



2025/26

RULE BOOK

Over 40s & 50s Competition

Central Coast Cricket Association (CCCA)

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ANNEXURE “V”

Playing Conditions - Over 40s & Over 50s

1. Number of Players

- (A) Each side shall be permitted to play twelve (12) players with eleven (11) players on the field at any time.
- (B) Only eleven (11) players can bat and only eleven (11) players can bowl.
- (C) Non-batter and non-bowler do not have to be declared on team list, wicket keeper can be non-batter or non-bowler
- (D) Players permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Player Eligibility

- (A) Minimum age – 40 years old as of the 31st of August for O40s, 50 years old as of the 31st March for O50s.
- (B) All players who play in the Masters competition can also play in graded competitions on Saturday afternoons provided they are on their clubs grading document.

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum forty (40), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of twenty (20) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

4. Hours of Play

- (A) Matches shall commence at 10.30am. (During non-daylight-saving period times shall be brought forward 30 minutes)
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

- a. in the event of play being interrupted (including stoppage for rain, bad light, unfit ground conditions)

the number of overs to be bowled shall be reduced in the proportion to the time lost in the ratio of one over for each whole four (4) minutes lost (see table 1).
- b. no reduction of overs for time lost shall be made until a total of thirty (30) minutes playing time has been lost.
- c. There will be no deduction of overs for innings breaks

(C) Matches that have not commenced by 1.50pm are to be abandoned.

1. Drinks & Tea Intervals

(A) Drinks shall be taken at the conclusion of the 15th and 30th over.

- a. Drinks shall be taken on the field and are not to exceed five (5) minutes in duration
- b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break.
- c. Under conditions of extreme heat, the Umpires may permit extra intervals for drinks

(B) Afternoon Tea shall be taken at the conclusion of the innings of the team batting first.

- a. Afternoon Tea interval shall consist of twenty (20) minutes in duration.

2. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Red "Regulation" or "Club Match" Ball shall be used. Each innings shall commence with a new ball.
- (B) A two (2) piece 156g Red Kookaburra Colt or 156g Red Kookaburra Tuf Pitch ball shall be used when the match is transferred to a synthetic wicket.

7. Transfer of Matches

- (A) Should the turf pitch be deemed unplayable prior to the commencement of the match the match shall be transferred to a synthetic pitch.

The Competition Lead to determine the synthetic wicket to transfer to. Alternate synthetic grounds will be communicated to club at the beginning of the season.

8. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie.
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform. If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 15 (use G50 Value in "about" of 200)

- (b) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target

(Refer Note 1 below)

- (c) The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.
- (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 160 runs off 40 over.
- Play is interrupted with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 26 = Duckworth Lewis target score

9. Bowling Restrictions

- (A) Minimum of six bowlers are required to be used.
- a. Any player who is nominated as a non-batter is required to bowl.
 - b. No bowler is permitted to bowl more than 7 overs during any single innings.
 - c. The 6th bowler shall have completed a minimum of one over before the end of the 30th over.
 - d. If a team is bowled out before the 30th over the bowling side does not have to have bowled their 6th bowler.
 - e. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) no bowler may bowl more than 1/5 of the available overs. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance
 - f. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

10. Batter Restrictions

- (A) Any batsman that achieves 40 runs shall immediately retire (if a batsman scores a 6 or a 3 on 39 this will count towards their score however shall retire once the ball goes dead)
- a. Retired batters are permitted to return to the crease once all other wickets have fallen
 - b. Should there be more than one retired batter, they shall return to the crease in the order that they retired

- c. All batters returning to the crease are entitled to remain batting until dismissed, or end of innings

- (B) For teams which fail to observe Playing Condition 9, By-Law 4.2 will apply

11. Wides and No Balls

- (A) It will be at the umpire's discretion on the wide balls called, bowlers are permitted one ball down the legside per over however the second and every ball thereafter that is bowled down the legside will be called a wide.
- (B) The delivery following any No Ball signal (Law 24) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman 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. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

12. Pitch Type

- (A) All matches are to be played on Turf Pitches. Unless the match is transferred to a synthetic wicket due to weather.

13. Point Score

- (A) Points shall be allocated for each match as follows:

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

14. Finals

14.1 Finals Qualification

- (A) Player shall have played a minimum of two (2) matches in the Masters competition.
- a. Washouts do not count towards player eligibility.
- b. If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals eligibility

14.2 Match Unable to be Completed

- (A) In the event of match being unable to be completed, or the result of the match is a tie, the highest ranked team entering the final will be declared the winner.

15. Reduction of Overs Table for all Games

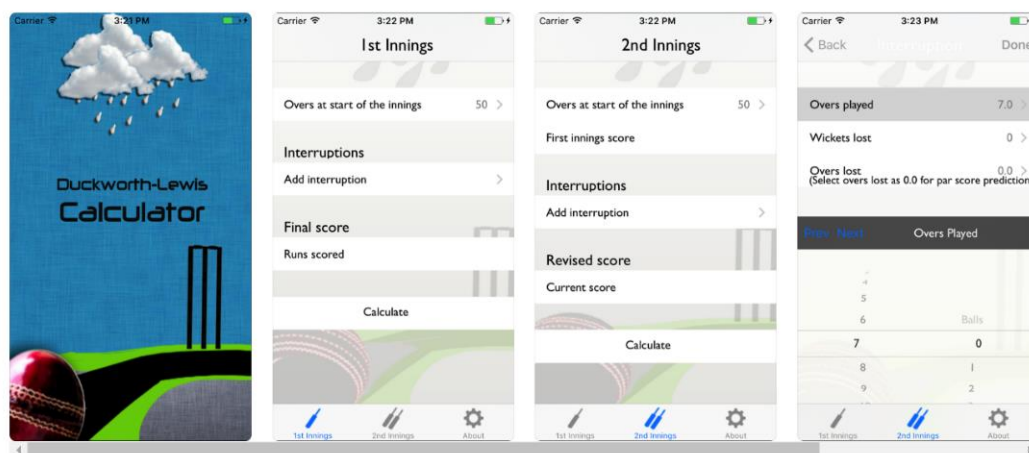
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
38	1	34	1
46	2	38	2
54	3	42	3
62	4	46	4
70	5	50	5
78	6	54	6
86	7	58	7
94	8	62	8
102	9	66	9
110	10	70	10
118	11	74	11
126	12	78	12
134	13	82	13
142	14	86	14
150	15	90	15
158	16	94	16
164	17	98	17
172	18	102	18
180	19	106	19
188	20	110	20
196	21	114	21
204	22	118	22
212	23	122	23
220	24	126	24

16. Duckworth Lewis Calculator

PlayHQ Live Scoring Platform Process:

- Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the 2nd innings set up form. (ACTIONS button > Parameters)
- It is also always available during the 2nd innings by selecting Actions and then Parameters. The system also allows multiple updates to the over limit and target to cater for any subsequent delays.
- To enable DLS, update the Over Limit, and select the DLS toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern V4.0.

iPhone Screenshots



Note: Duckworth Lewis Calculator G50 Value is to be set at 200 (Select "About: within the app to change the G50 score)