National Championship Playing Conditions

As at September 2026

This comprehensive consolidated document captures all the common terms and conditions across the eight CAM National Championship Playing Groups while clearly identifying where Playing Groups and specific Divisions have unique requirements.

This document is intended to be used as the Playing Conditions for all CAM sanctioned National Championships. CAM/State committees may not produce another document for their use at National Championships.

Key Features of the Consolidated Document:

Common Elements Identified:

- Competition administration and referee authority
- General safety policies (lightning, heat, medical equipment)
- Basic team composition rules
- Helmet and safety requirements
- Penalty Time does not apply in Masters cricket
- Loss of overs after commencement of play DLS calculation of new Target Score required
- Points scoring system

Playing Group-Specific Variations Clearly Marked:

- **Age qualifications** - each Playing Group has specific age requirements
- **Match format** - varying overs (35-45) and innings structures
- **Retirement rules** - from no retirement (Over 40s) to 24 balls (Over 75s)
- **Bowling limitations** - 6-9 overs depending on Playing Group
- **Special accommodations** - Over 75s has significant modifications for player safety
- **Heat policies** - temperature thresholds vary by Playing Group and location

Special Provisions:

- **Over 75s** gets its own section due to extensive modifications for player safety and enjoyment. Players over 78 may wear a black armband, which entitles them to special provisions.
- **Over 40s** has the most comprehensive rules with detailed wide guidelines and powerplay restrictions. **Powerplay overs** only apply to Over 40s and 50/55s Playing Groups.

The document is structured to be:

1. **Easy to navigate** - clear section headings and Playing Group callouts
2. **Practical for officials** - quick reference for what applies to each Playing Group
3. **Comprehensive** - captures all critical information from the 8 source documents
4. **Future-proof** - format allows for easy updates as Playing Conditions evolve
5. **Modifications** – Changes are not permitted unless approved by the CAM board in advance

This consolidated document eliminates the need to reference multiple specific documents while ensuring all unique requirements are preserved and clearly identified.

CRICKET AUSTRALIA MASTERS

CONSOLIDATED PLAYING CONDITIONS FOR ALL NATIONAL CHAMPIONSHIPS
This document consolidates the common terms and conditions across all CAM National Championship Playing Groups while clearly identifying division-specific variations

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SPIRIT OF CRICKET
As stated in 'The Preamble' to the Laws of Cricket, cricket owes much of its appeal and enjoyment to the fact that it should be played, not only to the Laws, but also within the Spirit of the Game. The major responsibility for ensuring fair play rests with captains but extends to all players, umpires and supporters. Respect is central to the Spirit of Cricket and is expected to be observed at all times.

CULTURE OF THE CHAMPIONSHIPS
Whilst the structure of the championships provides for a competitive approach, Cricket Australia Masters believes that this should not result in over-competitiveness or over-shadow what they believe is the competition's main purpose – that is to provide an opportunity for Masters cricketers of varying standards to continue to participate joyfully and safely in a sport we all love.

LAWS OF CRICKET AND PLAYING CONDITIONS
The Laws of Cricket shall always apply unless stated otherwise below.

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1. COMPETITION ADMINISTRATION

1.1 General Principles

- **Applies to:** All Playing Groups. The draws and ground allocations for competitions shall be completed by the host state.
- Competitions shall be played in accordance with the Laws of Cricket 2017 Code (4th Edition – 2026), except where these PCs prevail.

1.2 Eligibility Requirements

- **Age Eligibility**
  All players must be at least the age denoted by the Championship title by 31 December of that championship season eg. Over 40s players must be 40 years of age or more by 31 December of the championship season. Over 70s players must be 70 or more by 31 December of the championship season and so forth.

  Exception: Women's teams can have up to two underage players per team on an "as needs basis".

- **Team Eligibility**
  Players are eligible to play for the state/territory in which they play domestic masters cricket, or other forms of domestic cricket. This state/territory shall be known as their Home State. Players who play domestic cricket in two states/territories can elect their Home State.

  If a state or territory wishes to name a player to play at a National Championship for a team other than one representing their Home State, the receiving state or territory must consult with the Home State by contacting the Home State or Territory Masters Cricket body as soon as possible before the National Championships. The Home State or Territory has 7 days to respond at which time it will be assumed that the player is free to be selected.

  Players who are not selected for their Home State should not be arbitrarily prevented from playing elsewhere, especially where the player is geographically located near the non-Home State, unless the player is suspended or unfinancial in their Home State.

  Should other teams be invited to compete at CAM National Championships, the players must have an ongoing allegiance to that team (eg. NT and NZ) or be identified to be selected based on the team's eligibility rules (eg. Aboriginal team).

- **Financial Eligibility**
  All players must be financial members of CAM, via membership of their Home State at the time of the Championships.

Common Requirement: All players must be registered with PlayHQ, noting that for players based outside Australia this may not be possible.

1.3 Championship Format

Common Structure (Over 40s, 50s, 55s, 60s, 65s and Women, exceptions O70/O75s):

- Day 1 is Managers/Umpires Meeting and Player Meet and Greet (if being held) for all championships
- Games played on Days 2, 3, 5 and 6 with Day 4 as a Rest Day. Divisions consist of 8 teams where possible

- Teams seeded based on previous year's results: Pool A (1st, 4th, 5th, 8th), Pool B (2nd, 3rd, 6th, 7th)
- Finals held on Day 6 with equivalent pool positions playing each other
- Rest Day may be utilised as a playing day where weather has impacted the schedule

Variation –
Individual Playing Groups may wish to emulate a World Cup structure in Division 1, in which case Day 6 will be semi-finals with all teams participating, and Day 7 a standalone Grand Final.
Over 70s: Option of a 6-day championship with matches on Days 2, 3, 6 and 7 with Days 4 and 5 being Rest Days.
Over 75: Three days of cricket only - Days 2, 3 and 5, with a Rest Day on Day 4.

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2. MATCH STRUCTURE AND TIMING

2.1 Innings Length

Standard Overs per Playing Group:

- **Men Over 40s, 50s, 55s, 60s, 65s and 70s Division 1:** 45 overs per side
- **Over 70s Lower Divisions:** 40 overs per side
- **Over 75s:** 36 overs per side (modified format available)
- **Women Over 40s:** 35 overs or 20 overs per side format

2.2 Start Times and Duration

Common Playing Hours:

- **Standard:** 10:00am start, completion by 5:00/6:00pm
- **Over 60s Exception:** 9:30am start, completion by 5:00pm
- **Over 75s Exception:** 9:30am start (hot weather provisions)
- **Women Exception:** 35 Overs matches: 10:00am start, completion by 4:30pm

2.3 Intervals and Breaks

Lunch Interval:

- **Standard:** 30 minutes (can be shortened by agreement of captains and umpires) after completion of the first innings if within 30 minutes of scheduled time

Drinks Breaks:

- **Over 40s/50s/55s:** After overs 15 and 30
- **Over 60s/65s/70s:** At agreed intervals based on weather
- **Over 75s:** After 12 and 24 overs (modified format after 9 overs)
- **Women**: After 18 overs.

3. TEAM COMPOSITION AND PLAYER RESTRICTIONS

3.1 Team Size

Players per Team:

- **Over 40s, 50s/55s, 60s/65s:** 12 players (only 11 bat, all 12 can bowl) with designated non-batter. A 13th player may only field in Over 40s competition.
- **Over 70s:** 12 players (12 may bat as well as bowl)
- **Over 75s:** No specific limit mentioned
- **Women Exception:** 12 players (only 11 bat, all 12 can bowl) not required to nominate non-batter

3.2 Fielding: Maximum 11 fielders on field at any time (all Playing Groups)

4. BATTING REGULATIONS

4.1 Retirement Rules

Retirement Requirements by Playing Group:

- **All Over 40s and in Division 1 of Over 50s, 55s:** No forced retirement
- **Over 50s, 55s other Divisions:** Retire at 50 runs scored
- **Over 60s and 65s:** Retire at 50 runs scored
- **Over 70s:** Division 1 Retire at 50 balls faced . Lower divisions have a maximum of 40 balls faced
- **Over 75s:** Retire at 24 balls faced, unlimited runs.
- **Women**: Retire at 50 runs (in 35 over matches), and 35 runs (in T20 matches)

Common Recycling Rules:

- Retired batters return in order of retirement
- Return after all others have batted (unless 10 wickets fall)
- Retired batters not returning are deemed "Retired Not Out"

Captains are responsible for their team ensuring that the game is played within the Spirit of Cricket. Any deliberate act by a batter to hasten the return of a retired batter to the crease or for the fielding side refusing to effect a dismissal of a lower order batter to delay the return of a retired batter is not considered to be in the spirit of the game. Umpires are encouraged to effectively manage the situation and if required, the application of 5 run penalties can be considered. Post Match, disciplinary action against the captain and players will also be taken.

4.2 Helmet Requirements

Common Policy:

- All Playing Group batters must wear an unmodified British Standard 7928.2013 compliant helmets when facing all bowling
- Refusal to wear helmet = Timed Out dismissal
- Captain refusing to remove such a batter from field could result in the umpire awarding the match to the opposing team

4.3. Special Provisions

- **Over 40s:** Free hit awarded after No Ball
- **Over 75s:** Arm band wearers run to / from a crease at the non-striker's end marked 4 metres short of the regular popping crease.

4.4. Runners

- Law 25.5.1.1 permits a runner if the injury happens within a match. For National Championships, a runner is permitted in a game if the injury has occurred during a preceding day of that current championship

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5. BOWLING REGULATIONS

5.1 Over Limitations

Maximum Overs per Bowler:

- **Over 40s, 50s, 55s:** 9 overs (45 over games)
- **Over 60s/65s Division 1&2:** 9 Overs (45 over games)
- **Over 60s/65s Lower Divisions:** 8 overs (40 over games)
- **Over 70s Division 1:** 9 overs (45 over games) and **70s Lower Divisions:** 8 overs (40 over games)
- **Over 75s:** 6 overs (when the first recycled batter returns, bowlers may recycle, bowling a maximum of 9 overs)
- **Women:** 7 overs (35-over games); 4 overs (T20 games)

Reduced Overs: Maximum 20% of total overs when innings reduced

5.2 No Ball Regulations

- **Common No Ball Conditions:** Any bouncing delivery passing over the shoulder of batter standing upright at the popping crease. In the instance of a full toss, any ball above the waist constitutes a no-ball.

Special Provisions:

- **Over 40s:** Free hit awarded after no ball.

- **Over 75s:** Arm band wearers get one re-bowl per over for wide/no ball (called dead ball).
- **Over 75s:** Arm band wearers may bowl from a crease at the non-striker's end marked 4 metres short of the regular popping crease.

5.3 Wide Ball Regulations

Standard: Any delivery not giving the batter a reasonable opportunity to score as per the Laws of Cricket (as per law 22.1)

Enhanced Wide Rules (Over 40s):
- Detailed guidelines for off-side wide line (75cm from off stump)
- Leg-side restrictions with specific exceptions for batter movement (as per Law 22)

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6. FIELDING RESTRICTIONS

6.1 Common Fielding Rules

Standard Restrictions:
- Maximum 5 fielders on leg side
- Maximum 5 boundary fielders
- Minimum 4 fielders (plus keeper) within 30-yard circle, or 30-metre circle for **Women**

6.2 Powerplay Overs (Over 40s and 50s/55s Only)

Three Powerplay Periods:
- **Powerplay 1 (overs 1-15):** Maximum 3 fielders outside 30-yard circle
- **Powerplay 2 (overs 16-30):** Maximum 4 fielders outside circle
- **Powerplay 3 (overs 31-45):** Maximum 5 fielders outside circle

Penalty: No ball called for infringement

6.3 Helmet Requirements for Fielders

Common Requirements:
- Fielders within 7 metres of batter must wear an unmodified British Standard 7928:2013 helmet
- Exception: Positions between gully and leg gully
- Wicket keepers standing up must wear an unmodified British Standard 7928:2013 helmet
- **Penalty:** No ball if non-compliant fielder in danger area

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7. WEATHER AND SAFETY PROTOCOLS

7.1 Heat Policy

Standard Temperature Thresholds: Measured on the Bureau of Meteorology BOM app for the ground location:

- **Most Playing Groups:** No play if forecast exceeds 38°C or "feels like" 40°C
- **Over 40s:** No play if exceeds 42°C
- **Over 75s:** No play if exceeds 37°C (apparent temperature)

Heat Response Measures:

- Additional drinks breaks (every 10 overs) when over 34°C (38°C for Over 40s)
- Play ceases immediately at extreme temperatures
- Split innings and modified conditions available*

7.2 Lightning Policy

Universal Application:

The 40:30:30 rule shall apply:

- Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume ntil 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 Playing Condition.
- The umpires are solely responsible for the management of conditions under the Lightning Policy and as such are the final arbiters as to the fitness of conditions to allow play to continue or resume.

7.3 Interruptions to Play and Match Completion Requirements

7.3.1 Interruptions Before Play Commences:

The umpire(s) (together if 2 appointed) will determine the remaining playing time available and any resulting reduction of overs to be bowled (if any) based on 4 minutes per over or 15 overs per hour. Note that no overs will be deducted for the first accumulated 60 or even 90 minutes, assuming the game was scheduled to finish at 4:30pm but can go as late as 6:00pm if required. No deductions of overs for the first 10 minutes for T20s of playing time lost. Initially, both teams will have the opportunity to bat for exactly the same number of overs.

7.3.2 Interruptions After Play Has Commenced:

The Duckworth-Lewis-Stern (DLS) Method of score calculation comes into effect in all matches, for each interruption for any reason to either innings after play has commenced, which causes a reduction or further reduction in overs to be bowled. A new Target Score for the team batting second to win, is calculated and agreed on by both team captains/managers using either Live Scoring or the Play-Cricket Scorer smartphone app.

When overs are reduced, bowler limits and Powerplay periods are both adjusted, while the batting retirement figure remains unaltered. If only one over is lost, one over will be lost by both teams.

7.3.3 Match Abandoned
Providing at least the minimum number of overs have been bowled in both innings, if play is abandoned before a result has been achieved, then the winner will be determined by comparing the score of the team batting second with the DLS-calculated Par Score for that stage of the match. The result is a Tie if those two scores are equal, or the batting team wins if they are ahead of this Par Score/Loses if behind the Par Score when play is abandoned. In any other circumstance, the result is a Draw.

7.3.4 Minimum for Valid Match:
For all Playing Groups except **Over 75s** and **Women**, both teams must face minimum 20 overs. For Men **Over 75s** this minimum becomes 18 overs and for **Women Over 40s** this minimum becomes 15 overs each for a 35 over match to remain alive, and 10 overs for a T20 match.

- Exception: Team batting second reaches target in fewer overs
- Below 20 overs = Draw (unless result already achieved)

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8. SCORING AND RESULTS

8.1 Points System

Universal Points Allocation:
- Win: 2 points
- Tie/Draw: 1 point each
- Loss: 0 points
- Forfeit/Bye: 2 points

8.2 Ladder Positions

Use of PlayHQ

Captains are responsible for ensuring that the scorecard for each completed match is fully completed at the conclusion of each match, especially in relation to the correct recording of batters who are Retired - Not Out, Retired - Out, Did Not Bat, etc.

Ladder positions will be determined in accordance with scorecards as entered on PlayHQ.

Tie-Breaking Method:

- **Over 40s, 50s, 55s, 60s, 65s and Women:** Teams level on points separated by Net Run Rate (NRR)
- NRR = Average runs per over scored minus average runs per over conceded
- All-out teams calculated on full quota of overs entitled
- **Over 70s, Over 75s:** use the Quotient Method in this instance.

  In all divisions of the **Over 70s** and **75s** Playing Groups the placing of teams level on points will be decided by identifying the one with the higher runs/wickets quotient. NB. A retired batter will not be deemed dismissed for the purpose of calculating wickets lost in an innings.

  The quotient is to be calculated as follows.

  A - Runs scored divided by wickets lost
  B - Runs scored by opposition teams divided by wickets taken, and
  C - Divide A by B to determine team quotient.

  The higher team Quotient wins.

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9. SPECIAL PROVISIONS BY PLAYING GROUP

9.1 Over 75s Modified Rules

Special Accommodations

- **Scoring Zones:** 35-metre inner circle for 2 runs, boundary for 4 runs. 3 runs scored hitting ball the ball over the 35-metre line on the full (unless the ball is caught on the full in which case the batter is out and no run is given).
- **Modified Running:** 4-metre lines creating short creases for singles (arm band wearers)
- **Equipment:** Protective gear encouraged for 75+ players
- **Hot Weather:** Mandatory split innings in January/February (each innings is split in half
- **Over Rates:** There will be less emphasis on pressuring teams to hustle through their overs
- Emphasis on fair play over competition
- **For all Over 75s modifications, there is a separate O75s Playing Group Conditions provided to consult**

9.2 Over 40s Enhanced PCs

- **Most Comprehensive:** Detailed wide guidelines, free hits, 13-player system.
- **Player Movement:** Provisions for movement between divisions.

9.3 Women's Specific PCs

As well as 35 over matches the women's competition plays T20 double headers. These matches are to commence at 10:00am and conclude at 1:00pm and again at 2:00pm finishing at 5:00pm.

- Batters retire after scoring 35 runs in T20s and bowlers bowling a maximum of 4 overs.
- A minimum of 10 overs (if team not dismissed) are required for each team to make a match.
- Start can be delayed by ten minutes after which one over per team is lost every 8 minutes or 4 minutes for the second team batting, where the DLS method comes into effect.
- Women have a maximum balls per over limit of 8 except for the last over of the innings which must have 6 legal deliveries.

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10. EQUIPMENT AND GROUNDS

10.1 Playing Equipment

Balls:

- Only four-piece balls (all Playing Groups) supplied by the championship organiser will be used
- Pink Balls are the recommended colour
- All teams should have a choice of spare balls in case of a lost or damaged ball.

10.2 Ground Requirements

Boundary Sizes:

- **Over 40s, 50s and 55s:** 60 metres
- **Over 60s, 65s Division 1&2 and Over 70s Division 1:** 55 metres
- **Over 65s Lower Divisions:** 50 metres
- **Over 70s Lower Divisions:** 50 metres
- **Women:** 50 metres

This consolidated document represents the common framework across all CAM National Championship Playing Groups while preserving the unique characteristics that make each age and gender group's competition appropriate for their participants. Division-specific variations are clearly marked to ensure proper application during championships.

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