the match.
- 2.5 Within 2 days of the match being completed, umpires shall lodge an umpires' report and fairest and best votes using the MyCricket system.

3. THE SCORERS

Law 3 shall apply, subject to the following:

- 3.1 Law 3.1 is modified as follows: At least one person not involved in the match should be appointed scorer for the match, but where this is not possible, and players are required to score, the team's captain and Club officials are to supervise the recording of the score in the scorebooks.
- 3.2 Clubs must comply with the WADCC policies and guidelines published from time to time regarding the keeping of scorebooks and the use of electronic scoring software.

- 3.3 Any player under the age of 17 years at the beginning of the Season must be noted in the scorebook, in accordance with the Under-Age Player Guidelines.
- 3.4 In the event of a dispute about the score at the conclusion of the match, the scorebooks or electronic score data should be delivered to the WADCC within 2 days of the match to resolve the matter and confirm match points.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1 Approved balls for Two Day Matches are as per clause 5.6.2 of the General Rules.
- 4.2 Law 4.2.2 shall be replaced by the following: During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.
- 4.3 Law 4.3 shall be replaced with the following: A new ball must be used in the first innings of both sides in the match. In the second innings, a good used ball may be used if both captains agree to its use.
- 4.4 Law 4.5 shall apply with the following appendage: In the event of a ball becoming wet and soggy as a result 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. Either bowler or batsmen 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, subject to the following:

- 6.1 Matches shall be played on such grounds as arranged by the WADCC in accordance with the General Rules.
- 6.2 Law 6.4 shall be replaced by the following:
- (a) In the event of a match being abandoned because of inadequate pitch and/or ground preparation, upon the acceptance of the umpires' report the WADCC will award the match to the visiting team, or refer the matter to the Tribunal for determination on its behalf.
 - (b) For the purposes of this playing condition, the pitch and/or ground preparation will be deemed to have been inadequate if the match is abandoned as a direct or indirect result of the home Club or any of its employees, contractors or agents failing to take proper precautions in the circumstances to ensure that:
 - (i) The pitch was properly prepared; or

- (ii) The pitch was properly protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.

For the purposes of this playing condition, a groundsman who is responsible for the preparation of the pitch and who is employed by a body other than the local Club, is deemed to be a contractor or agent of that Club.

- (c) The WADCC shall arrange and ensure that a thorough investigation of the circumstances into the abandonment of the match is conducted and that a report be presented to the Management Committee or Tribunal for decision and penalty if appropriate.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply, subject to the following:

- 8.1 Law 8.4 (Junior cricket) shall not apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply, subject to the following:

- 9.1 Law 9.4 shall be replaced by the following: where matches are played over consecutive days the pitch shall not be watered during the match.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply, subject to the following:

- 11.1 Law 11.2.1 shall be replaced by the following: the durations for intervals for a day's play shall be:
 - (a) 30 minutes for the lunch interval; and
 - (b) 20 minutes for the tea interval.
- 11.2 Law 11.3.1 shall be replaced with the following: If an innings ends when 10 minutes or less remains before the time agreed for close of play on any day and the minimum number of overs for the day as defined by playing condition 12.2 have been completed, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10-minute interval between innings.
- 11.3 Laws 11.6 and 11.7 shall not apply.

- 11.4 The provisions of Law 11.8 (Intervals for drinks) apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 4 minutes.
- 11.5 If the captains agree to forgo the tea interval per Law 11.9, the scheduled cessation time shall be brought forward by 20 minutes.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 Unless advised otherwise by the WADCC in the fixtures or otherwise prior to the start of the match, matches will commence at 11.40am for 1st and 2nd grade and 12.40pm for 3rd and 4th grade (indicated with "3&4G:" in the playing conditions that follow) and session times will be as follows:

1 st and 2 nd Grade	3 rd and 4 th Grade	Session #
11.40am – 1.40pm	12.40pm – 2.10pm	Session 1
2.10pm – 4.10pm	2.40pm – 4.10pm	Session 2
4.30pm – 6.00pm	4.30pm – 6.00pm	Session 3

- 12.2 Minimum overs for the day

- (a) Play shall continue on each day until the completion of a minimum number of overs or until the scheduled or rescheduled cessation time, whichever is the later.
- (b) The minimum number of overs to be completed, unless an innings ends or an interruption occurs, shall be:
- (i) 90 overs for 1st and 2nd grade; and
 - (ii) 80 overs for 3rd and 4th grade.
- (c) A change of innings shall result in two (2) overs being deducted from the minimum number of overs for the day except when the change of innings occurs:
- (i) wholly during a break in play:
 - (A) due to adverse ground, weather and light;
 - (B) at lunch or tea interval; or
 - (C) for exceptional circumstances,
 where sufficient time is available without needing to extend the interval or interruption. Note Law 11.3.2 and Law 11.3.3.
 - (ii) at the end of day one time per playing condition 12.3(d)(i)(B) below; or
 - (iii) is the result of a team forfeiting its innings.
- (d) When an innings ends during a day's play, a revised minimum number of overs target for the day shall be calculated for the start of the new innings. The calculation for this target shall be made by using the following formula:

- ***Revised minimum overs target*** = *Minimum overs for the day - [Overs already bowled + Overs lost due to delay or interruptions + Overs for the change(s) of innings (if applicable per playing condition 12.2(c) above)]*.

The purpose of this playing condition is to ensure the minimum overs for the day, per playing condition (b) above are completed and any applicable penalties per playing condition 12.6 below are applied correctly.

- (e) Law 12.5.2 shall apply except playing condition (b) above must apply for it to take effect in ceasing play on that day.

12.3 Delayed or Interrupted Matches

- (a) When calculating the length of playing time available for the day (otherwise known as Remaining Playing Time), the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration.
- (b) The calculations in which the revised minimum overs target and rescheduled time for intervals and cessation time will be made using 3.7 minutes (3&4G: 3.4 minutes) per over.
- (c) The umpires shall calculate all details when an interruption or delay occurs to a day's play by using the calculation sheet in Appendix 1.
- (d) Extra time
 - (i) Day one – 60 minutes of extra time is available.
 - (A) Subject to ground, weather or light, the original scheduled cessation time may be extended by a maximum of 30 minutes.
 - (B) If more time is needed, subject to ground, weather or light, the original scheduled commencement time on day two may be brought forward by a maximum of 30 minutes.

The time used here while played on day two will be known as day one time. Note 12.2(c) above; day two cessation time shall be pushed back to allow for the innings change if necessary per 13.2(b).
 - (ii) Day two – 30 minutes of extra time is available.
 - (A) Subject to ground weather or light, the original scheduled cessation time may be extended by a maximum of 30 minutes.

12.4 Laws 12.6, 12.7 and 12.8 shall not apply.

12.5 Laws 12.9 shall be modified with the following:

- (a) Law 12.9.1.1; as soon as a result as defined in Laws 16.1, 16.3, 16.4 and 16.5.1 (The Result) is reached. Furthermore, the match may be concluded at tea on day two if both captains agree and a first innings result has been achieved per playing condition 16.1 below. In the event the umpires and captains together have changed the agreed time for tea as per Law 11.4, the original time for tea shall be used for the purposes of concluding the match. See 12.1 above for the original cessation time.
- (b) Law 12.9.1.2; as soon as both the minimum number of overs are completed and the agreed time for close of play is reached, unless a result is reached earlier.

12.6 Penalties and allowances

- (a) Penalties for slow over rates will be calculated at the end of the match using the following formula:
 - **Overs behind** = *Overs bowled* - $[[\text{total playing time} - \text{allowances}] / 3.7 \text{ overs (3\&4G: 3.4) rounded up}]$
- (b) For each over behind the target, 0.5 points shall be deducted from the team's match points.
- (c) The following allowances shall be taken into consideration when calculating overs behind:
 - (i) 2 minutes for every wicket taken which results in a subsequent batsman immediately commencing his/her innings. For the avoidance of doubt no allowance shall be given for the final wicket in an innings or for a wicket that falls prior to an interval.
 - (ii) 4 minutes for each drinks break taken in any session.
 - (iii) Actual time where treatment by authorised medical personnel is required on the ground and/or for a player leaving the field due to serious injury, or any other exceptional circumstance.
- (d) The umpires of the match shall keep a full record of all allowances given and provide continual feedback throughout the day's play, where possible, to both captains of the overs behind calculation for either team.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

- 13.1 Law 13.4 shall be replaced with the following: the captains shall toss for the choice of innings on the field of play in the presence of one or both of the umpires not earlier than 45 minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start. Law 13.5 shall apply (notification of decision to bat or bowl).
- 13.2 For the purpose of Law 13.1.2 and Law 13.3.5 the umpires and captains shall have agreed that that the first innings of each team will be completed at the earlier of:
 - (a) per Law 13.3; or
 - (b) subject to playing condition 15.1(b) below:
 - (i) when that team has received the minimum number of overs as prescribed per playing condition 12.2(b) above for the day; and
 - (ii) where no innings has ended during a day's play, the scheduled or rescheduled cessation time has been reached,whichever is the later.

14. THE FOLLOW-ON

Law 14 shall apply.

15. DECLARATION AND FORFEITURE

Law 15 shall apply, subject to the following:

15.1 Automatic declaration

- (a) The batting side shall declare its first innings closed when playing condition 13.2(b) is applied. Note however (b) below.
- (b) If an aggregate of more than 60 minutes has been lost, notwithstanding the full use of extra time as defined in 12.3(d) above, for the following reasons:
 - (i) due to delay in the commencement of the match for which neither side is responsible; or
 - (ii) for adverse ground, weather and light; or
 - (iii) wholly exceptional circumstances

the batting side shall not be required to declare its innings closed. The match will continue at this point under what is considered as “ordinary conditions”.

E.g. Neither team shall need to declare its innings closed as defined by Law 13.3.5.

16. THE RESULT

Law 16 shall apply, subject to the following:

16.1 Law 16.2 shall not apply.

16.2 Where no result has been achieved as defined by Law 16.1, Law 16.3, Law 16.4 or Law 16.5.1, the following shall apply:

- (a) If both sides have completed their first innings:
 - (i) the side which has scored in its first innings a total of runs in excess of that scored by the opposing side in its first innings shall be awarded “Win on 1st innings” points; or
 - (ii) if both sides in their first innings have scored an equal total of runs, both sides shall be awarded “Tie on 1st innings” points,per the table in playing condition 16.4 below.
- (b) If either side has not completed their first innings due to playing condition 15.1(b):
 - (i) if the side batting second in its first innings has scored a total of runs in excess of that scored by the opposing side in its first innings, that side shall be awarded “Win on 1st innings” points; otherwise
 - (ii) both sides shall be awarded ‘Draw/no result’ points,per the table in playing condition 16.4 below.

- 16.3 If there is a general cancellation so that after the commencement of play the round is rescheduled pursuant to General Rules clause 5.9.1(b), then the match will restart in accordance with the One Day (Limited Overs) Playing Conditions as per Annexure B of the General Rules, including as to points to be awarded for the match.
- 16.4 For the purpose of the ladder and ranking for Finals, sides may be awarded points for each of the following outcomes:

First innings	1 st Inn. Points	Outright result	Result Point	Total Points
Leading	5	Win	10	15
Leading	5	Loss	0	5
Leading	5	Tie	5	10
Trailing	0	Win	10	10
Trailing	0	Loss	0	0
Trailing	0	Tie	5	5
Tie	3	Win	10	13
Tie	3	Loss	0	3
Tie	3	Tie	5	8
		Tie on 1 st innings	5	5
		Draw/no result	5	5
		Win on 1 st innings	10	10

PART C: THE OVER, SCORING RUNS, DEAD BALL AND EXTRAS

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 Law 21.10 shall not apply.

22. WIDE BALL

Law 22 shall apply.

23. BYE AND LEG BYE

Law 23 shall apply.

PART D: FIELDERS AND SUBSTITUTES, BATSMEN AND RUNNERS, PRACTICE ON THE FIELD, WICKET-KEEPER

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

25. BATSMAN'S INNINGS; RUNNERS

Law 25 shall apply.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply.

28. THE FIELDER

Law 28 shall apply.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS DOWN

Law 29 shall apply.

30. BATSMAN 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.

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.

PART F: UNFAIR PLAY

41. UNFAIR PLAY

Law 41 shall apply, subject to the following:

41.1 Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) shall be replaced by the following:

- (a) A bowler shall be limited to two fast short pitched deliveries per over.
- (b) A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this playing condition and subject to playing condition (f) below, a ball that passes above head height of the batsman, that prevents him/her from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- (e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in playing condition (b) 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.
- (g) If a bowler delivers another 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 captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- (h) 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 advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No Ball" and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the WADCC using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.

- 41.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall be replaced by the following:
- (a) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, shall be a No ball.
 - (b) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the batsman on strike.
 - (c) In the event of a bowler bowling a dangerous and unfair nonpitching delivery as defined in (b) above, the umpire at the bowler's end shall:
 - (i) If the umpire considers that the delivery was accidentally bowled:
 - (A) in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred; and
 - (B) should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - (ii) If the umpire considers that the delivery was deliberately bowled:
 - (A) the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith with no first and final warning. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - (e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
 - (f) The umpires will then report the matter to the WADCC using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.
 - (g) The warning sequences in 41.7 are independent of the warning and action sequences in 41.6.

42. PLAYERS' CONDUCT

Law 42 will apply, subject to the following:

- 42.1 Laws 42.4.2.3.1 and 42.4.2.3.2 shall vary as follows. The player shall be suspended for 15 overs.

APPENDIX 1 – IN EVENT OF DELAY OR INTERRUPTION

- | | |
|--|-----------------|
| A. Overs completed if any? {rounded up, whole number} | _____ |
| B. Net playing time available at start of day? | 330 (3&4G: 270) |
| C. Time in progress? | _____ |
| D. Playing time lost? | _____ |
| E. Extra time available? | _____ |
| F. Time made up from changing intervals? | _____ |
| G. Effective playing time lost {D - (E + F)} | _____ |
| If {G + (other time lost over match) > 60 minutes}, ordinary conditions apply. | |
| H. Remaining playing time available {B - G} | _____ |
| I. Minutes per over? | 3.7 (3&4G: 3.4) |
| J. Overs should have been bowled by now {C / I, rounded down} | _____ |
| K. Overs behind or ahead {A - J} | _____ |
| L. Minimum overs for the day {H / I, round down} | _____ |
| M. Time to recommence or start? | _____ |
| N. Scheduled cessation time {M + ((L - A) x I)} | _____ |
| If earlier than original scheduled cessation time, add additional over(s) to M | |
| The purpose of N is for penalties guide only. | |

Both captains shall be informed of K, L, M and N.

SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

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

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

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

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