



CRICKET
CENTRAL COAST

BY-LAWS

2025/26

As approved on 14/07/2025

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Introduction

The following By-Laws have been made by Central Coast Cricket Association pursuant to its role to administer Cricket Competitions in the Central Coast Zone.

Definitions

All capitalised terms not defined in these By-Laws have the same meaning as in the Regulations.

In these By-Laws, unless the context requires otherwise, the following terms shall have the following meaning:

Affiliate means any club, association, controlling body or other organisation affiliated directly or indirectly with the CCCA.

ABN means Australian Business Number

AGM means Associations Annual General Meeting

CCCA means Central Coast Cricket Association Inc

CCCUA means Central Coast Cricket Umpires Association

CCCVA means Central Coast Cricket Veterans Association

CASP means Competition Administration Support Program

Competition Rules means rules which apply to senior and junior competitions

Competition Lead means the Cricket NSW administrator

Executive means the Executive Committee of the CCCA

Host Club means the first named Club or Team in the fixture, but not always the ground of the first named Club (i.e. the Home Club), even when the Match is transferred to another ground.

Institutions refers to clubs or Associations that wish to field teams within a CCCA competition that are not an affiliate.

Match means an official match in a Competition conducted by the CCCA.

Member means a member of any of the CCCA Affiliated Bodies

NSWCA means Cricket NSW

ODLO means One Day Limited Over Matches

Rules means the Rules of the CCCA

Shall means mandatory

Secretary means the Administrator of an association or Competition Lead of the CCCA

Team means a Club's team participating in a Match in a Competition conducted by the CCCA.

Team Sheet means a list of Players and nominated Officials, as required, to participate in a Competition Match.

Umpire means an Umpire Appointed by the CCCA or CCCUA or in the absence of an appointed umpire, the team captains in senior competitions and either coach/manager in junior competitions.

Interpretation

In the interpretation of these By-Laws, unless the context requires otherwise:

- (a) words importing the singular shall be deemed to include the plural and vice versa;
- (b) words importing any gender shall be deemed to include any other gender;
- (c) headings are included for convenience only and shall not affect the interpretation of these By-Laws "including" and similar words are not words of limitation;
- (d) Any words, terms or phrases defined in the remainder of these By-Laws shall have the meaning prescribed within the regulations; and words, terms or phrases not otherwise defined in these By-Laws shall be given their ordinary meaning.

CCCA BY-LAWS

1. TO WHOM DO THEY APPLY

- (A) These By-Laws are binding on the CCCA, any affiliate, any other Association and all affiliates and members of any of the bodies.
- (B) In the event of any inconsistency between the CCCA Constitution and these By-Laws, the CCCA Constitution shall prevail.

2. AFFILIATION

- (A) All Clubs/Affiliates must affiliate with the CCCA in the form and on such conditions determined by the CCCA from time to time.
- (B) Affiliation is granted by the CCCA on an annual basis.
- (C) To be affiliated with the CCCA, a Club/Affiliate must lodge an application for affiliation or participation, along with any prescribed fee (which may also include, in addition to or in lieu of a prescribed affiliation fee, the lodgement of a bond) to the Executive Committee, and have its application, for affiliation or participation approved by the Executive Committee.
- (D) Applications for Affiliation from newly formed clubs, or Affiliates must be approved by a majority of members present at a General Meeting of the Association, as per the Constitution.
- (E) The Club/Affiliates affiliation form and the amount of any affiliation fee, or the terms of any bond, are to be prescribed by the Executive Committee from time to time.
- (F) The Executive Committee may:
 - a. approve the Club/Affiliates affiliation application;
 - b. approve the Club/Affiliates affiliation application on terms and conditions as reasonably required;
 - c. approve the Club/Affiliates affiliation application with a request for further or additional information, or amend or revise the application;
 - d. refuse to grant the Club/Affiliates affiliation application; or
 - e. defer same.
- (G) In determining whether to grant a Club's/Affiliates affiliation application or in making any decision pursuant to By-Law 2 (F), the Executive Committee shall take into account:
 - a. the Club/Affiliates structure, governance and administration, including succession plans and long term planning and development;
 - b. the promotion of Cricket by the Club's/Affiliates and its contribution to the ongoing development of Cricket;
 - c. the financial health of the Club/Affiliate;
 - d. the behavioural and conduct history of the club/ affiliate, its teams, players, officials, volunteers and spectators, and the club's relationships with other clubs/affiliates and the region;

- e. the Club having access to a turf pitch ground, and a curator for each scheduled home match days play in turf pitch divisions, and synthetic pitch grounds for lower divisions. (The CCCA appreciates that access to grounds continues to be the responsibility of the CCCA in conjunction with Council and Clubs.)
 - f. A Club must be able to have access to suitable turf and/or synthetic pitch practice facilities
 - g. A club must be able to provide suitable pitch covers on all turf pitches for matches played thereon.
 - h. any other matter that the Executive Committee deems appropriate.
- (H) Should the CCCA Executive Committee consider there are matters that indicate the club/affiliate seeking affiliation, may not be able to maintain the requirements listed above in By-Law 2 (G) (a-h), the CCCA Executive Committee may;
- a. recommend to a meeting of members to refuse affiliation status,
 - b. recommend to a meeting of members to allow a Club/Affiliate seeking affiliation to continue participating as long as By-Law 17.5 is met on a year to year basis, for a maximum of three consecutive years.
- (I) At the end of the maximum three year period should the CCCA Executive Committee still consider there are matters that indicate the Club/Affiliate seeking affiliation may not be able to maintain the requirements listed above in By-Law 2 (G) (a-h) then the Executive Committee may recommend to a meeting of members that affiliation will not be granted.
- (J) The Executive Committee may at any time require a Club/Affiliate to show cause why its affiliation or participation should not be suspended, withdrawn or terminated, or subject to such terms and conditions as the Executive Committee proposes. If the Club fails to respond adequately to the Executive Committee's cause request to the Executive Committee's satisfaction, the Executive Committee may proceed to suspend, withdraw or terminate the Club's affiliation or impose such terms and conditions on the Club's/Affiliates affiliation as the Executive Committee deems appropriate.
- (K) Notwithstanding, and in addition to By-Law 2 (H), where a Club/Affiliate fails to uphold the standards required for affiliation or participation of a Club/Affiliate with the CCCA, or fails to comply with the terms and conditions of the Club's/Affiliates affiliation or participation with the CCCA, the Executive Committee may suspend, withdraw or terminate the Club's/Affiliates affiliation, or impose such terms and conditions on the Club/Affiliates for its ongoing affiliation or participation with the CCCA, as the Executive Committee sees fit.

3. COMPETITION MANAGEMENT

The Competition Lead in conjunction with the CCCA Executive controls the day-to-day operation of the CCCA's Competitions.

3.1 Attendance at Meetings

The CCCA will determine the number of representatives required in attendance at CCCA meetings for which notice has been properly given.

3.2 Interpretation of the By-Laws

Where there is a dispute with respect to the interpretation of these By-Laws, the view of the Executive Committee will prevail and will be final.

3.3 Amendments to By-Laws

These By-Laws may be amended by the Executive Committee at any stage throughout the season.

3.4 Legal Compliance

- (A) All Clubs are required to comply with all legal (including statutory) and other provisions and requirements governing their operations, including but not limited to the regulation of their operations and child protection.

- (B) Whilst Cricket NSW and the CCCA will provide information, guidance and assistance to Clubs where it is able on issues affecting their governance and operations, the responsibility to ensure compliance with all legal (including statutory) and other provisions and requirements affecting their operations lies with each Club.

4. LAWS OF THE GAME AND POLICIES

- (A) Except where otherwise noted in these By-Laws, Competition Matches shall be played under the Laws of Cricket as laid down by the Marylebone Cricket Club and as adopted by Cricket NSW together with local rules approved by the Executive Committee, following consultation with the clubs and which are known as "Competition Rules".
- (B) All Clubs, Players and Officials agree to comply with Cricket Australia, Cricket NSW and CCCA By-Laws and Policies including:
- a. the Laws of the Game;
 - b. Cricket Australia's Safeguarding Children and Young Peoples Policy
 - c. Cricket Australia's Concussion Head Trauma Guidelines
 - d. the CNSW Extreme Heat Policy;
 - e. the CCCA Electrical Storms – Action Plan
 - f. the CCCA Social Media Policy
 - g. the Local Country Cricket Associations Code of Conduct Procedures
 - h. CCCA Helmet Policy
 - i. the CCCA Competition Rules, Senior and Junior;
 - j. Air Quality Policy
 - k. Alcohol Management Policy
 - l. Representative Policy
 - m. COVID-Safe Plan
 - n. These By-Laws

4.1 Alcohol, Smoking & Vaping Policy

- (A) Alcohol is permitted to be sold at a CCCA venue by the Host Club. In such cases the Host Club must have the appropriate liquor licence issued by the relevant authority and consent, if required, of the local council.
- (B) Alcohol is not permitted to be brought into any licenced CCCA venue.
- (C) Each Club is required to ensure that its members and spectators abide by this By-Law. Should a host Club find that alcohol has been brought to the venue they must report the matter to the CCCA and advise an Official of the offending members or spectators Club, whom in turn shall take the necessary action.
- (D) Should the Club fail to act, or the Club members or spectators fail to adhere to their official's request the Club will be in breach of the Code of Conduct.
- (E) Alcohol is not permitted to be taken onto the field of play at any time during the course of a Competition Match.
- (F) No player or umpire may consume alcohol between the time the game begins and when stumps are officially drawn on that day. No player who has completed his/her game and subsequently consumed alcohol can take the field as a substitute fielder in another game.
- (G) No smoking or vaping is permitted on the field of play or spectator areas as per Section 6A of the *Smoke Free Environment Act 2000 NSW*. Failure to comply will be considered a breach of the Code of Conduct.

4.2 Loss of Points

- (A) Where team is deemed to having breached these By-Laws, that team shall lose any points earned in that match as well as the maximum points available in that competition round.
- (B) In the case of finals matches, a winning team which is subsequently deemed to be the losing team through a breach of the rules, will be eliminated from the finals series and may incur a financial penalty as determined by the CCCA Executive Committee.
- (C) The losing, non-offending team shall receive the maximum points available during the match.

- (D) The score for and against each Team and player performances shall be credited in the normal manner.

5. PLAYER REGISTRATION

5.1 Method

- (A) All existing and new players must register each year via the PlayHQ On-Line Registration Process.
- (B) Any player who has previously played for another club will require a clearance from their former club.

5.2 Players Transferring into the CCCA

- (A) The players new club is to submit a transfer request for the players former club using the PlayHQ Transfer process.
- (B) A club cannot refuse to process a transfer unless the player appears on the Defaulters to NSWCA Affiliates List.
- (C) The player is not permitted to play for his new club until he/she has received written, email or PlayHQ transfer from the former club.
- (D) Any difficulties with transfers are to be referred to the Competition Lead by email prior to 5.00pm on the day prior to the commencement of the match.
- (E) Players may transfer into the CCCA Competition at any stage throughout the season. Players cannot transfer into the CCCA Competition more than once throughout a season. The Appeals and Rules Committee holds the power to decline a player from transferring between CCCA Clubs after 31 December.
- (F) Any player granted a transfer by the CCCA Appeals and Rules Committee to another club within the same competition, and after the commencement of the competition will be deemed automatically registered with the new club. Games with both clubs will count towards qualification to play in the finals series.
- (G) In any season where the selection of junior representative teams precedes the registration of players to clubs, or where a player was involved in junior representative cricket in the season before, the selected player will not be permitted to transfer to a different junior club without prior consent of the CCCA Appeals & Rules Committee.

In making a decision on whether to approve or deny a junior representative player transfer request, the CCCA Appeals and Rules Committee shall consider the following:

- a. A written submission from the player as to the reason for the request, to be submitted via the transferee's club.
- b. All Clubs have submitted their teams and playing lists for grading. The player has been included on the playing list for the club and team the player is proposing to move to.
- c. The likely impact on the age group for both the players existing and proposed club team in order to avoid the erosion of competitive teams
- d. The club the player intends to leave shall be requested to submit their comments to the CCCA Appeals and Rules Committee before the request is assessed.
- e. This restriction does not apply to those who will be playing their first season of cricket or transferring to the Central Coast from another competition.

Note: The Competition Lead or the General Manager - Competitions will not grant a final clearance on any representative player transfer until approved by the CCCA Appeals and Rules Committee.

5.3 Juniors Playing Senior Cricket

If playing senior cricket, the players parents are required to complete senior registration via the PlayHQ On-Line Registration Process.

5.4 Unregistered Players

- (A) Any club playing an unregistered player or a player without approval or clearance, will lose all competition points earned, for that match, or those matches. Player performances however will stand for the purpose of calculation of averages.
- (B) The non-offending team shall receive the competition points as per Rule 4.2.
- (C) Where the offending team is the losing team, or has tied, or has a draw, the offending team will lose the maximum points available in that competition round as per Rule 4.2.

6. DEFAULTERS

In terms of NSWCA By-Laws 11.6 (Defaulters) details of any player deemed to be in default of payment of playing/membership fees should be provided in the format and timeline designated by NSWCA.

7. TEAMS

- (A) Each Affiliated Club, or other entities at the invitation of the CCCA Executive Committee, is entitled to enter teams in the competition subject to the CCCA Executive Committee's approval.
- (B) Each Affiliated Club, or other entities, must declare the number of teams it wishes to enter in the competition at a date and time determined by the CCCA Executive Committee
- (C) Any nomination of teams received from a club which owes money to the CCCA as of 30 June will not be accepted until the outstanding amount is paid.
- (D) Any club withdrawing a team or seeking to enter a team after the determined team nomination date may be charged a fee as determined by the CCCA Executive Committee. This includes the withdrawal of a team after the commencement of the season.
- (E) The CCCA Executive Committee has the power to issue invitations to "Institutions" to participate in any competitions which are under the auspices of the Association.

8. COMPETITIONS

8.1 Season

The cricket season for CCCA will commence and conclude on the dates prescribed by the CCCA Executive Committee.

8.2 Number of Grades

- (A) The CCCA Executive Committee will determine the number of Grades to make up each competition.
- (B) When deciding on competition structures the following will apply:
 - i) Competitions must have a minimum of six (6) teams. If this cannot be achieved, then one competition is to apply.
 - ii) Age groups must have a minimum of eighteen (18) teams before a "3rd/C" grade competition will be considered and only then if all competitions in that age group meet the requirement of having a minimum of 6 teams.

8.3 Season Fixture

- (A) The CCCA will prepare a schedule of Competition Matches (Season Fixture) for each grade of Competition for distribution to Clubs prior to the start of the season.
- (B) Each Competition Season Fixture will consist of a series of home and away Matches followed by a finals series of Matches.
- (C) Other than in exceptional circumstances as determined by the CCCA, the Season Fixture will not be varied once the season has commenced, although the CCCA Executive Committee may reallocate any ground at any time.

8.4 Cancellation, Deferral or Transfer of Matches

- (A) The CCCA Competition Lead and Appeals and Rules Committee shall have the right to transfer any match at any time to an available ground due to any circumstance other than one caused by weather.
- (B) In the event of extreme emergency, the CCCA Executive Committee may cancel a round or individual games.
- (C) The CCCA Competition Lead and Appeals and Rules Committee may allow a match to be delayed, deferred or replayed.
- (D) The CCCA Competition Lead and Appeals and Rules Committee shall be empowered to reschedule such games, if possible.
- (E) Before the CCCA Competition Lead and Appeals and Rules Committee transfers, defers or orders a replay of any match it must consult with the General Manager - Competitions to ensure ground availability.

8.5 Ladder

- (A) A premiership ladder for each Competition shall be maintained in PlayHQ throughout the duration of the home and away season as determined by the CCCA Executive Committee.
- (B) In the event of two (2) or more teams finishing level on points at the end of the competition, their position on the ladder shall be decided on averages, in accordance with the following formula:
 - a. The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
 - a. The bowling averages shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.
 - b. The batting average is then divided by the bowling average.
 - c. The team having the higher quotient shall be considered to have the better performance.
 - d. In the computation of averages, a side declaring its innings closed shall be deemed to have lost the number of wickets that have actually fallen providing the team at the fall of its last wicket has available batsmen which includes injured players, but excludes absent players. In the case where no other available players are present the innings will be considered to be closed and all out. i.e. 10 wickets.
- (C) Uneven Number of Teams and/or Uneven Number of Competition Matches Played

The teams will be positioned in the order of their "Points Ratio" in place of total premiership points accrued. A team's Match Ratio will be the percentage of total number of points obtained against total number of points available (for two day matches total number of points available will be the number of points obtained for a win and six points for a loss). Where more than one team has the same "Points Ratio" those clubs will be positioned on the premiership ladder in order of percentages calculated as per By-Law 8.5 (B) (a-e).
- (D) The premiership ladder will not apply cancelled Competition Matches as Competition Matches played and thus 'Points Ratio' is only effected by the Competition Matches played where a win, loss or draw can be affected.

8.6 Result of Matches

- A. Captains, scorers and umpires should compare and check scores at every interval other than drinks. At the end of each day, score books or E-Scoring should be agreed upon by the captains before leaving the ground. This is then the accepted score by both teams. If the score book(s) or E-Scoring do not balance, the match will be decided upon by the bowling figures.
- B. Wides and no balls are to be debited to the bowler and incorporated into each over as it is bowled
 - a. In order to "Balance the Books" at the end of each innings, total runs scored off the bat + ALL sundries (byes, leg byes, wides, penalty runs no balls not scored from) should = bowlers total + byes + leg byes + penalty runs ONLY. (As wides and no balls have already been added in).
 - b. All runs scored off a no-ball (irrespective whether the ball is hit or they are byes or leg byes) are to be debited against the bowler. Runs scored off the bat are credited to the batsman and one (1) run in sundries as no balls. Any byes or leg byes are added to the one (1) for a no ball and appear only in the no ball sundries column.
- (C) In accepting the score as signed for, the captains of both sides accept the result of the match as determined.
- (D) Should there be a dispute regarding the score or the results, an email to the Competition Lead must be lodged within one (1) hour of the completion of the match. PlayHQ is to be updated to show that the match is either being played under protest/dispute or that the result is subject to a protest/dispute. If the match is live scored – screenshots and saving the match as is should be the proper procedure. If the match is scored in a scorebook a photo of the scorebook shall be provided.
- (E) When any game has been played in contravention of any rule contained in these By-Laws, the CCCA Executive Committee shall receive a report from the CCCA Appeals and Rules Committee
 - a. The CCCA Executive Committee shall have the power to declare any game a "no game", and no points are to be awarded to either side participating in the match.
 - b. Before such a determination can be made the CCCA Appeals and Rules Committee shall receive a report from both captains of participating teams, and a report from umpires officiating in the match

8.7 Forfeits

- (A) In the event of a club having insufficient players they are required to forfeit their lowest graded team. Should a club field teams below the grade that forfeits, those teams will also be deemed as forfeiting their matches.
- (B) To be recognised as a competition match each participating team must consist of at least six (6) players at the commencement time of play and throughout each session of play otherwise it shall be recognised as a forfeit. (See Stage 1 and Stage 2 rules regarding minimum players for competitions which are subject to those formats)
- (C) Failure of either team to have the required number of players at the scheduled time set down for play to commence shall be recognised as a forfeit and team receiving forfeit shall receive maximum number of points, except in the case of a match been abandoned by mutual agreement, or by CCCA as per Bylaw 8.17A.
- (D) Failure of either team to have the required number of players at start of any session of play during the match shall be recognised as refusal to play and the team receiving the forfeit shall gain maximum points.
- (E) Forfeiture of a 2nd innings of a match effectively means forfeiting the match.
- (F) The team that forfeits the match loses the maximum points available in that competition round as per Rule 4.2.
- (G) Players in a team that has forfeited "before the commencement of play" shall not be regarded as having played a game, however players in a team receiving the forfeit shall be regarded as having played the game.
- (H) In a match forfeited "after the commencement of play" all performances shall be recognised.

- (I) The PlayHQ result of forfeit must be entered by the receiving team to enable points allocation and the playing game qualification. The Competition Lead shall remove any playing list of the forfeiting team when a forfeit occurred "before the commencement of play".
- (J) Any Club concerned with minimum number of player numbers (6) for either weekend where applicable in a single game fixture due to player unavailability must notify the Competition Lead and Appeals and Rules Committee in writing, immediately they become aware of the possibility of this occurrence. This may allow the Appeals and Rules Committee to look at opportunities such as replacement players or rescheduling the match where possible.
- (K) Any Club concerned with a team folding or retaining the minimum number of player numbers (6) on an ongoing basis for competition play must notify the Competition Lead and Appeals and Rules Committee in writing, immediately they become aware of the possibility of this occurrence. This may allow the Appeals and Rules Committee to consider the best competition outcome/options in advance in the interests of the whole age group.
- (L) The Competition Lead and Appeals and Rules Committee shall have the right to adjudicate on all forfeits

8.8 Other Matches

No Club shall arrange or play in any Competition Match other than the official fixture schedule without the approval of the CCCA Executive Committee.

8.9 Premier Team

The Premier team is the team which wins the Grand Final in each respective Competition for the season.

8.10 Playing Conditions

Refer Annexures "A – U" for the Playing Conditions that are to apply to the respective competitions.

8.11 Female Players

- (A) *Participation in CCCA Male Cricket Competitions.*
Any exemption to this policy is valid only for the season it is provided. Clubs will be required to seek approvals prior to the commencement of each season. Any club / player who participates in contravention of this policy, will place the team and the individual liable to competition point penalties, and game day suspensions. Any club / player who participates in contravention of this policy, will place the team and the individual liable to competition point penalties, and game day suspensions.
- (B) *Under 13 Boys Competitions or lower*
There are no exemptions available for Females to play in these competitions. For girls who are playing in the Girls Under 13 competition, the Appeals and Rule Committee reserves the right to re-grade players if their ability is deemed too good for this competition. There will be the option to play in the Male Under 15 or Girls Under 17 competition.
- (C) *Under 15 Boys Competitions or lower*
The Appeals and Rule Committee reserves the right to re-grade players if their ability is deemed too good for this competition. There will be the option to play in the Male Under 15 competition on the provision that they play some form of Women's Cricket.
- (D) *Senior Competitions*
If a player is playing in the Women's 1st Grade Competition they are eligible to play in the Senior Men's Competition on the provision that they played the day prior in the Women's 1st Grade Competition.

Any exemption to play male only cricket must be made to the Competition Lead and the Appeals and Rule Committee. If granted that player must play in a Men's 3rd Grade Competition or higher.

A player who has played Women's 1st Grade on Friday is permitted to play in the Women's 2nd Grade Competition on Saturday. Note: Any player that plays both is subject to grading rules at any time by the Competition Lead, Appeals and Rule Committee or the General Manager – Competitions.

8.12 Participation in CCCA Senior Games (Boys & Girls):

- (A) Any club / player who participates in contravention of this policy, will place the team and the individual liable to competition point penalties, and game day suspensions. Ages are determined as of By-Law 8.14A.
- (B) Under 12 player or lower – There are no exemptions provided to play Senior Cricket.
- (C) Under 15 player or lower - Should a player wish to participate in the Saturday Male or Female Senior Competitions they are allowed to do so, as long as a minimum of 5 Saturday Morning Junior Games must be played throughout the season in order to comply with the policy.
- (D) Under 17 player or lower – Are eligible to play in Senior games with no exemptions required.

8.13 Qualification of Players

- (A) In the case of a Club fielding more than one team in the same Grade, players are permitted to change between “colours” in the same grade at any time up until 31 December. A player is then committed to play for the last “colour” team he played for immediately prior to 31 December. i.e. if a player played for the pink team on 30 December they are a pink player. If they didn’t play on 30 December and his previous game was with the “blue” team, then they are committed to the “blue” team.
- (B) When a team has a bye, only one (1) player who played in that team the previous week is eligible to play for the lower grade the following week. In the event the club has two teams in the lower grade, that club may drop two (2) players back on the provision that only 1 player, plays for each alternate team. In this case players can only play one grade lower. (i.e. a 1st grade player cannot play 3rd grade).
- (C) Eligible players who play in the CCCA Youth Competition on Friday Evenings are permitted to play in the CCCA Junior Competition on Saturday mornings.
- (D) Where a winning team plays a player in contravention of a rule, that team shall lose any points earned in that match, as per Rule 4.2.
- (E) The losing, non-offending team shall receive the competition points.
- (F) Where the offending team is the losing team, or has tied, or has a draw, that team. the maximum points available in that competition round as per Rule 4.2.
- (G) Any club wishing to select a player who does not qualify with the above conditions will require the Appeals and Rules Committee approval, prior to the player participating in a match.
- (H) A player selected for a representative match, and who subsequently withdraws will be ineligible to play on either day of the grade match which coincides with the representative match.

8.14 Player Age Eligibility

- (A) To be eligible to play in any age group, a player must be under the age of that age group at midnight, 31 August (prior to season start). i.e. a player who is age 13 as at midnight, 31 August is an U14 for that cricket season.
- (B) There is no restrictions preventing a junior player from playing in an older age group, which includes senior grade competitions.
 - (i). Should additional players join a team during the season and a club wishes to push players down a grade, an exemption can be made to the Appeals and Rules Committee.
 - (ii) If a Junior Player is listed in an older team (i.e. an Under 14 player playing in an U16 competition) by a club at the time of final nominations, that is the team that player is registered in. Approval may be given by the Appeals and Rules Committee to move back down in age group should circumstances arise.
- (C) It is the responsibility of each club to ensure that no overage player plays in the competition without the prior approval of the Appeals and Rules. Should a breach of this Rule occur points will be allocated as per Rule 4.2.

- (D) The offending players performances will be removed from the PlayHQ system and disregarded in relation to the quotient and individual averages.

8.15 Substitute Fielder

- (A) All substitute fielders must be a registered player for the club and eligible to play in the team they are substituting for.
- (B) A Junior team may use any registered player within the same playing squad as a substitute fielder to enable maximum participation of that squad providing that notification is given to the umpire and/or the opposing team's officials prior to the commencement of the innings in which they are fielding.
- (C) A Junior team may use any registered player from a lower age division or a lower age group as a substitute fielder provided that the team would otherwise have less than eleven uninjured players available to field (or equivalent in Stage 1 and 2) and that the following is observed;
- i. a substitute fielder shall not be allowed to bat or bowl nor to act as captain on the field of play.
 - ii. the player is not required for the team in which they are registered.
 - iii. that notification is given to the umpire prior to taking the field.
- (D) For any breach of this By Law points will be allocated as per Rule 4.2.

8.16 Replacement of Players

- (A) For the purpose of this rule "a player" must be a registered player of the Association. All players involved in a substitution are permitted under this rule to play in another Graded fixture in the alternate week.
- Clarification: A player acting as replacement twice in one grade is then deemed to have played two games in that grade.
- (B) In all 1st, 2nd Grade and Youth Competition two day matches - one player (plus standard representative substitutions) may be substituted due to unavailability.
- (C) In addition to Rule 8.12 (B & C), players shall be permitted to play in more than one team in the same rounder under the following circumstances: Any player or appointed official selected in an officially sanctioned NSWCA or Country Cricket NSW or Veterans NSW Division A, representative team, OR a team selected from these teams for higher representative duties, whether so selected before or after the commencement of a Graded match in which the player will be or is currently playing may be replaced by another player subject to the approval of the Appeals and Rules Committee (such player must be a like for like type player).
- (D) In the case where a player being replaced has batted and been dismissed, the replacement player shall not be entitled to bat in that innings.
- (E) In all other cases the replacement player shall have full rights of the player being replaced.
- (F) If a Day 2 replacement player is unable to participate due to injury sustained during a representative match, said player may be substituted subject to the Appeals and Rules Committee approval.
- (G) Any replacement, with the exception of players who have been selected in an approved representative match after the match has commenced, must be noted on the team list prior to the toss. The Appeals and Rules Committee will be required to provide approval for any requests for a representative replacement not included on the team list.

8.17 Fitness of Ground, Weather and Light

- (A) Irrespective of the weather, teams should go to the ground, unless explicitly cancelled by the Chairman of the CCCA, The Appeals and Rules Committee Chair, or Competition Lead in writing. In the event of the prospect of play being doubtful, due to the weather, either club captain / contact member in the game may communicate with the other club captain / contact member through the WhatsApp group chat set up for each grade by the Competition Lead, and if there is mutual agreement that the ground is unfit for play, the teams need not keep their appointment. If there is no mutual agreement both teams report to the ground as normal. For a mutual

agreement to be official, both captains must message in the WhatsApp chat and formally agree to the game being abandoned. It is the responsibility of the home secretary to inform the Umpires Association, and Competition Lead as necessary. Failure to inform the Umpires Association shall render the club liable for the umpires fees for that day.

- (B)
 - a. Once at the ground, umpire/s and captains shall decide whether conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
 - b. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
 - c. Conditions shall be regarded as unreasonable if there is actual and foreseeable risk to safety of any player or umpire.
 - d. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
 - e. If the umpire/s consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.
 - f. umpire/s and captains shall be judges of the fitness of the ground, weather and light for play. Decisions to suspend, or continue play for bad light when they consider that there is a risk of serious physical injury to the batsman will be made in consultation between umpires and captains. If captains are not in agreement, and an umpire has been appointed, that umpire has the final decision to suspend or continue play. Amongst the facts to be considered are background, sightscreens and the type of bowling. If during play, the umpires decide that the light is unfit their decision to suspend play is final.
 - g. After any suspension of play, the umpire/s and the captains shall, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Once it has been determined that play is possible the game shall resume.
- (C)
 - a. Motorised and non-motorised equipment (eg. Super soppers, sponges, brooms) is permitted to be used by either team on all council grounds to assist in the removal of surface water which may be delaying play.
 - b. For turf wickets the use of such devices may be used to remove surface water from the pitch square under the supervision of the appointed umpire, or in their absence the two captains shall assume this responsibility.
 - c. The clubs will be permitted to remove surface water on the pitch square with the devices, without the umpires or opposing captain's supervision, on the Saturday or Sunday morning preceding a match.
 - d. In the case of synthetic pitches there is no restriction to the cleaning of playing and surrounding area to enable play to take place on the best possible outcome.
- (D) For matches played on synthetic pitches only, where the state of the ground or pitch makes playing conditions at one bowling end unplayable due to player safety, umpires can agree to alter playing conditions of the match and bowl from one end. This alteration to the playing conditions can only be made in circumstances where the alteration is in place for the entirety of a match.
- (E) Refer the respective Competition Rules for actions to be taken when play is interrupted.

Note 1: In the event of no officially appointed umpires being appointed to a match, the team captains in senior competitions and either coach/manager in junior competitions shall assume this responsibility. In the event of their disagreement on the fitness of ground due to wet weather, the match is not to proceed until there is mutual agreement. In the relation to decisions regarding the fitness of light, pitch and ground should there be a disagreement the state of play existing at the time of the question arising shall continue and will remain in place until there is mutual agreement.

8.18 Adverse Weather

- (A) From time to time the Association may vary the playing conditions due to adverse weather.
- (B) In the case of adverse weather during a match the umpire has the authority to delay the match where they believe the conditions have become unsafe. In the case of Lightning or Extreme Heat the CCCA Policies are to apply.

8.19 Penalties

- (A) No team will gain any points unearned on the field of play, except for By Law 10.2 (Covers) and By-Law 4.2 (Loss of Points).
- (B) In the case of finals matches, a losing team which is subsequently deemed the winning team through a breach of the by-laws will progress to the next round of the finals series or in the case of a grand final be declared premiers regardless of that team's ranking prior to the match being played.
- (C) In the case of finals matches, a winning team which is subsequently deemed the losing team through a breach of the by-laws, will be eliminated from the final series and may incur a financial penalty as determined by the CCCA Executive Committee

8.20 Disputes & Protests

- (A) Should any dispute or difference arise between competing teams other than those outlined in By-Law 8.17, the match shall be played under protest subject to the dispute or difference being dealt with by the CCCA Executive Committee. One or both scorebooks are to be noted that a dispute or protest will be lodged. PlayHQ is to be updated to show that the match is either being played under protest/dispute or that the result is subject to a protest/dispute.
- (B) All previous by laws approved by the Association shall be subject to the terms of any experimental rule subsequently approved by the Cricket Australia Executive Committee and adopted by the NSW Cricket Association for general applications in competition matches in the current season.
- (C) All disputes or differences not otherwise covered in these competition by laws will be decided by the Appeals and Rules Committee.
 - a. The CCCA Appeals and Rules Committee shall have the power to declare any game a "no game", and no points will be awarded to either side participating in the match if in the opinion of the Appeals and Rules Committee the teams have not played within the rules.
 - b. Before such determination can be made the CCCA Appeals and Rules Committee shall receive a report from both participating teams, and a report from umpires officiating in the match.
- (D) Player Grading as determined by the CCCA Appeals and Rules Committee will not be subject of an appeal beyond the CCCA Executive Committee.
- (E) The Secretary of the club lodging a complaint or dispute must provide particulars through the appeals document of that complaint or dispute to the CCCA Competition Lead in writing within 48 hours of that day's play.
 - a. Should the complaint or dispute arise during the last competition round or in a finals series game, the Secretary of the club concerned must provide particulars of the complaint or dispute through the appeals document to the Competition Lead, within 24 hours of the occurrence.
- (F) A fee of \$100 Plus GST will be invoiced by the Competition Lead if the appeal is declined. No fee will be required if the appeal is successful.
- (G) The club complained against must reply to the matters in dispute within 48 hours after receiving the details of the dispute from the Competition Lead. If that club fails to do so, then the CCCA Appeals and Rules Committee may proceed with the enquiry and decide on the matters in dispute.

- (H) Appeals from the decision of the Competition Lead may then be made to the CCCA Executive Committee through the Appeals and Rules Committee whose decision is final. Appeals to the CCCA Executive Committee are sent through the CCCA Competition Lead.
- (I) Each appeal to the Executive Committee must be lodged with the CCCA Competition Lead through the appeals document within 48 hours of receipt of the Competition Leads ruling. No fee will be charged up front. If the appeal is declined, a \$200 plus GST invoice will be issued by the Competition Lead. If the appeal is overturned and successful, you will not be required to pay any fee. If the appeal document is not received by the Competition Lead, the appeal will not be heard. In the case of an appeal in relation to grading, \$50 of this appeal is payable in advance of the appeal being heard by the CCCA Executive Committee.
- (J) Should the appeal arise during the last competition round or during the finals series, the appeal must be lodged with the Competition Lead in writing, within 24 hours of the decision that is being appealed against.

9. FINALS

9.1 Finals Structure

The CCCA Executive Committee will determine the structure of the finals series for each Competition upon release of the Competitions Season Fixture and prior to the first home and away Competition Match of the season.

9.2 Venue Selection

The CCCA Executive Committee will determine the venues for finals series Competition Matches in its absolute discretion.

9.3 Playing Conditions

Refer "Competition Playing Conditions" Annexures A-U"

9.4 Player Eligibility

- (A) Refer "Competition Playing Conditions" Annexures A-U" for number of matches required to qualify to play in finals.
- (B) Any match that has been forfeited will count as an available match for any player of the team who was available to play in the fixture, and the player did not play in another match, in another grade in the same round.
- (C) A bye does not constitute having played a match, unless any match that has been declared a bye due to the withdrawal of a team from the competition during the course of the season. In this case the match will count subject By-Law 9.4 (B).
- (D) On application by a Player's Club, the CCCA Appeals and Rules Committee may vary the number of qualifying Competition Matches required where Services personnel are posted a significant distance away during the home and away Competition Matches or where a Player misses a significant number of Competition Matches due to serious injury (more than six (6) Matches) or under other exceptional circumstances as determined by the CCCA Appeals and Rules Committee.
- (E) A player who has missed six (6) or more consecutive home and away Competition matches through injury or pregnancy, may upon provision of supporting medical documentation, be permitted to play in lower grade finals matches for his club despite not having qualified for that Competition. All applications for such consent to play shall be approved, in writing, by the CCCA Appeals and Rules Committee.
- (F) Applications for Exemption as per By-Law 9.4 (D & E) must be received by the Appeals and Rules Committee by 5.00pm on the Wednesday prior to the commencement of the finals.
 - a. Clubs are reminded that failure to submit an application on time may mean that the CCCA Appeals and Rules Committee cannot meet in time to discuss the request resulting in no decision being provided.
 - b. Clubs are given the opportunity to submit a maximum of 5 players per team to the Appeals and Rules Committee of the last round to ensure there is no breach of the qualification rules. These players must be submitted to the Appeals and Rules Committee via the Competition Lead no later than the Monday of the

finals week, 5pm.

- c. If clubs are in doubt they shall not select that player.
- (G) Players only need to be approved to play in a semi-final. Once approved, as long as a player does not change grades they can remain in his semi-final team for all subsequent finals
 - a. Any team which included a player in contravention of these rules shall lose the final in which such a player takes part and shall be eliminated from the finals series and may incur a financial penalty as determined by the Board.
 - b. All applications for permission to play under this competition By-Law must be made in writing to the CCCA Appeals and Rules Committee giving clear reasons as to why the player was originally selected in the higher grade and why the player is now required in the lower grade.

9.5 Club Eligibility

- (A) If any club is financially in arrears to the CCCA at a date which is seven (7) days prior to the commencement of the finals then the teams of such club shall be ineligible to compete in finals series matches. In such event the teams placed next on the respective competition table shall take the place of the ineligible team.
- (B) For the purposes of this By-Law, clubs, which are under a financial scheme of arrangements with the CCCA as provided for under By-Law 17.3 (B) and are up to date with all payments under that scheme including the current year, shall be considered financial.

10. MATCH DAY REQUIREMENTS

The Club named first on the official fixture draw is the home Club.

10.1 Turf Pitches

- (A) Central Coast Council has permitted pitch preparations under the following conditions:
 - a. Watering of turf pitches after the game on Saturday and Monday mornings, providing the pitch is not required for Sunday or other games during the week.
 - b. Clubs are to provide Council with the names and telephone numbers of officials who will be involved with the preparation.
 - c. Council cannot supply rollers at all grounds and accordingly, Clubs shall have to make their own arrangements for machinery.
 - d. If problems occur as a result of works being carried out by the Clubs, Council reserves the right to withdraw approval.
 - e. Boots or shoes fitted with metal sprigs or spikes (half or full sole) are recommended to be worn.
 - f. If a turf pitch has been damaged other than by weather prior to either day's play, then the following shall apply:
 - i) If the pitch can be repaired, then it shall be.
 - ii) If a new pitch can be prepared, then it shall be.
 - iii) If another turf pitch ground is available then the match may be transferred. Under the direction of the Competition Lead, the fixture could be transferred to an available turf or synthetic pitch.

Rolling

- (B) The pitch shall not be rolled during the match except as permitted below:

- a. During the match the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and therefore the start of each subsequent day's play.
- b. In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request to have the pitch rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse the request for the rolling of the pitch.
- c. If there is more than one roller available the captain of the batting side shall have the choice.
- d. The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin, should he so desire.
- e. If a captain declares an innings closed, or forfeits an innings, or enforces the follow-on, and the other captain is prevented thereby from exercising his option of the rolling permitted (maximum 7 minutes), or if he is so prevented for any other reason, the extra time required to complete the rolling shall be taken out of the normal playing time.
- f. The above will be subject to the wicket curator being available.

Sweeping

- (C) a. If rolling is to take place the pitch shall first be swept to avoid any possible damage by rolling in debris. This sweeping shall be done so that the 7 minutes allowed for rolling is not affected.
- b. The pitch shall be cleared of any debris at all intervals for meals, between innings and at the beginning of each day, not earlier than 30 minutes nor later than 10 minutes before the time scheduled or rescheduled for play to begin.
- c. Notwithstanding the provisions of (a) and (b) above, the umpires shall not allow sweeping to take place where they consider it may be detrimental to the surface of the pitch.

Mowing

- (D) a. The pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow.
- b. All mowings which are carried out before the match shall be the responsibility of the Ground Authority. All subsequent mowings shall be carried out under the supervision of the umpires.
- c. Mowing of the pitch on any day of the match shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day.
- d. If mowing of the outfield has been permitted by Central Coast Council, on any day of the match it shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin on that day.
- e. In order to ensure that conditions are as similar as possible for both sides, the outfield may be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow.
- f. If, for reasons other than ground and weather conditions, complete mowing of the outfield is not possible, the Ground Authority (Central Coast Council) shall notify the captains and umpires of the procedure to be adopted for such mowing during the match.

Watering

- (E) The pitch shall not be watered during the match. This does not preclude watering of the pitch when the game is conducted over consecutive Saturdays.

Re-marking Creases

- (F) The creases shall be re-marked whenever either umpire considers it necessary and subject to the wicket curator being available.

Maintenance of Foot holes

- (G) a. The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play. In matches of more than one days' duration, the umpires shall allow, if necessary, the re-turfing of foot holes made by the bowler in their delivery stride, or the use of quick setting fillings for the same purposes.
- b. During play, the Umpires shall allow the players to secure their foot holes by the use of sawdust, provided that no damage to the pitch is so caused, and MCC Law 42. (Unfair Play) is not contravened.

10.2 Covers

- (A) The home team, or club whose home ground is being used if they are not engaged in the match, must put the covers down on the game day pitch, and entire square, and also where possible on the bowlers' run-ups prior to 8.00pm on the day before the match. (Covers may be laid in accordance with council regulations prior to this to protect the pitch.). NOTE: Rogers Park #1 and Taylor Park are exempt from this due to not having full square covers.
- (B) The covers must be removed by the home team, or club whose home ground is being used if they are not engaged in the match, as early as possible (weather permitting) on match day.
- (C) It is the responsibility of the home club or club whose home ground is being used if they are not engaged in the match to immediately email or provide in writing to the secretary of the opposing club as to the reason covers are not going to be laid in terms of By-Law 10.2 (A). If the club secretary is not available another committee member of the club is to be notified via email or in writing. The opposing club can insist that the covers be laid subject to there being no exceptional circumstances that prevent them from being laid.
- (D) Penalty as per By-Law 4.2 (C) is to apply for any breach of these Rules.
- (E) Clubs shall be aware of councils requirements in relation to leaving tarpaulins on ovals.
- (F) When privately-owned grounds are being used it is the responsibility of the home team to liaise with the owners to ensure these requirements are met.

10.3 Synthetic Pitches

Where concrete pitches are in use, synthetic surfaces shall be provided and the use of spiked, sprigged, boned or studded boots on these surfaces is prohibited.

10.4 Ground Set Up

The team designated as the home team is to be responsible for the supply of stumps, bails, boundary markers – these items must be in place before the designated starting time.

10.5 Match Day Safety Check

A representative of all competing clubs is required to conduct a Match Day health and safety check prior to the commencement of each Competition Match and Training session, and at any other time during the day if conditions change. The representatives must complete the checklist as advised by the CCCA Executive.

10.6 Declaration of Teams & Exchange of Lists

- (A) All team lists must be input into PlayHQ prior to the match commencing.
- (B) A team list is to be completed and exchanged prior to the toss.
- a. Where no play was possible after the toss has been taken on the first day of a match, the second day becomes a new match and new team lists are to be exchanged and a new toss taken.

- b. The exchanged team lists may not be altered once the game has commenced without the written consent of the opposition captain/coach/manager. Any breach of these rules by a team shall result in the loss of any competition points gained in the match in which a breach occurred, or in the case of Finals Series match, the loss of the match.
- (C) Ages (as at 31st August prior to the season start) must be recorded on the team list as follows. A player's age does not change during the course of the season:
 - a. Senior Competitions – All players under the age of 19 years
 - b. Junior competitions - the age of each team member must be recorded on the team list.
- (D) The opposing captain must be notified of all substitutions made, at any stage of the match. All replacement players allowed under By-Law 8.15 must also be written on the team list.
- (E) For matches where teams are permitted to play twelve (12) players, the non-batter and non-bowler are not required to be noted on the Team List (or equivalent in Stage 1 and 2).

10.7 Cricket Balls

- (A) Kookaburra brand cricket balls, branded with the CCCA Logo, must be used for all Competition Matches. Refer "Competition Playing Conditions" Annexures A-U" for the types of balls to be used in each competition.
- (B) A new ball is required to be used in the 1st Innings of all Competition Matches.
- (C) For matches where a 2nd Innings is played, the fielding side has the option of using the same ball as used in the 1st Innings or a new ball. If they opt to use the same ball as used in the 1st Innings, a new ball cannot be taken until the combined number of overs is equal to 80 overs.

10.8 Electronic (Live) Scoring

- (A) All matches are required to use Electronic (Live) Scoring.
- (B) The home side is required to provide both the mobile and Wi-Fi devices to enable Electronic (Live) Scoring to be completed.
- (C) All other teams, both senior and junior must use Electronic (Live) Scoring.
- (D) For all matches where Electronic (Live) Scoring is to be utilised, a scorebook may be used as a backup. This is to be provided by the home team. Please note should Electronic (Live) Scoring stop being used, a second scorebook, provided by the away team is to be commenced.

10.9 Afternoon Tea

For all regular season senior matches the home side is required to provide afternoon tea.

10.10 Submission of Results

- (A) For all scheduled matches, the results and player performances must be submitted for each day's play by the home team using PlayHQ not later than 8.00 pm on the day of the match. In the final round the cut off for results submitted to PlayHQ is 8.00 pm on the day of the match.
- (B) Clubs receiving a forfeit shall enter their nominated team into the PlayHQ system by no later than 8.00 pm on the day of scheduled match.
- (C) Figures as entered into PlayHQ shall count in the compilation of averages, trophies and any other relevant matter except in the case of disputes or discrepancies where the CCCA Appeals and Rules Committee may decide the results as shown in the score books shall supersede the results entered into PlayHQ.

10.11 Captains/Umpires Match Report

- (A) At the conclusion of each Competition Match in which an umpire was appointed, each captain is to complete a Captains Report on the CCCA document provided.
- (B) At the conclusion of each Competition Match each appointed umpire is to complete an Umpires Report (Match Review) on the CCCA document provided.
- (C) The Captains/Umpire Reports shall be completed by 9.00am on Monday immediately following the conclusion of the Match.

11. UNIFORM AND LOGO REQUIREMENTS

11.1 Colours and Cap Design

Each club shall register its club colours and cap design with the CCCA and no change will be made without the permission of the CCCA Executive Committee.

11.2 Changes to Club Names and Logos

Any club who wishes to change their Club Name or Logo is required make an application in writing to the CCCA Executive for their consideration.

11.3 Uniform Design

- (A) New Clubs shall be required to submit complete details of the proposed colour and design of its uniform to the Executive Committee for approval. Once approved, such Club has exclusive rights to its uniform design.
- (B) Existing Clubs shall submit details of any proposed variation of their uniforms design for prior written approval of the Executive Committee.
- (C) All players shall only wear playing attire that has been approved by the Executive Committee.

Approved attire is as follows:

Men's 1st Grade Two Day

White/Cream shirts. Shirts must be a predominately white/cream. White/Cream pants are also to be worn.

Men's 1st Grade One Day & T20 Games

Coloured Shirts, pants and clads are compulsory

Womens 1st Grade

Coloured Shirts, pants are compulsory.

Men's and Women's 2nd Grade & below

Clubs may decide if they would like to wear coloured clothing or white/cream clothing.

Female Lower Grade Cricketers have the option of wearing coloured shirts and pants. Alternatively, coloured shirts are permitted to be worn with White/Cream pants or shorts. In either case white cricket pads are to be used.

Over 40s & Over 50s

Clubs may decide if they would like to wear coloured clothing or white/cream clothing with pants or shorts.

Juniors Boys and Girls

Coloured shirts are permitted to be worn with White/Cream pants or shorts.

- (D) All players that take part in a fixture must be wearing identical clothing (i.e. if a team is to wear coloured clothing, then all players must wear coloured clothing, no single player can be in all white clothing, if the others are in coloured, likewise no player can be in coloured clothing if others are in white). In exceptional circumstances these requirements can be varied by umpires or, if there is no official umpire, by captain of the opposing team if a satisfactory explanation has been provided for the non-compliance by the captain or the player concerned. Should a club field a merged team, approval from the Appeals and Rules Committee is required for a solution to this, whether this be, but not limited too; all players wearing the same shirt all the time, all players wearing the same shirt for a home or away game.

- (E) Cream or White shorts are permitted in all competitions except First and Second Grade. Shorts are to be accompanied by white/cream socks.
- (F) No item of cricket apparel, including footwear, which has been disapproved of by the Executive Committee shall be worn by any player or umpire taking part in a match played under the auspices of the CCCA.
- (G) Subject to the provisions of this By-Law, the umpires shall not allow any player who is improperly attired to take part in any match and shall make written report to the CCCA Lead within seven (7) days of the match concluding.

11.4 Sponsor's Logos

- (A) Sponsor's logos may be displayed on playing attire as follows subject to approval by the CCCA Executive Committee:
 - a. *Shirt*
 - i) Left breast pocket – Club logo
 - ii) Right Breast pocket – Sponsor
 - iii) Right Sleeve – Sponsor
 - iv) Left Sleeve – Sponsor
 - v) Front of Shirt – Sponsor
 - vi) Back of Shirt (Shoulder Blades) – Sponsor
 - b. *Pants*
 - i) Front right leg – Club logo
 - ii) Front left leg – Sponsor
 - iii) Back – Sponsor
 - iv) Side – Club Name

11.5 Player Umpires

Players acting as umpires must be suitably attired by wearing shirt, trousers/shorts and footwear. If wearing a white shirt, or a shirt the same colour as the fielding side the umpire must carry a bat or stump.

12. CLUB MATCH RESPONSIBILITIES

12.1 Restriction on Bowlers (as per current Cricket Australia Policy)

Age of Bowlers

- (A) Team captains in all competitions must indicate on their declared team sheet for each match those members who are under 19, 18, 17, 16, 15, 14 or 13 years of age as at 31 August of each season in question.

Maximum Overs

- (B) No medium pace or fast bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a days play, set out below:

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAYS PLAY
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10
Under 13	4	8

Minimum Rest Period

- (C) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
- (D) A bowler who has bowled a spell of fewer than the maximum of overs set out in (B) above may resume bowling prior to the completion of the minimum rest period as defined in (C) above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- (E) The break between spells is to be a minimum of 30 minutes (including any interruptions to play). A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

Penalties

- (F) Failure to enforce these restrictions will result in the following:
 - a. First offence: the offending Club will receive a warning letter from the Appeals and Rules Committee.
 - b. Second offence: Final warning to club – any further breach penalties as per By-Law 4.2 are to apply.
 - c. Any subsequent breach by that Club will result in the matter being dealt with by the Executive Committee.
 - d. Should a breach of this not be caught by an Umpire during a finals match the matter will be dealt with by the Executive Committee.

Change of Bowling Type

- (G) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
 - a. If the bowler begins with medium pace (or faster), the bowler is subject to the playing conditions throughout the day: and
 - b. If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.
 - c. It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The Umpires shall assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers shall notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.
 - d. If the Umpire becomes aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
 - e. Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the Scorers or other sources.

12.2 Coaches

- (A) All coaches shall hold, as a minimum Community Coach Accreditation (Level 1)

12.3 Club Executives

All CCCA Club Executives shall have a verified Working with Children Check which must be provided to the CCCA Executive Committee (<https://forms.office.com/r/kqfCy1Lfyk>)

12.4 Restrictions on Junior Coaching

- (A) In all competition matches, coaching is allowed in-between overs and at the fall of a wicket for

all age groups and divisions, however, is not to interfere with the normal progress of the game or to prevent the completion of an innings within the designated finish times. The standard run penalty rule will apply where the coach and or captain don't manage minimum over rates with designated finish times.

- (B) In the event that on-field coaching does affect the progress or completion of a match, either team may lodge a complaint with the Competition Lead in writing.

12.5 Helmet

- (A) The CCCA has adopted the Cricket Australia Helmet Policy in that it is compulsory for all junior players and strongly recommended for the senior players to meet the following requirements in all competition matches and training sessions:
 - a. A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.
 - b. A wicketkeeper must wear a British Standard 7928:2013 compliant helmet at all times when keeping up to the stumps.
 - c. A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- (B) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- (C) The umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
- (D) Helmets shall be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

12.6 Concussion

The CCCA have adopted the Cricket Australia "Community Cricket Concussion and Head Trauma Guidelines which can be found at <http://www.ccca.nsw.cricket.com.au/files/2263/files/Community%20Cricket%20Concussion%20%20Head%20Trauma%20Guidelines%20Aug%202017.pdf>

13. REPRESENTATIVE CRICKET

- (A) Any player who takes part in a Competition Match in violation of this By-Law shall be liable for further disqualification. The Team with which the Player participates for may lose any premiership points gained and his Club may also be fined such sum as is determined from time to time by the CCCA Executive Committee.
- (B) Any player who is selected to represent the CCCA in any representative fixture must adhere to the CCCA Representative Policy.

13.1 Venue Selection

Where the CCCA schedules a representative Match to be played, the CCCA Executive Committee shall select a venue taking into consideration the standard of playing surface and facilities, ground hire costs and club support available.

14.1 UMPIRES

- (A) Appointment of Umpires for all matches arranged by CCCA shall be made by the Umpires Appointment Panel.
- (A) If umpires are not available for any match, the batting team is to provide both umpires. After the commencement of the match such umpires shall to all intent and purpose be regarded as official umpires in the determination of these rules

14.2 Umpires' Fees

The Umpires' fees for the ensuing season will be determined by the CCCA Executive and communicated to all Clubs no later than July 1st in the year the season in which they are applicable.

14.3 Payment of Umpires

- (A) Payment of umpires will be the responsibility of both home and away clubs, except for finals in which the CCCA shall cover the cost of umpires.
- (B) In the case of a forfeit, no payment will be due to the umpire provided they were advised prior to attending the ground. Should a payment be due this payment will be the responsibility of the forfeiting team.
- (C) In the case of a days play being washed out, no payment will be due to the umpire provided they were advised prior to attending the ground. Should a payment be due this payment will be the responsibility of the home team.
- (D) An invoice will be issued to each club for payment.

14.4 Umpires' Match Report

- (A) At the conclusion of each Competition Match the umpire/s are to complete an Umpires Match Reports (Match Review) via PlayHQ.
- (B) These reports shall be submitted no later than 9.00am on the Monday immediately following the completion of the match.

14.5 Reporting of Players and Officials

- (A) Umpires may report to Cricket NSW Integrity Unit any Player or Official who, during the progress of a Competition Match or within the immediate proximity of the ground on the day of the Competition Match, commits a Code of Conduct Breach. The procedure for making and lodging such a report shall be as specified by Cricket NSW Code of Conduct Procedures.
- (B) All reports must be submitted to the Cricket NSW Integrity Unit, on the form provided by 5.00pm on Monday immediately following the day in which the offence occurred.

15. CONDUCT – DISCIPLINARY PROCEDURES

15.1 Prescribed Penalties

A prescribed penalty system will operate in the Competitions in accordance with Cricket NSW Code of Conduct Procedures”.

15.2 Code of Conduct

- (A) Clubs agree to comply with “Cricket NSW Code of Conduct Procedures” through affiliation.
- (B) Players & coaches agree to comply with “Cricket NSW Code of Conduct Procedures the Online Registration in PlayHQ.
- (C) Clubs are required to ensure that all Clubs Players, Officials, Coaches, Administrators and Parents are aware of their responsibilities under “Cricket NSW Code of Conduct Procedures”.
- (D) Parents, Officials and Coaches are bound by the CCCA By-Laws as issued from time to time, irrespective of whether they have signed any specific conduct codes or Codes of Conduct.

15.3 Powers to Investigate

- (A) The Cricket NSW Code of Conduct Commissioner (“Commissioner”) may investigate or nominate a person to investigate any matter which it considers relevant to whether a person may have committed a Breach of the Code of Conduct.

- (B) Without limiting the powers and discretions conferred upon the Commissioner in By-Law 15.3 (A), a nominee may investigate any matter:
- a. of their own initiative; or
 - b. on the basis of video evidence; or
 - c. upon the written request of an authorised officer of a Club pursuant to By-Law 15.8;

15.4 Co-operation

- (A) For the purpose of conducting an investigation under this By-Law, a person shall if requested by the Commissioner:
- a. fully co-operate with the investigation;
 - b. truthfully answer any questions asked; and
 - c. provide any document in that person's possession or control requested by the investigating person.

15.5 Failure to Co-operate

A person who fails to observe and comply with By-Law 15.4 or who provides any information or has acted in a manner which is in any respect false or misleading or likely to mislead, is deemed to have engaged in conduct which is unbecoming or prejudicial to the interests of the CCCA and may be referred to the Cricket NSW Integrity Unit.

15.6 Citings by Clubs

Where a Club wishes to lodge a complaint against a Player or Official for an alleged "on field" offence (a citing), such complaint must be noted on the appropriate Cricket NSW Code of Conduct Report Form which must be lodged in writing with the Cricket NSW Integrity Unit no later than 5.00pm, Monday following the conclusion of the match.

15.7 Social Media

- (A) Any Club that operates or is having operated on its behalf a website, blog or social media account representing the Club and its activities ("Club Website"), agrees that it is prohibited from publishing, displaying or otherwise disseminating on the Club Website any content, information, images or other form of communication that is inappropriate, offensive or damaging to the reputation of a Player, Official, Club, the CCCA or Cricket NSW ("Offending Material"), including by providing links to other websites that may contain Offending Material.
- (B) Any Club that is found to be in breach of By-Law 15.7 (A) as determined by the CCCA Executive Committee in its absolute discretion, must immediately upon receipt of notification of the breach remove the Offending Material, confirm in writing to the CCCA Competition Lead that it has done so and shall be liable to sanctions as is deemed appropriate by the CCCA Executive Committee in its absolute discretion.

15.8 Media / Statements

- (A) Conduct occurring in the Media or public forums is governed by the Code of Conduct.
- (B) Only authorised and approved personnel may make public statements regarding CCCA matters.
- (C) For the By-Laws, "statement" includes any declaration, comment or remark, whether verbal, in print or by electronic media or social media.
- (D) A Club whose Official or Player has made a statement contrary to the provisions of By-Law 15.8 (A), or 15.8 (C) in the case of any other person, with the apparent authority, agreement, consent or approval of the Club, may be referred to the CCCA Executive Committee which may, in the event of a breach, levy a fine of up to a maximum of one thousand dollars (\$1,000) and forfeit past or future Competition Match points.

16. FINANCE

16.1 Fees

- (A) The CNSW Competition Lead will prepare a detailed budget each season taking into account all known and projected income and expenditure items under the Strategic Service Partnership.
- (B) CCCA Clubs will be required to pay the Competition Administration (CASP) Fee set by Cricket NSW, which will be used to fund the administration and services by Cricket NSW for the competition. This will be a per team fee and set at the start of each season.
- (C) All CCCA Clubs will be required to pay the Cricket NSW Operational Fee which will be used to offset the operational costs of the respective competitions. This will be a per team fee and set at the start of each season.
- (D) All payments of accounts must be paid no later than the last day of the month following the month in which the account is rendered. Clubs may be penalised at the discretion of the CCCA Executive Committee if invoices have not been paid.
- (E) All accounts must be cleared prior to finals beginning for clubs to participate in finals.

17.2 Fines

- (A) Where a Club, Player, Official or Umpire has been fined by the CCCA Executive Committee, such fine shall be paid within fourteen (14) days of notification of the penalty except where otherwise specified by the CCCA. Failure to pay such fine by the specified time without a satisfactory explanation may result in the fine being increased by the CCCA Executive Committee.
- (B) Where a fine has not been paid within three (3) months of the invoice date, the Player's or Official's Club or, in the case of an Umpire, the Umpires Association, is responsible to pay the fine to the CCCA.

17.3 Outstanding Accounts

- (A) Except as provided for under By-Law 17.3 (B), any Club which is in arrears to the Cricket NSW for a period more than sixty (60) days from the date of the invoice, will be ineligible to receive any Competition points which may be accrued by its Teams, from that point in time until the overdue amount has been paid.
- (B) Where extenuating circumstances exist, the CCCA Executive Committee may in its discretion, place a Club on a financial scheme of arrangements for the repayment of outstanding accounts. Any Club operating under such an arrangement shall be considered financial with the CCCA provided that it is up to date with all payments specified by the scheme and for the current year.
- (C) Except as provided for under By-Law 17.3 (B), if any club is financially in arrears to Cricket NSW at a date which is seven (7) days prior to the commencement of the finals then the teams of such club shall be ineligible to compete in finals series matches. In such event the teams placed next on the respective competition table shall take the place of the ineligible team and so forth.
- (D) If any club is in arrears to Cricket NSW for a period of 30 days from the due date, the club's representatives shall be ineligible to vote at any CCCA meeting.

17.4 Club Annual Reporting Requirements

- (A) Each member club shall be required to furnish to the CCCA by August 31 each year, or as designated:
 - a. A statement of Income & Expenditure for previous Financial Year
 - b. A statement of Assets & Liabilities, or a balance sheet as at the end of the previous Financial Year
 - a. Written confirmation that the statements, or statement and balance sheet, have been presented and adopted by the AGM of the affiliate held that year
 - b. Copy of Form A12 that has been submitted the Fair-Trading NSW
 - c. Copy of Annual Report
 - d. List of Affiliates
 - e. List of Office Bearers
 - f. Tax Self – Assessment Notice

- (B) Failure in providing the abovementioned documents may result in the club not being offered affiliation for the future year.

17.5 Insurance

- (A) Each Club is covered by the CCCA's compulsory insurance cover with Marsh Insurance under Cricket Australia National Club Risk Protection Program. All Players and Officials of a Club will have minimum cover for public liability, association liability, personal accident and non-Medicare medical.
- (B) Each Club may elect higher levels of cover directly through Marsh. Specific details of cover shall be provided to Clubs each year and can also be viewed at <https://sport.marshadvantage.com.au/cricket/>

18. AWARDS

Each season, the CCCA Executive Committee shall arrange for the presentation of the following awards.

18.1 Club Championship Trophy - Senior

- (A) A Perpetual trophy shall be awarded to the club that accrues the most number of points in the Club Championship.
- a. Points are awarded on a sliding scale with each competition ladder point being multiplied as follows:

Grade	Multiply By
1 st Grade	15
Women's 1 st Grade	15
2 nd Grade	13
3 rd Grade	10
4 th Grade	9
Women's 2nd	8
5 th Grade	7
6 th Grade	6
7 th Grade	5
8 th Grade & below	4
Women's 3 rd & below	3
Masters/O40 & 50s	3

18.2 Club Championship Trophy - Junior

- (A) A Perpetual trophy shall be awarded to the club whose teams have performed best across all seven competitions.
- a. The competition ladder points accumulated by each club in each grade is then divided by the number of matches played.
- b. The points from each grade are then added together with the club recording the highest number of points declared the winner.

18.3 Alan Davidson Medal

- (A) The Alan Davison Medal is awarded to the Player, either male or female who has had an outstanding season whether it be at representative or local level.
- (A) The winner is decided by the CCCA Executive Committee.

18.4 Representative Player of the Year – Male & Female

- (A) This award is presented to the male and female player who has excelled at Representative Level for the Open Representative sides.
- (B) The winners are decided by the CCCA Executive Committee.

18.5 Young Cricketer of the Year – Male & Female

- (A) The Young Cricketer of the Year awards are available to the Male and Female player under the age of 18 Years who have excelled at representative level.
- (B) The winners are decided by the CCCA Executive Committee.

18.6 Junior Cricketer of the Year – Male & Female

- (A) The Junior Cricketer of the Year awards are eligible to the Male and Female player under the age of 16 Years who have excelled at representative level.
- (B) The winner is decided by the CCCA Executive Committee.

18.7 Cricketer of the Year

- (A) The Cricketer of the Year Award is presented to the player in each senior and junior who has statistically performed the best during the season. The player who accumulates the most points in each Grade is named “Cricketer of the Year” in that Grade.
- a. Points are awarded as follows:

Discipline	Multiply By
Batting	1 point per run
Bowling	15 points per wicket
Fielding	10 points per catch
Keeping	10 points per stumping

18.8 Premiership Awards

- (A) A Perpetual Premiership Trophy and a Premiership Plaque shall be presented to the winning club in the Grand Final of each grade of Competition.
- (B) A maximum of fifteen (15) Premiership medallions shall be presented to the players/officials of the Premiership winning team.

18.9 Best Player in Grand Final

- (A) A Medallion shall be presented to the players adjudged as the best player in the Grand Final of each competition. The field umpires, or a person or person(s) appointed by the CCCA Competition Lead, will decide the winning player in each respective grade.
- (B) The Medallions shall be known as follows:
 - a. Men’s 1st Grade Medallion shall be known as the “Damian Wright Medal”
 - b. One Day Competition Medallion shall be known as the “Greg Smith Medal”
 - c. Men’s T20 Medallion shall be known as the “Jay Lenton Medal”
 - d. Youth Boys Medallion shall be known as the “Aaron O’Brien Medal”

18.10 Captain of the Year

- (A) The Captain of the Year is awarded to the captain for both the Men and Womens Competitions adjudged by the umpires as being the best captain.
- (B) The umpires provide a rating for each of the captains at the conclusion of each match with the captain who receives the most votes at the end of the year awarded “Captain of the Year”.

18.11 Umpire of the Year

- (A) The Umpire of the Year is awarded to the best performed umpire.

- (B) The 1st Grade captains are required to vote on this award at the conclusion of the season with the umpire who receives the most votes awarded “Umpire of the Year”.

18.12 Team of the Year – Men’s & Women’s

- (A) Each year the CCCA Men’s 1st Grade Captains (who cannot select players from their own club) and other person(s) as appointed by the CCCA Executive Committee will select the following to be adjudged as members of the “CCCA Team of the Year”.
 - a. Twelve (12) players,
- (B) Each year the CCCA Women’s 1st Grade Captains (who cannot select players from their own club) and other person(s) as appointed by the CCCA Executive Committee will select the following to be adjudged as members of the “CCCA Women’s Team of the Year”.
 - a. Twelve (12) players,
- (C) To be eligible players must have played at least 50% of the scheduled home and away Competition Matches.

18.13 Volunteer of the Year Award

The CCCA shall present an award to the most outstanding Volunteer. CCCA Executive will nominate one person per club from which they shall make the final decision on the winner.

18.14 Services to Central Coast Cricket

- (A) Awarded to an individual who has given exceptional service to Central Coast Cricket.
- (B) Is known as the “Malcolm Chalmers Award”.
- (C) Winner determined by CCCA Executive Committee.

18.15 Club Administration Award

- (A) The CCCA may arrange a monetary award each season to clubs which are considered to have conducted their affairs during the season in the most efficient and lawful manner, conducive to the best administrative practices of a club within the CCCA.
- (B) The Club who averages the highest per team the most “Club of the Year” points will be award the “Club Administration Award”.

18.16 Individual Competition Award

- (A) The following awards are presented for each senior and junior competition:
 - a. Most Runs
 - b. Most Wickets
 - c. Most Dismissals
- (B)
 - a. If there is a tie for most runs, the batter with the highest average of those who tied will be declared the winner.
 - b. If there is a tie for the most wickets, the bowler with the lowest average of those who tied will be declared the winner.
 - c. If there is a tie for the most dismissals the player with the most catches, of those who tied will be declared the winner. If this is still tied, the CCCA Executive will determine the winner.

18.17 Miscellaneous

The CCCA Executive Committee may determine not to award any of the above awards or determine to present additional awards from season to season.

18.18 Awards Dinners

The CCCA Executive Committee will determine the arrangements, inc invitations to clubs, players and guests.

19. GENERAL

19.1 Resolution of disputes within Clubs

- (A) Unless criminal in nature, issues or disputes arising within Clubs are in the first instance to be resolved in accordance with the provisions of the Club Constitution and to the reasonable satisfaction of the members of that Club in a timely and appropriate manner.
- (B) All Clubs and their members have a responsibility to participate in the Club's dispute resolution processes subject to the Club's Constitution.
- (C) If the matter is unable to be resolved to the satisfaction of all parties a Club may seek the assistance of the CCCA Executive Committee.
- (D) All persons involved in any dispute must act in good faith in a genuine attempt to resolve the dispute.

19.2 CCCA Colours

The official colours of the CCCA shall be Navy & Gold. The design of the CCCA's representative apparel is the responsibility of the CCCA Executive Committee.

19.3 Matters not provided for

The CCCA Executive Committee may regulate any matters not provided for in these By-Laws in its sole and absolute discretion.

19.4 Competition Lead/Appeals and Rules Committee

The Competition Lead in conjunction with the General Manager of Competitions controls the day-to-day operation of the CCCA's Competitions. The Appeals and Rule Committee are a mechanism to interpret and apply these By-Laws.

19.5 Attendance at Meetings

The CCCA Executive Committee will determine the number of representatives required in attendance at CCCA meetings for which notice has been properly given.

19.6 Failure to Adhere to By-Laws

Breach of any of the By-Laws will be penalised, via the Club of the Year process or as otherwise decided by the CCCA Executive Committee.

Annexure “A”

Playing Conditions – 1st Grade Two Day Matches

1. Number of Players

- (A) Each side will be permitted to field eleven (11) players.
- (B) One (1) player may be substituted (plus standard representative substitution) per match due to unavailability.
- (C) All substitutions must be included on the team list.

2. Number of Overs

- (A) Maximum eighty (80), six (6) ball overs are to be bowled each day
- (B) Minimum of sixty (60) overs per innings to constitute a match
 - a. Should less than 30 overs be bowled on day 1 the rules for minimum overs to constitute a match will be reduced to 30 overs per innings.
 - b. If less than the minimum number of overs has been completed by each team, or a team has been dismissed or declared, then the match shall be declared a draw, provided a result has not been achieved.
 - c. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - d. 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
- (C) No team is permitted to bat in excess of Eighty (80) overs in their 1st innings, subject to extra overs being available as per Rule 2 (D).
- (D) If the team bowling first has dismissed the team batting first within ten (10) overs of the maximum overs available (80 overs) on day 1 they will commence their innings on Day 1 and the overs remaining on Day 1 are deemed as extra overs. These extra overs shall be included when a calculation of run rates is required.
 - a. Clause (D) will not apply where the team batting first declares their 1st innings, therefore giving the team batting first the opportunity to bowl on Day 1. This option is only available for the 1st innings of the match
- (E) Should the maximum overs not be bowled on Day 1, a new calculation will be made to determine the maximum number of overs per innings. This involves adding overs bowled on Day 1 to overs to be bowled on day 2 and dividing by 2 to give maximum number of overs per innings.

Example Calculation

- Play is abandoned after 50 overs being bowled on the first day by Team B to Team A.
- Calculation of overs to be bowled on Day 2 is as follows: The total overs bowled on the Day 1 with 80 overs added to it, then divided by two to achieve equal overs.
- 50 overs bowled on Day 1 add 80 overs
- 130 overs divided by 2 = 65 overs to be bowled by each team.
- On day 2 Team A is entitled to receive an additional 15 overs to make a total of 65 and Team B receive 65 overs.
- Play ceases when scheduled overs have been bowled.
- Fractions shall be ignored in all calculations of number of overs to be bowled on Day 2 (proceed to the next whole number).
- a. An over which for any reason is not completed on the first day shall be completed on the second day but shall not count for the purpose of calculating the number of overs for the second day.

- (F) Should the first side's innings be declared closed or they are all out, the side batting second is still entitled to the maximum overs irrespective as to whether time or overs are lost after this on the Day 1.
 - a. The overs Team B has received on Day 1 are deducted from the maximum possible to give their overs for day 2.
- (G) 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. Where there are no officially appointed umpires present, the captains must agree on the number of overs to be bowled prior to leaving the ground and scorebooks noted and signed.

3. Hours of Play

- (A) Scheduled playing times are from 12.30pm to 6.00pm (subject to a maximum of eighty (80) overs being bowled in a day) (During non-daylight-saving period times shall be bought forward 30 minutes)
- (B) As nominal finishing times apply, play ceases when the number of overs are bowled, provided that:
 - 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.
 - d. There will be no deduction of overs for innings breaks
 - e. Should a team who is deemed responsible to not finish the eighty (80) overs in the nominal time (normal days play) a penalty of five (5) runs per over will apply to the affected team. Reasonable allowances within the umpires discretion are limited to but not included; loss of ball, injuries, unexplained incident and additional drinks breaks due to heat.
- (C) In the event of ground or light conditions causing a suspension of play and/or the players are already off the field, at 6:00 pm (5:30pm in non-daylight saving period), stumps shall be drawn.
- (D) Play may be extended for a maximum of 30 minutes on day 1, if both captains agree that an outright result may be achieved. (If no play takes place in any other match in that grade on the second day of play the result shall revert to that before the time was extended)
 - a. Scorebooks should be endorsed and signed as to the position of the game at the normal finishing time

4. Drinks & Tea Intervals

- (A) Drinks are to be taken at the conclusion of the 20th and 60th overs respectively.
 - a. Drinks are to be taken on the field and are not to exceed five (5) minutes in duration
 - b. Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
 - c. If an innings ends or the players have to leave the field of play for any other reason within 5 overs of the agreed time for drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session
 - d. Under conditions of extreme heat the Umpires may permit extra intervals for drinks
- (B) Afternoon Tea is to be taken at the conclusion of 40 overs.
 - a. Afternoon Tea interval is to consist of twenty (20) minutes in duration
 - b. If an innings ends when 5 overs or less remain before the agreed time for tea, then the interval shall be taken immediately. It shall be of the agreed length and shall be considered to include the 10 minutes between innings. The umpires and captains together may rearrange the timing of drinks intervals in that session

- (C) At any time during the match, the captains may agree to forgo the tea interval or any of the drinks intervals. The umpires shall be informed of the decision

5. Closure of Innings

- (A) An innings may not be closed during the afternoon tea interval or before the commencement of play on the second day of a two-day match unless such declaration is made not less than 10 minutes prior to the time set down for resumption of play and in such case play shall resume at the expiration of the time allotted for the interval or as soon thereafter as weather conditions or pitch conditions permit

6. Loss of Entire 1st Day's Play

- (A) If all matches in the particular grade (i.e. 1st Grade or 2nd Grade) did not commence on day one, games will be played as designated One Day Limited overs fixtures, under One Day Limited overs fixture rules. Refer Annexure "B"
- (B) If play commenced in any match on the first scheduled day, the matches that did not commence will become one day matches.
 - a. Matches will have a maximum of 40 overs per innings. In the event of either side wishing to pursue an outright result, there will be a maximum of 80 overs for the match.
 - b. No restrictions apply as to the maximum number of overs a bowler can bowl, except for restrictions applying to junior bowlers. There will be no fielding restrictions, no free hits, the wide interpretation will be the same as the laws of cricket

7. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Red Regulation Ball is to be used for the 1st innings of all competition matches
- (B) For matches where a 2nd Innings is played, the fielding side has the option of using the same ball as used in the 1st Innings or a new ball. In the 1st Innings, a new ball cannot be taken until the combined number of overs is equal to sixty five (65) overs.
- (C) If agreement cannot be reached as to the use of a ball, the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.19.

8. Follow On (including finals)

The follow-on score is 75 runs LESS than the team batting first's, 1st innings score

9. 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) Outright results must be achieved within the maximum designated number of overs.
- (C) 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 result shall be decided on the average run rate throughout both innings.
 - b. If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (Refer Note 1) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
 - c. In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

- d. 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)
- e. 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1).
- f. Should there be a further loss of overs after the minimum quota of overs has been bowled the target score will be determined by multiplying the run rate by the minimum number of overs required to constitute a match. If this score is not achieved or the batting side is not bowled out, the match is a draw (Refer Note 1).
- g. 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)

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 (B)). 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 80 overs on Day 1.
- Play is interrupted on Day 2, with Team B to receive a maximum of 65 overs.
- Score required for Team B to win game for Overs 1 – 59 = 161 (Team A plus 1)
- Score required for Team B to win game from Overs 60 – 65 = 131 (Team A Run Rate x 65 overs plus 1)

10. Point Score

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

Result	Points
Outright Win	10
Outright after Trailing	6
1 st Innings Win	6
Outright Tie	5
Outright loss after Leading	4
Tie/Washout/Draw	3
1 st Innings Loss	1
Outright Loss	0

11. Finals

11.1 Finals Qualification

- (A) Player must have played a minimum of four (4) games in total to qualify for finals:

(Matches played are the total number of actual matches/games played by the team across the combined 2-day, ODLO and T20 formats)

- (a) Two-day matches played in 1st Grade will equate to 1 match for finals qualification
- (b) ODLO matches played in 1st Grade will equate to 0.5 matches for finals qualification
- (c) T20 matches played in 1st Grade will equate 0.5 matches for finals qualification
- (d) If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals eligibility

11.2 *Matches Interrupted*

- (A) Where play is interrupted and the minimum number overs are unable to be bowled on a scheduled day, the overs may be made up on the following day(s) as follows (subject to scheduled playing days/times as advised by the Competition Lead):
- (a). The loss of overs will be calculated at a rate of one over for each 3.5 minutes of playing time lost as per table in Clause 12.
 - (b). Umpires and captains to agree on time of starting for the next day before leaving the ground.
 - (d). The normal 10 minutes change of innings to occur.
 - (e). Afternoon tea is to be taken at the midway number of overs scheduled for the day.
 - (f). Drinks breaks to be decided in consultation between Umpires and Captains.

11.3 *Matches Drawn*

If a result of the match is a draw as per 9 (C), the highest ranked team entering the final will be declared the winner.

11.4 *Match Completion*

Play may conclude at any time should both captains agree.

12. *Reduction of Overs Table for all Games*

Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs
3.5	1	73.5	21	143.5	41	213.5	61
7	2	77	22	147	42	217	62
10.5	3	80.5	23	150.5	43	220.5	63
14	4	84	24	154	44	224	64
17.5	5	87.5	25	157.5	45	227.5	65
21	6	91	26	161	46	231	66
24.5	7	94.5	27	164.5	47	234.5	67
28	8	98	28	168	48	238	68
31.5	9	101.5	29	171.5	49	241.5	69
35	10	105	30	175	50	245	70
38.5	11	108.5	31	178.5	51	248.5	71
42	12	112	32	182	52	252	72
45.5	13	115.5	33	185.5	53	255.5	73
49	14	119	34	189	54	259	74
52.5	15	122.5	35	192.5	55	262.5	75
56	16	126	36	196	56	266	76
59.5	17	129.5	37	199.5	57	269.5	77
63	18	133	38	203	58	273	78
66.5	19	136.5	39	206.5	59	276.5	79
70	20	140	40	210	60	280	80

Annexure “B”

Playing Conditions —1st Grade One Day Limited Over Matches

1. Number of Players

- (A) Each side will 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 either 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. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum fifty (50), 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.

3. Hours of Play

- (A) Scheduled playing times are from 11.30pm to 6.30pm.
- (B) Matches 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) There will be no deduction of overs for innings breaks.
- (C) Matches that have not commenced by 4:00pm shall be abandoned.

4. Drinks & Tea Intervals

- (A) Drinks shall be taken at the conclusion of the 17th and 34th over.
 - (a) Drinks are to be taken on the field and are not to exceed five (5) minutes in duration
 - (b) Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
 - (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 is to consist of twenty (20) minutes duration

5. Type and Use of Cricket Balls

A four (4) piece 156gm Kookaburra Club Match White Ball is to be used. Each innings is to be played with a new ball.

6. Bowling Restrictions

- (A) Maximum of ten (10) overs per bowler.
 - (a) 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
 - (b) If overs are lost during the innings of the team batting second, bowlers shall be permitted to bowl up to the maximum number of overs allowed for the team batting first.
 - (c) 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.

7. Free Hit after Any No Ball

- (A) The delivery following any No Ball signal (By-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
- (B) 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

8. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) As a guide, a 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 the ball passes between the striker and the stumps
- (C) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket
- (D) Umpires should apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket

- (E) The above provisions do not apply if the striker causes the ball to pass wide of him, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

9. Field Markings and Restrictions

The following field markings are to apply to all One-Day matches:

- (A) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- (B) Continuous painted white lines or 'dots' at 4.5m intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter.
- (C) At the instant of delivery, there may not be more than five fieldsmen on the leg side
- (D) For the first 15 overs only two fielders shall be permitted to be outside the field restriction marking at the instant of delivery
- (E) Fielding Restrictions shall apply as follows: First 10 (ten) overs, 2 fielders are permitted outside of the fielding restriction area, 4 fielders are permitted out during overs 11 - (eleven) to 40 (forty) and 5 (five) out from overs 41 (forty-one) to 50 (fifty).
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball.

10. 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.
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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)

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

11. Point Score

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

Result	Points
Win	6
Tie	3
Draw	3
Loss	0

12. Match Unable to be Completed

In the event of match being unable to be completed, or the result of the match is a tie, the highest ranked team playing in the final shall be declared the winner.

13. 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
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20
168	21	84	21
173	22	88	22
181	23	92	23
189	24	96	24
197	25	100	25
205	26	104	26
213	27	108	27
221	28	112	28
229	29	116	29
237	30	120	30

14. 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.

Annexure “C”

Playing Conditions – 2nd and 3rd Grade ODLO Matches

1. Number of Players

- (A) Each side will 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 either 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. 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.

3. Hours of Play

- (A) Matches are to commence at the determination of the Appeals and Rules Committee. (During non-daylight saving period times shall be bought forward 30 minutes)
- (B) Matches 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) There will be no deduction of overs for innings breaks
- (C) Matches that have not commenced by 3.35pm shall be abandoned.

4. Drinks & Tea Intervals

- (A) Drinks shall be taken at the conclusion of the 20th over.
 - (a) Drinks are to be taken on the field and are not to exceed five (5) minutes in duration
 - (b) Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
 - (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 is to consist of twenty (20) minutes duration

5. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Red Club Match or Regulation Ball is to be used. Each innings is to be played with a new ball.

6. Bowling Restrictions

- (A) Maximum of eight (8) overs per bowler.
 - (a) 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
 - (b) If overs are lost during the innings of the team batting second, bowlers shall be permitted to bowl up to the maximum number of overs allowed for the team batting first.
 - (c) 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.

7. Free Hit after Any No Ball

- (A) The delivery following any No Ball signal (By-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
- (B) 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

8. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) As a guide, a 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 the ball passes between the striker and the stumps
- (C) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket
- (D) Umpires should apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket

- (E) The above provisions do not apply if the striker causes the ball to pass wide of him, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

9. Field Markings and Restrictions

The following field markings are to apply to all One-Day matches:

- (A) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch
- (B) Continuous painted white lines or 'dots' at 4.5m intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter.
- (C) At the instant of delivery, there may not be more than five fieldsmen on the leg side
- (D) For the first 15 overs only two fielders shall be permitted to be outside the field restriction marking at the instant of delivery
- (E) Fielding Restrictions shall apply as follows: First 10 overs, 2 fielders are permitted outside of the fielding restriction area, 4 fielders are permitted out during overs (eleven) 11- (thirty) 30 and (five) 5 out from overs (thirty-one) 31- (forty) 40.
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball

10. 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.
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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)

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

11. Finals

11.1 Finals Qualification

(A) Players shall have played a minimum of the following:

Matches 19 to 21 = 7 to qualify

Matches 16 to 18 = 6 to qualify

Matches 12 to 15 = 5 to qualify

Matches 7 to 11 = 4 to qualify

Less than 6 matches = 3 to qualify

(B). If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility. If a player has played one week in 1st Grade this will count as one match being played.

12. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

12. 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 playing in the final shall be declared the winner.

13. 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
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

14. 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.

Annexure “D”

Playing Conditions – 1st, 2nd and 3rd T20 Matches

1. Number of Players

- (A) Each side will 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 either 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. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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.

3. Hours of Play

- (A) All scheduled fixtures are to commence at determination of the Competition Lead.
- (B) All scheduled fixtures are to conclude within 2.5hrs of commencement.
- (C) Matches cease once the scheduled overs are bowled or when a result is achieved.

4. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining, to ensure the fixture is completed by the scheduled finishing time.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of 3 and ½ (3.5) minutes per over in the remaining time available for play (Minutes are to be rounded down to obtain whole minutes) If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) Should a fixture be impacted by a loss of overs, umpires shall convey to both captains the start and finish times of both innings prior to the commencement or recommencement of the fixture.
- (F) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first
- (G) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (H) Incomplete or fractions of overs are ignored

5. Length of Innings

- (A) The innings of the team batting first shall be completed within 70 minutes of the start time, with the final over of the innings to be commenced no later than the 70th minute.
- (B) The interval between innings shall be a maximum of 10 minutes
- (C) The innings of the team batting second is to commence no later than 10 minutes after the conclusion of the 1st innings. This innings shall also be completed within 70 minutes of the start of the innings with the final over of the innings needing to have commenced no later than the 70th minute.
- (D) If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier, with the length of the innings to be no longer than 70 minutes.
- (E) If the fielding team fails to bowl their minimum number of overs set out in 5(A) and (C) above, the umpires shall:
 - (a) The team batting first
 - i). Declare the innings closed at the scheduled completion time as per 5 (A) above.
 - ii). Apply a penalty of fifteen (15) penalty runs per uncompleted over to the batting team
 - iii). Confirm the target score to both captains and scorers
 - (b) The team batting second
 - i). Declare the innings closed at the scheduled completion time as per 5 (C) above.
 - ii). Apply a penalty of fifteen (15) penalty runs per uncompleted over to the batting team
 - iii). Umpires shall include all match adjustments in their formal match reports following the completion of the match
- (F) To assist teams to complete their overs within the scheduled times, the following is to apply
 - (a) No drinks are to be brought onto the field of play at any time.
 - (b) Incoming batsmen are to be at the wicket before the dismissed batsman has left the field of play

Note - The Appeals and Rules Committee reserves the right to apply a loss of competition points to those teams who fail to bowl their overs within the scheduled times as per Rules 6 (A) and (C).

6. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Pink Club Match or Senator Ball shall be used. Each innings shall be commenced with a new ball.
- (B) Both teams shall provide the umpires with a used (4) piece 156gm Kookaburra Pink Club Match or Senator Ball, approved by the umpires, prior to the commencement of the match. The spare ball is to be used if it is anticipated if there will be a delay in returning the original ball. Once the original ball becomes available, it is to be used at the commencement of the following over.

7. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he shall be allowed to complete the over.
 - a. 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
 - b. 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
- (B) A limit of 1 bouncer over the shoulder but under the head is permitted over at the discretion of the umpire.

8. Bowling Guidelines

- (A) The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.
- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

9. Free Hit after Any No Ball

- (A) 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
- (B) 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

10. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) As a guide, a 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 the ball passes between the striker and the stumps
- (C) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket

- (D) Umpires shall apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket
- (E) The above provisions do not apply if the striker causes the ball to pass wide of him, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

11. Field Markings

The following field markings are to apply:

- (A) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch
- (B) Continuous painted white lines or 'dots' at 4.5m intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter.
- (C) At the instant of delivery, there may not be more than five fieldsmen on the leg side
- (D) For the first six (6) overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery
- (E) For the remaining overs, no more than five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball
- (G) In circumstances where the number of overs is reduced, the number of overs in regard to the restrictions in (D) & (E) above shall be reduced proportionately in a ratio of 15:40 (40%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs in Innings	No of Overs which Fielding Restriction Apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

12. 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:
 - (b) 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.
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

13. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

14. Super Over

- (A) If a match is a tie, the teams shall contest a one (1) over per side Super Over.
- (B) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch
- (C) The umpires shall stand at the same end as they stood during the match
- (D) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies
- (E) Only nominated players in the main match shall participate in the Super Over
- (F) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match
- (G) The team batting second in the match shall bat first in the Super Over
- (H) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over
- (I) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted
- (J) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

15. Match Unable to be Completed

In the event of match being unable to be completed, or the result of the match is a tie, the highest ranked team playing in the final will be declared the winner.

16. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 7 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 7 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.5 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
Minutes Lost	Overs	Minutes Lost	Overs
7	1	3.5	1
14	2	7	2
21	3	10.5	3
28	4	14	4
35	5	17.5	5
42	6	21	6
49	7	24.5	7
56	8	28	8
63	9	31.5	9
70	10	35	10
77	11	38.5	11
84	12	42	12
91	13	45.5	13
98	14	49	14
105	15	52.5	15
112	16	56	16
119	17	59.5	17
126	18	63	18
133	19	66.5	19
140	20	70	20

17. 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.

Annexure “E”

Playing Conditions – 4th and 5th Grade ODLO Matches

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. 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.

3. Hours of Play

- (A) Matches are to commence at 12.30pm. (During non-daylight saving period times shall be bought forward 30 minutes)
- (B) Matches 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. There will be no deduction of overs for innings breaks
- (C) Matches that have not commenced by 3.35pm shall be abandoned.

4. Drinks & Tea Intervals

- (A) Drinks are to be taken at the conclusion of the 20th 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. The time taken for drinks does not affect the calculations for any overs quota.
- 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 duration

5. Type and Use of Cricket Balls

- (A) A two (2) piece 156gm Kookaburra Red Tuf Pitch or Red "Colt" Ball shall be used for matches played on synthetic. Each innings is to be commenced with a new ball.

6. Bowling Restrictions

- (A) Maximum of eight (8) overs per bowler.
 - a. 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
 - b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.

7. Free Hit after Any No Ball

- (A) 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
- (B) 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

8. Synthetic Pitches

- (A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

9. Boundary

- (A) Minimum boundary size – 50m
- (B) Maximum boundary size – 70m
- (C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above
- (D) Boundary Measurement
 - Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
 - Both semi circles are joined by a straight line.
 - Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 70m.

10. 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:
- (d) 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 12 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. The final target score shall be determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).
 - (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)

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 Overs 25 = Duckworth-Lewis target score

11. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

12. Finals

11.1 Finals Qualification

- (A) Player shall have played in a minimum of the following:

Matches 16 to 18 = 5 to qualify

Matches 12 to 15 = 4 to qualify

Matches 8 to 11 = 3 to qualify

Matches 4 to 7 = 2 to qualify

Matches 1 to 3 = 1 to qualify

(Matches played are the total number of actual matches/games played by the team)

- (B) If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

11.2 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.

13. Reduction of Overs Table for all Games

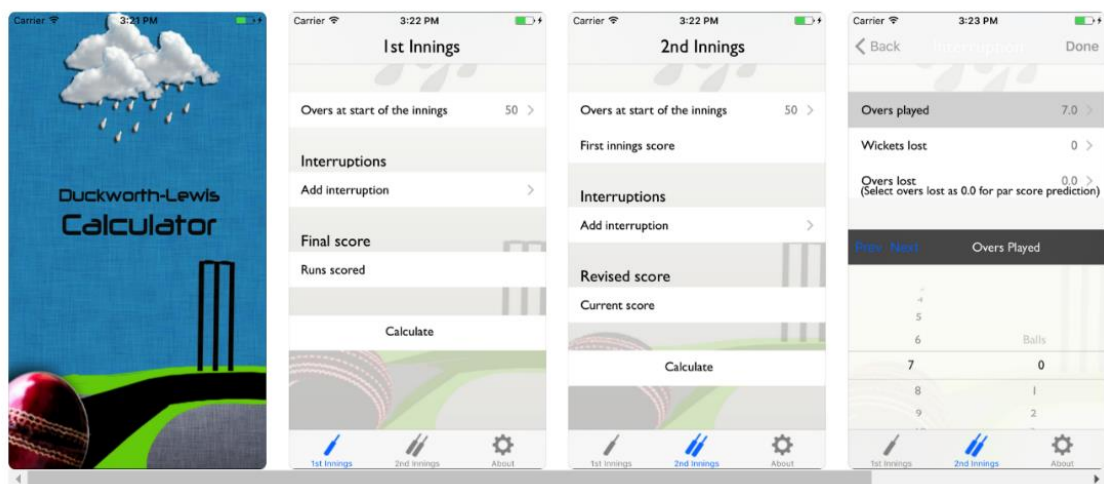
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

14. 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 to change the G50 score)

Annexure “F”

Playing Conditions – 6th Grade & Below – ODLO Matches

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 are permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match shall be 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.

3. Hours of Play

- (A) Matches shall commence at 12.30pm. (During non-daylight saving period times shall be bought 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 Clause 12).
 - c. There will be no deduction of overs for innings breaks
- (C) Matches that have not commenced by 3.35pm shall be abandoned.

4. Drinks & Tea Intervals

- (A) Drinks shall be taken at the conclusion of the 20th 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. The time taken for drinks does not affect the calculations for any overs quota.
- c. Under conditions of extreme heat the Umpires may permit extra intervals for drinks

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

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

5. Type and Use of Cricket Balls

(A) A two (2) piece Kookaburra Red Tuf Pitch or Red "Colt" Ball is to be used. Each innings shall commence with a new ball.

6. Bowling Restrictions

(A) A minimum of six (6) bowlers must be used.

- a. Should the fielding side dismiss the opposition prior to their allotted number of overs the requirement to use a minimum of six (6) bowlers is voided.

(B) Maximum of seven (7) overs per bowler.

- a. 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 15% of the recalculated overs (incomplete overs are rounded down to the whole number. i.e. 5.4 overs becomes 5 overs).
- b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
- c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.

(C) For teams who fail to observe Playing Condition 6 penalties as per By-Law 4.2 will apply.

7. Batting Restrictions

(A) Any batter who reaches a score of 50 runs shall retire immediately.

- 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 who fail to observe Playing Condition 7 penalties as per By Law 4.2 will apply.

8. Synthetic Pitches

(A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

9. Boundary

(A) Minimum boundary size – 50m

(B) Maximum boundary size – 70m

(C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above

(D) Boundary Measurement

- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.

- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 70m.

10. 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 14 (use G50 Value in "about" of 200)
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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. (Refer Note 1 below).
- (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)

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 Overs 25 = Duckworth-Lewis target score

11. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

12. Finals

12.1 Finals Qualification

- (A) Player shall have played in a minimum of the following:

Matches 16 to 18 = 5 to qualify

Matches 12 to 15 = 4 to qualify

Matches 8 to 11 = 3 to qualify

Matches 4 to 7 = 2 to qualify

Matches 1 to 3 = 1 to qualify

(Rounds played are the total number of actual round games played by the team)

- (B) If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals

eligibility

12.2 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 playing in the final shall be declared the winner.

13. 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
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
180	20	80	20

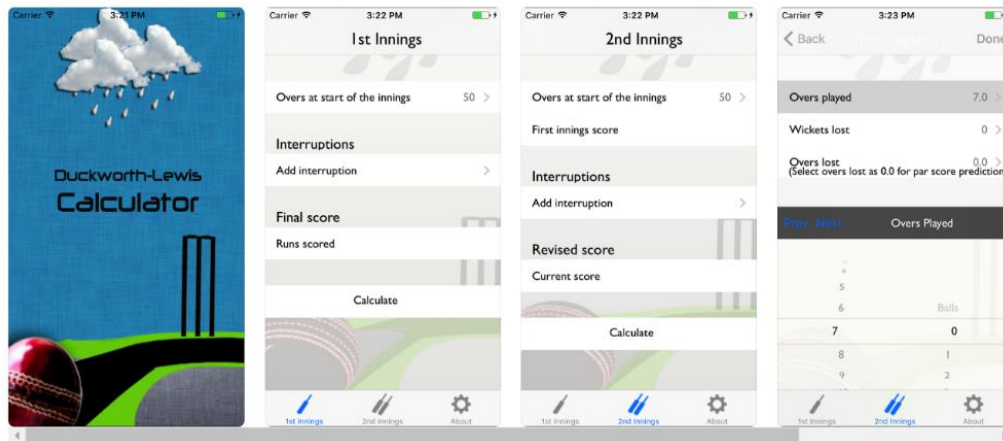
14. Duckworth Lewis Calculator

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.

If PlayHQ Live scoring is not available, use the Duckworth Lewis Phone App.

iPhone Screenshots



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

Annexure “G”

Playing Conditions – Women’s 1st Grade – T20 Matches

1. Number of Players

- (A) Each side will 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 either 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. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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.

3. Hours of Play

- (A) All scheduled fixtures are to commence at 4.30pm
- (B) All scheduled fixtures are to conclude by 7.00pm, subject to any extension required due to a “Super Over” (refer Playing Condition 14)
- (C) Matches cease once the scheduled overs are bowled or when a result is achieved.

4. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining, to ensure the fixture is completed by the scheduled finishing time as per Playing Condition 4 (B).
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of 3 and ½ (3.5) minutes per over in the remaining time available for play (Minutes are to be rounded down to obtain whole minutes) If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time

- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) Should a fixture be impacted by a loss of overs, umpires shall convey to both captains the start and finish times of both innings prior to the commencement or recommencement of the fixture.
- (F) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first
- (G) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (H) Incomplete or fractions of overs are ignored

5. Length of Innings

- (A) The innings of the team batting first shall commence at 4.30pm with the final over of the innings to be commenced no later than 5.40pm.
- (B) The interval between innings shall be a maximum of 10 minutes
- (C) The innings of the team batting second is to commence no later than 5.50pm with the final over of the innings to be commenced no later than 7.00pm.
- (D) If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier, with the length of the innings to be no longer than 70 minutes.
- (E) If the fielding team fails to bowl their minimum number of overs set out in 6(A) and (C) above, the umpires shall:
 - (a) The team batting first
 - i). Declare the innings closed at the scheduled completion time as per 6(A) above.
 - ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
 - iii). Confirm the target score to both captains and scorers
 - (b) The team batting second
 - i). Declare the innings closed at the scheduled completion time as per 6 (C) above.
 - ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
 - iii). Umpires shall include all match adjustments in their formal match reports following the completion of the match
- (F) To assist teams to complete their overs within the scheduled times, the following is to apply
 - (a) No drinks are to be brought onto the field of play at any time.
 - (b) Incoming batsmen are to be at the wicket before the dismissed batsman has left the field of play

Note - The Appeals and Rules Committee reserves the right to apply a loss of competition points to those teams who fail to bowl their overs within the scheduled times as per Rules 6 (A) and (C).

6. Transfer of Matches

Should the turf pitch be deemed unplayable prior to the commencement of the match the match shall be transferred to a synthetic pitch communicated via the Competition Lead.

7. Type and Use of Cricket Balls

A Two (2) piece 142g Kookaburra Pink "Jaffer" Ball shall be used. Each innings shall be commenced with a new ball.

8. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he shall be allowed to complete the over.
 - A. 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
- B. 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

9. Bowling Guidelines

- (A) The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.
- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

10. Free Hit after Any No Ball

- (A) 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
- (B) 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

11. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (C) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket
- (D) Umpires shall apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket
- (E) The above provisions do not apply if the striker causes the ball to pass wide of him, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

12. Boundary

- (A) Boundary size – 50m
- (C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above
- (D) Boundary Measurement
- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
 - Both semi circles are joined by a straight line.
 - Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 50m.

13. Field Markings

The following field markings are to apply:

- (A) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch
- (B) Continuous painted white lines or 'dots' at 4.5m intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter.
- (C) At the instant of delivery, there may not be more than five fieldsmen on the leg side
- (D) For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery
- (E) For the remaining overs, no more than five fielders are permitted to be outside the field restriction marking at the instant of delivery
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball
- (G) In circumstances where the number of overs is reduced, the number of overs in regard to the restrictions in (D) & (E) above shall be reduced proportionately in a ratio of 15:40 (40%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs in Innings	No of Overs which Fielding Restriction Apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

14. 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 18 (use G50 Value in "about" of 200)

- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Super Over

- (A) If a match is a tie, the teams shall contest a one (1) over per side Super Over.
- (B) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch
- (C) The umpires shall stand at the same end as they stood during the match
- (D) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies
- (E) Only nominated players in the main match shall participate in the Super Over
- (F) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match
- (G) The team batting second in the match shall bat first in the Super Over
- (H) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over
- (I) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted

(J) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

17. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 7 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 7 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.5 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
Minutes Lost	Overs	Minutes Lost	Overs
7	1	3.5	1
14	2	7	2
21	3	10.5	3
28	4	14	4
35	5	17.5	5
42	6	21	6
49	7	24.5	7
56	8	28	8
63	9	31.5	9
70	10	35	10
77	11	38.5	11
84	12	42	12
91	13	45.5	13
98	14	49	14
105	15	52.5	15
112	16	56	16
119	17	59.5	17
126	18	63	18
133	19	66.5	19
140	20	70	20

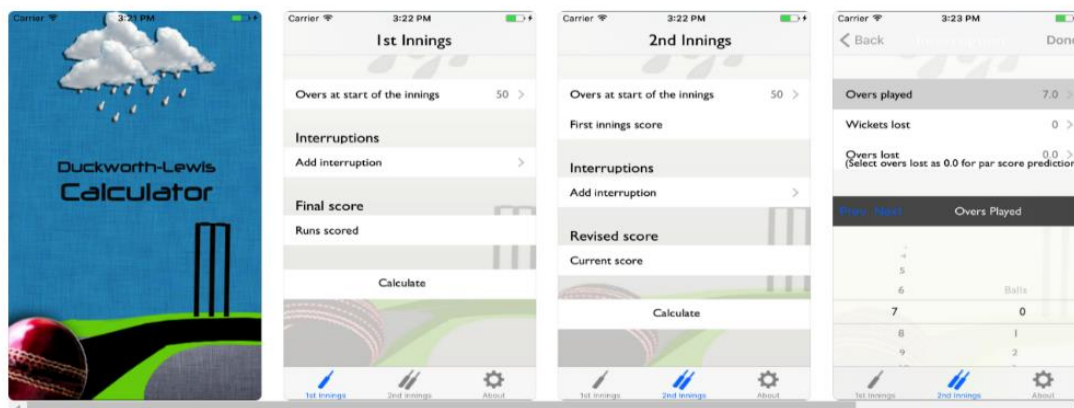
18. Duckworth Lewis Calculator

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 to change the G50 score)

Annexure “H”

Playing Conditions – Women’s 1st Grade – Two Day Matches

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 are permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) 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
- (B) 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
 - d. 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
- (C) No team is permitted to bat in excess of forty (40) overs in their 1st innings.
- (D) Should the maximum overs not be bowled on Day 1, a new calculation shall be made to determine the maximum number of overs per innings. This involves adding overs bowled on Day 1 to overs to be bowled on Day 2 and dividing by 2 to give maximum number of overs per innings.

Example Calculation

- Play is abandoned after 30 overs being bowled on the first day by Team B to Team A.
- Calculation of overs to be bowled on Day 2 is as follows: The total overs bowled on the Day 1 with 40 overs added to it, then divided by two to achieve equal overs.
- 30 overs bowled on Day 1 add 40 overs
- 70 overs divided by 2 = 35 overs to be bowled by each team.
- On day 2 Team A is entitled to receive an additional 5 overs to make a total of 35 and Team B receive 35 overs.
- Play shall cease when scheduled overs have been bowled.
- Fractions shall be ignored in all calculations of number of overs to be bowled on Day 2 (proceed to the next whole number).

a. An over which for any reason is not completed on the first day shall be completed on the second day but shall not count for the purpose of calculating the number of overs for that day

(E) Should the first side’s innings be declared closed or they are all out, the side batting second is still entitled to the maximum overs irrespective as to whether time or overs are lost after this on the Day 1.

a. The overs Team B has received on Day 1 are deducted from the maximum possible to give their overs for day 2.

(F) 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. Where there are no officially appointed umpires present, the captains must agree on the number of overs to be bowled prior to leaving the ground and note the scorebooks.

3. Hours of Play

(A) Scheduled playing times are from 4.30pm to 7.30pm (nominal finishing time)

(B) As nominal finishing times apply, play shall cease when the number of overs are bowled, provided that:

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. There shall be no deduction of overs for innings breaks

(C) In the event of ground or light conditions causing a suspension of play and/or the players are already off the field, at 7.30 pm (6pm in non-daylight saving period), stumps shall be drawn.

4. Drinks & Intervals

(A) Drinks shall be taken at the conclusion of the 20 overs

a. Drinks shall be taken on the field and shall not exceed five (5) minutes duration

b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks shall not affect the calculations for any overs quota.

c. If an innings ends or the players have to leave the field of play for any other reason within 5 overs of the agreed time for drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session

(B) At any time during the match, the captains may agree to forgo the drinks intervals. The umpires shall be informed of the decision

5. Loss of Entire 1st Day's Play

(A) If all matches did not commence on day one, games will be played as designated T20 fixtures, under one day fixture rules. Refer Annexure "G"

(B) If play commenced in any match on the first scheduled day, the matches that did not commence shall become one day matches.

a. Matches shall have a maximum of 20 overs per innings. In the event of either side wishing to pursue an outright result, there shall be a maximum of 40 overs for the match.

b. Bowling Restrictions as per two day matches shall apply.

6. Transfer of Matches

(A) Should the turf pitch be deemed unplayable prior to the commencement of Day 1, the match shall be transferred to a synthetic pitch.

(B) Any decision to transfer matches are to be approved by the CCCA Competition Lead.

7. Type and Use of Cricket Balls

(A) A two (2) piece 142gm Kookaburra Pink "Jaffer" Ball shall be used for the 1st innings of all competition matches.

(B) If agreement cannot be reached as to the use of a ball, the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.20.

8. Bowling Restrictions

(A) Maximum of eight (8) overs per bowler.

- a. 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 shall bowl more than $\frac{1}{5}$ 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
- b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
- c. 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.

9. Bowling Guidelines

(A) The first twenty (20) overs shall be bowled consecutively from one end. The next twenty (20) overs shall be bowled consecutively from the other end.

(B) The side bowling first on each day shall determine which end bowling commences from.

10. Synthetic Pitches

A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

11. Boundary

(A) Minimum boundary size – 50m

(B) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above

(C) Boundary Measurement

- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 50m.

12. 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 17 (use G50 Value in "about" of 200)

(b) In a rain interrupted match or a match interrupted through any other cause, it shall 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).
- (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 (B)). 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 120 runs off 40 overs on Day 1.
- Play is interrupted on Day 2, with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 121 (Team A Score plus 1)
- Score required for Team B to win game from Overs 25 = Duckworth-Lewis target score.

13. Point Score

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

Result	Points
Outright win	10
Win on 1 st Innings	7
Outright tie	5
Draw / Washout	3
Loss on 1 st Innings	1
Outright loss	0

14. Finals

14.1 Finals Qualification

- (A) Player must have played a minimum of 4 games in total to qualify for finals:
(Matches played are the total number of actual matches/games played by the team across the combined 2-day matches and T20 formats)
- (a) Two-day matches played in 1st Grade will equate to 1 match for finals qualification
 - (b) T20 matches played in 1st Grade will equate 0.5 matches for finals qualification
 - (d) 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 playing in the final shall 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 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2

24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

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.

Annexure “I”

Playing Conditions – Women’s 2nd – T20 Matches

1. Number of Players

- (A) Second Grade shall be permitted to play a maximum of twelve (12) players per team, however only nine (9) shall be on the field of play at any time and only nine (9) shall be able to bat and nine (9) shall be able to bowl.
- (B) Players shall be permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match shall be limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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.

3. Hours of Play

- (A) Matches shall commence at 1.30pm or as determined by CCCA Competition Lead.
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

4. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs

- (F) Matches which have not commenced two (2) hours after the scheduled starting time shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

5. Drinks & Tea Intervals

- (A) Afternoon Tea is to be taken at the conclusion of the match
- (B) No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

6. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Red "Colt" Ball shall be used. Each innings is to be commenced with a new ball.

7. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he will be allowed to complete the over.
 - a. 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
 - b. 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

8. Bowling Guidelines

The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.

- (A) The bowling side shall determine which end bowling commences from.
- (B) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl twelve (7) overs from the end they start at then thirteen (8) overs from the other end.

9. Batting Restrictions

- (A) Any batter who faces 30 legal balls shall retire immediately.
 - 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
 - d. The person who remains not out at the time of the 8th wicket falling, is permitted to carry their bat and continue their innings until, either that person is out themselves, or the runner (must be the person who was previous wicket to fall) is run out (therefore out a second time).
 - e. All Wides and No Balls are not to be counted as a ball faced
- (B) For teams which fail to observe Playing Condition 8 penalties as per By-Law 4.2 shall apply.

10. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player shall enter this restricted zone until after the ball:
 - a. Is hit by the batsman, or
 - b. Strikes the body or equipment of the batsman, or
 - c. Passes through to the wicket-keeper.

11. Balls Per Over

- (A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls shall be bowled. i.e. Only two no balls or wides shall be re-bowled. Any other balls bowled as a no ball or wide in an over shall be counted against the score but not re-bowled.

12. Synthetic Pitches

- (A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

13. Boundary

- (A) Minimum boundary size – 40m
- (B) Maximum boundary size – 50m
- (C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above
- (D) Boundary Measurement
 - Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 40m.
 - Both semi circles are joined by a straight line.
 - Obstacles that cause the boundary to be less than 40m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 40m.

14. 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 18 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
Score required for Team B to win game from Over 5 = Duckworth Lewis target score

15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Finals

16.1 Finals Qualification

- (A) Player must have played a minimum of five (5) T20 matches during the season
- Washouts do not count towards player eligibility.
 - If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

16.2 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.

17 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
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17

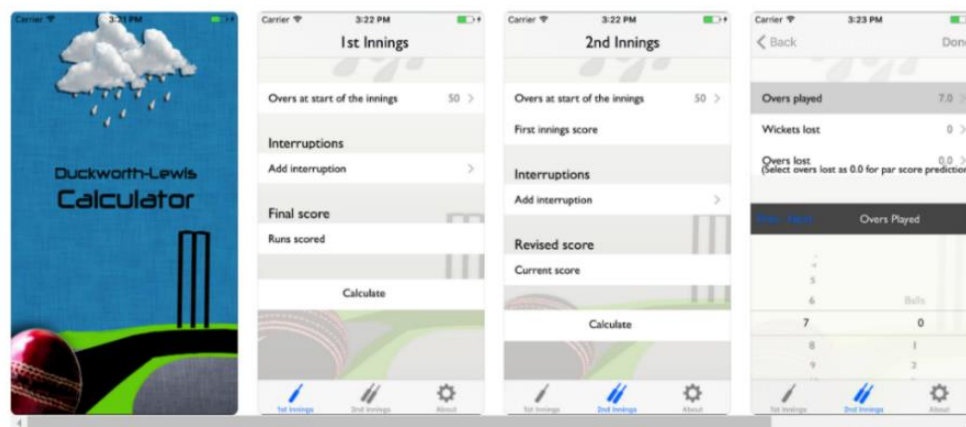
144	18	72	18
152	19	76	19
160	20	80	20

18. 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 to change the G50 score)

Annexure “J”

Playing Conditions – Women’s 3rd & Below Grade – T20 Matches

1. Number of Players

- (A) Each side shall be permitted to play a maximum of twelve (12) players per team, however only eight (8) shall be on the field of play at any time and only eight (8) shall be able to bat and eight (8) shall be able to bowl).
- (B) Players shall be permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match shall be limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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.

3. Hours of Play

- (A) Matches shall commence at 1.30pm or as determined by CCCA Competition Lead.
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

4. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (F) Matches which have not commenced two (2) hours after the scheduled starting time shall be abandoned.

- (G) Incomplete or fractions of overs are ignored

5. Drinks & Tea Intervals

- (A) Afternoon Tea is to be taken at the conclusion of the match.
- (B) No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

6. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra “Colt” Ball shall be used. Each innings is to be commenced with a new ball.

7. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he will be allowed to complete the over.
- a. 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
 - b. 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

8. Bowling Guidelines

The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.

- (A) The bowling side shall determine which end bowling commences from.
- (B) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

9. Batting Restrictions

- (A) Any batter who faces 30 balls inclusive of wides or no balls or reaches 50 runs shall retire immediately.
- 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
 - d. The person who remains not out at the time of the 7th wicket falling, is permitted to carry their bat and continue their innings until, either that person is out themselves, or the runner (must be the person who was previous wicket to fall) is run out (therefore out a second time).
 - e. All Wides and No Balls count as a balls faced
- (B) For teams which fail to observe Playing Condition 8 penalties as per By-Law 4.2 shall apply.

10. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.

(B) No player shall enter this restricted zone until after the ball:

- a. Is hit by the batsman, or
- b. Strikes the body or equipment of the batsman, or
- c. Passes through to the wicket-keeper.

11. Balls Per Over

(A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls shall be bowled. i.e. Only two no balls or wides shall be re-bowled. Any other balls bowled as a no ball or wide in an over shall be counted against the score but not re-bowled.

12. Synthetic Pitches

(A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

13. Boundary

(A) Minimum boundary size – 30m

(B) Maximum boundary size – 40m

(C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above

(D) Boundary Measurement

- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 40m.
- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 40m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 40m.

14. 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 17 (use G50 Value in "about" of 200)
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
 - Play is interrupted with Team B to receive a maximum of 10 overs.
 - Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Finals

16.1 Finals Qualification

- (A) Player must have played a minimum of five (5) T20 matches during the season
- Washouts do not count towards player eligibility.
 - If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

16.2 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.

17. Reduction of Overs Table for all Games

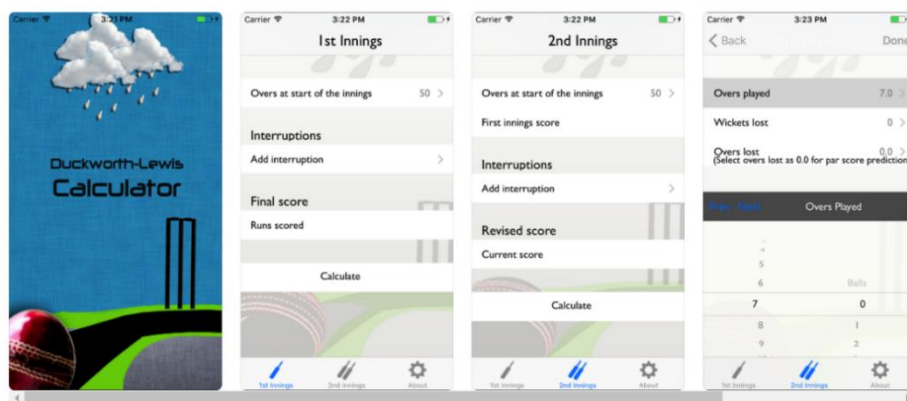
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

18. 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 to change the G50 score)

Annexure “K”

Playing Conditions – Glenn Rowlands Shield (MYL) – Two Day Matches

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 are permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.
- (B) One (1) player may be substituted (plus standard representative substitution) per match due to unavailability.
- (C) All substitutions shall be included on the team list.

2. Player Eligibility

- (A) Minimum Age – 13 years as at 31 August 2025
- (B) Maximum Age – 16 years as at 31 August 2025
- (C) All players who play in the Youth Competition can also play in their age competition on Saturday morning

3. Number of Overs

- (A) Maximum forty (40), six (6) ball overs shall be bowled each day
- (B) 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 or declared, 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
- (C) No team is permitted to bat in excess of Forty (40) overs in their 1st innings.
- (D) Should the maximum overs not be bowled on Day 1, a new calculation shall be made to determine the maximum number of overs per innings. This involves adding overs bowled on Day 1 to overs to be bowled on Day 2 and dividing by 2 to give maximum number of overs per innings.

Example Calculation

- Play is abandoned after 30 overs being bowled on the first day by Team B to Team A.
- Calculation of overs to be bowled on Day 2 is as follows: The total overs bowled on the Day 1 with 40 overs added to it, then divided by two to achieve equal overs.
- 30 overs bowled on Day 1 add 40 overs
- 70 overs divided by 2 = 35 overs to be bowled by each team.
- On day 2 Team A is entitled to receive an additional 5 overs to make a total of 35 and Team B receive 35 overs.
- Play shall cease when scheduled overs have been bowled.
- Fractions shall be ignored in all calculations of number of overs to be bowled on Day 2 (proceed to the

next whole number).

- a. An over which for any reason is not completed on the first day shall be completed on the second day but shall not count for the purpose of calculating the number of overs for that day
- (E) Should the first side's innings be declared closed or they are all out, the side batting second is still entitled to the maximum overs irrespective as to whether time or overs are lost after this on the Day 1.
 - a. The overs Team B has received on Day 1 are deducted from the maximum possible to give their overs for day 2.
- (F) 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. Where there are no officially appointed umpires present, the captains must agree on the number of overs to be bowled prior to leaving the ground and note the scorebooks.

4. Hours of Play

- (A) Scheduled playing times are from 4.30pm to 7.30pm (nominal finishing time)
- (B) As nominal finishing times apply, play shall cease when the number of overs are bowled, provided that:
 - 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. There shall be no deduction of overs for innings breaks
- (C) In the event of ground or light conditions causing a suspension of play and/or the players are already off the field, at 7.30 pm (6pm in non-daylight saving period), stumps shall be drawn.

5. Drinks & Intervals

- (A) Drinks shall be taken at the conclusion of the 20 overs
 - a. Drinks shall be taken on the field and shall not exceed five (5) minutes duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks shall not affect the calculations for any overs quota.
 - c. If an innings ends or the players have to leave the field of play for any other reason within 5 overs of the agreed time for drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session
- (B) At any time during the match, the captains may agree to forgo the drinks intervals. The umpires shall be informed of the decision

6. Loss of Entire 1st Day's Play

- (A) If all Youth Grade matches did not commence on day one, games will be played as designated T20 fixtures, under one day fixture rules. Refer Annexure 'L'
- (B) If play commenced in any match on the first scheduled day, the matches that did not commence shall become one day matches.
 - a. Matches shall have a maximum of 20 overs per innings. In the event of either side wishing to pursue an outright result, there shall be a maximum of 40 overs for the match.
 - e. Bowling Restrictions as per two day matches shall apply.

7. Transfer of Matches

- (A) Should the turf pitch be deemed unplayable prior to the commencement of Day 1, the match shall be transferred to a synthetic pitch.
- (B) Any decision to transfer matches are to be approved by the CCCA Competition Lead.

8. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Pink "Senator" Ball shall be used for the 1st innings of all competition matches played on turf pitches.
- (B) A two (2) piece 156gm Kookaburra Pink "Crown" Ball shall be used for the 1st innings of all competition matches played on synthetic pitches.
- (C) For matches where a 2nd Innings is played, the fielding side has the option of using the same ball as used in the 1st Innings or a new ball.
- (D) If agreement cannot be reached as to the use of a ball, the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.20.

9. Bowling Restrictions

- (A) Maximum of eight (8) overs per bowler.
 - a. 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 shall 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
 - b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - c. 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. Bowling Guidelines

- (A) The first twenty (20) overs shall be bowled consecutively from one end. The next twenty (20) overs shall be bowled consecutively from the other end.
- (B) The side bowling first on each day shall determine which end bowling commences from.
- (C) If a side is dismissed or declare their innings prior to the completion of their allotted forty (40) overs, the side shall commence their bowling from the same end as their innings was completed from subject to (A) above.

11. Synthetic Pitches

- (A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

12. Boundary

- (A) Minimum boundary size – 50m
- (B) Maximum boundary size – 60m
- (C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above
- (D) Boundary Measurement
 - Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
 - Both semi circles are joined by a straight line.
 - Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 50m.

13. 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 17 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).
 - (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 120 runs off 40 overs on Day 1.
- Play is interrupted on Day 2, with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 121 (Team A Score plus 1)
- Score required for Team B to win game from Overs 25 = Duckworth-Lewis target score

14. Point Score

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

Result	Points
Outright win	10
Win on 1 st Innings	7
Outright tie	5
Draw / Washout	3
Loss on 1 st Innings	1
Outright loss	0

15. Finals

15.1 Finals Qualification

- (A) Player shall have played a minimum of five (5) matches for their club in any age group during the season
- a. Washouts do not count towards player eligibility.
 - b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

15.3 Match Unable to be Completed

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

16. Reduction of Overs Table for all Games

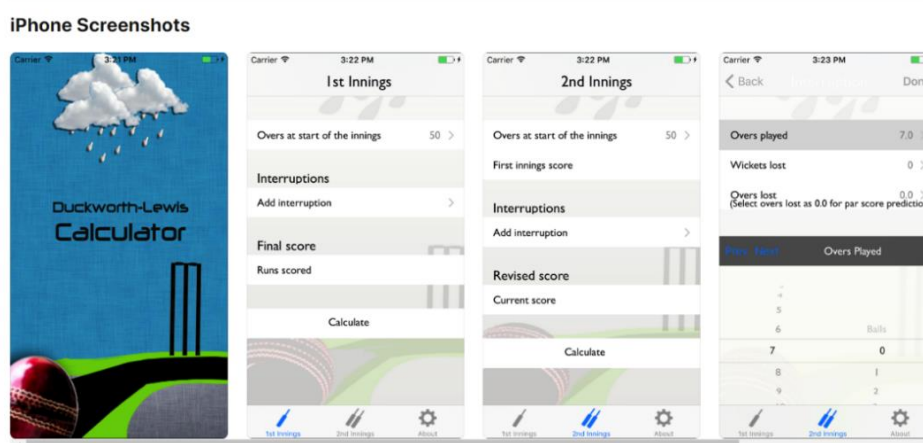
Reduce the minimum by 1 over for each WHOLE 4.0 minutes lost

Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs
4	1	44	11	84	21	124	31
8	2	48	12	88	22	128	32
12	3	52	13	92	23	132	33
16	4	56	14	96	24	136	34
20	5	60	15	100	25	140	35
24	6	64	16	104	26	144	36
28	7	68	17	108	27	148	37
32	8	72	18	112	28	152	38
36	9	76	19	116	29	156	39
40	10	80	20	120	30	160	40

17. 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.



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

Annexure “L”

Playing Conditions – Glenn Rowlands Shield (MYL) – T20 Matches

2. Number of Players

- (A) Each side will 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 either 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.

3. Player Eligibility

- (A) Minimum Age – 13 years as at 31 August 2025
- (B) Maximum Age – 16 years as at 31 August 2025
- (C) All players who play in the Youth Competition can also play in their age competition on Saturday morning

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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) All scheduled fixtures are to commence at 4.30pm
- (B) All scheduled fixtures are to conclude by 7.00pm, subject to any extension required due to a “Super Over” (refer Playing Condition 14)
- (C) Matches cease once the scheduled overs are bowled or when a result is achieved.

5. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining, to ensure the fixture is completed by the scheduled finishing time as per Playing Condition 4 (B).

- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of 3 and ½ (3.5) minutes per over in the remaining time available for play (Minutes are to be rounded down to obtain whole minutes) If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) Should a fixture be impacted by a loss of overs, umpires shall convey to both captains the start and finish times of both innings prior to the commencement or recommencement of the fixture.
- (F) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first
- (G) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (H) Incomplete or fractions of overs are ignored

6. Length of Innings

- (A) The innings of the team batting first shall commence at 4.30pm with the final over of the innings to be commenced no later than 5.40pm.
- (B) The interval between innings shall be a maximum of 10 minutes
- (C) The innings of the team batting second is to commence no later than 5.50pm with the final over of the innings to be commenced no later than 7.00pm.
- (D) If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier, with the length of the innings to be no longer than 70 minutes.
- (E) If the fielding team fails to bowl their minimum number of overs set out in 6(A) and (C) above, the umpires shall:
 - (a) The team batting first
 - i). Declare the innings closed at the scheduled completion time as per 6(A) above.
 - ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
 - iii). Confirm the target score to both captains and scorers
 - (b) The team batting second
 - i). Declare the innings closed at the scheduled completion time as per 6 (C) above.
 - ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
 - iii). Umpires shall include all match adjustments in their formal match reports following the completion of the match
- (F) To assist teams to complete their overs within the scheduled times, the following is to apply
 - (a) No drinks are to be brought onto the field of play at any time.
 - (b) Incoming batsmen are to be at the wicket before the dismissed batsman has left the field of play

Note - The Appeals and Rules Committee reserves the right to apply a loss of competition points to those teams who fail to bowl their overs within the scheduled times as per Rules 6 (A) and (C).

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.

8. Type and Use of Cricket Balls

- (A) A four (4) piece 156gm Kookaburra Senator Ball shall be used or a 156g Pink Crown is to be used on synthetic wickets. Each innings shall be commenced with a new ball.
- (B) Both teams shall provide the umpires with a used (4) piece 156gm Kookaburra Pink Senator Ball or 156g Pink Crown, approved by the umpires, prior to the commencement of the match. The spare ball is to be used if it is anticipated if there will be a delay in returning the original ball. Once the original ball becomes available, it is to be used at the commencement of the following over.

9. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he shall be allowed to complete the over.
 - a. 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
- C. 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. Bowling Guidelines

- (C) The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.
- (D) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

11. Free Hit after Any No Ball

- (A) 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
- (B) 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. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) As a guide, a 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 the ball passes between the striker and the stumps
- (C) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket
- (D) Umpires shall apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket

- (E) The above provisions do not apply if the striker causes the ball to pass wide of him, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

13. Boundary

- (A) Minimum boundary size – 50m
- (B) Maximum boundary size – 60m
- (C) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above
- (D) Boundary Measurement
- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
 - Both semi circles are joined by a straight line.
 - Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 50m.

14. Field Markings

The following field markings are to apply:

- (A) Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch
- (B) Continuous painted white lines or 'dots' at 4.5m intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter.
- (C) At the instant of delivery, there may not be more than five fieldsmen on the leg side
- (D) For the first six (6) overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery
- (E) For the remaining overs, no more than five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball
- (G) In circumstances where the number of overs is reduced, the number of overs in regard to the restrictions in (D) & (E) above shall be reduced proportionately in a ratio of 15:40 (40%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs in Innings	No of Overs which Fielding Restriction Apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

15. 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:

- (e) 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 18 (use G50 Value in "about" of 200)
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

16. Super Over

- (A) If a match is a tie, the teams shall contest a one (1) over per side Super Over.
- (B) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch
- (C) The umpires shall stand at the same end as they stood during the match
- (D) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies
- (E) Only nominated players in the main match shall participate in the Super Over
- (F) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match
- (G) The team batting second in the match shall bat first in the Super Over
- (H) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over
- (I) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted
- (J) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

17. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

18. Reduction of Overs Table for all Games

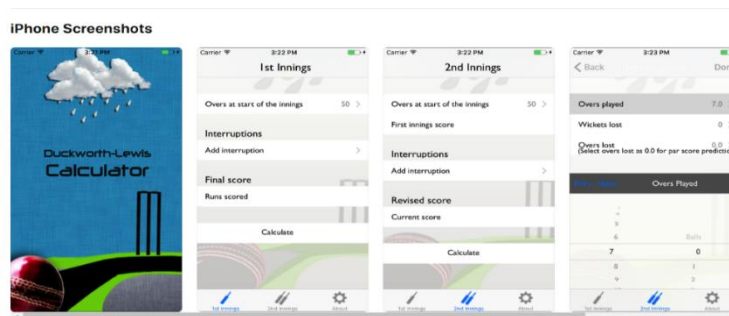
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 7 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 7 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.5 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
Minutes Lost	Overs	Minutes Lost	Overs
7	1	3.5	1
14	2	7	2
21	3	10.5	3
28	4	14	4
35	5	17.5	5
42	6	21	6
49	7	24.5	7
56	8	28	8
63	9	31.5	9
70	10	35	10
77	11	38.5	11
84	12	42	12
91	13	45.5	13
98	14	49	14
105	15	52.5	15
112	16	56	16
119	17	59.5	17
126	18	63	18
133	19	66.5	19
140	20	70	20

19. 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.



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

Annexure “M”

Playing Conditions – U17B Boys Format – Stage 3

1. Number of Players

- (A) Each side shall be permitted to play a maximum of thirteen (13) 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) The players who are non-batters are required to bowl. The non batter and non-bowler do not have to be declared on the team list, the wicket keeper can be either the 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) Maximum Age – 16 years as at 31 August 2025
- (B) All players who play in the Youth Competition can also play in their age competition on Saturday morning

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum thirty (30), 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 fifteen (15) 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 8.00am and finish at 11.40am.
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

5. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs

- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

6 Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd Innings shall commence at 9.55am and conclude by 11.40am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
 - e. Penalty runs as per Playing Condition 7 shall be applied for any unbowled overs.

13. Penalty Runs

- (A) Ten (10) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Rule 6.
- (B) If agreement cannot be reached as to the application of Rule 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.18.

14. Drinks

- (A) Drinks shall be taken at the conclusion of the fifteen (15) overs
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

15. Type and Use of Cricket Balls

- (A) A two (2) piece 156gm Kookaburra Red "Colt" Ball shall be used. Each innings is to commence with a new ball.

10. Bowling Restrictions

- (A) The first fifteen (15) overs shall be bowled consecutively from one end. The next fifteen (15) overs shall be bowled consecutively from the other end.

- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side will determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over a side match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.
- (D) Maximum of six (6) overs per bowler.
 - a. Any player who is nominated as a non-batter is required to bowl.
 - b. 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 shall 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
 - c. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - d. 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.

11. Batter Restrictions

- (A) Any batters upon facing 45 balls, shall retire immediately.
 - 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
 - d. Wides and No Balls which are re-bowled shall be counted as balls faced.
- (B) For teams which fail to observe Playing Condition 11, By-Law 4.2 will apply

12. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or
 - c. Passes through to the wicket-keeper.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

13. Wides and No Balls

- (A) All Wides and No Balls are to be re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

14. Pitch Type & Length

- (A) All matches are to be played on Synthetic Pitches.
- (B) Pitches shall be of standard length i.e. 20.1 metres

15. Boundaries

- (A) Boundaries shall be a distance of 50m in radius from the centre of the pitch.

16. 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 20 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

17. Point Score

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

18. Finals**18.1 Finals Qualification**

- (A) Player shall have played a minimum of five (5) matches for side during the season
- a. Washouts do not count towards player eligibility.
 - b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

18.2 Replacement of Players for Finals

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player shall have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests shall be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
- Full Name and PlayHQ Statistics of the Player being replaced.
 - Full Reason as to why the player is unable to take his place in the side
 - Full Names and PlayHQ Statistics of the nominated Replacement Player
 - Representative Player- Yes/No
- Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.
- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied.

18.3 Match Unable to be Completed

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

19. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18

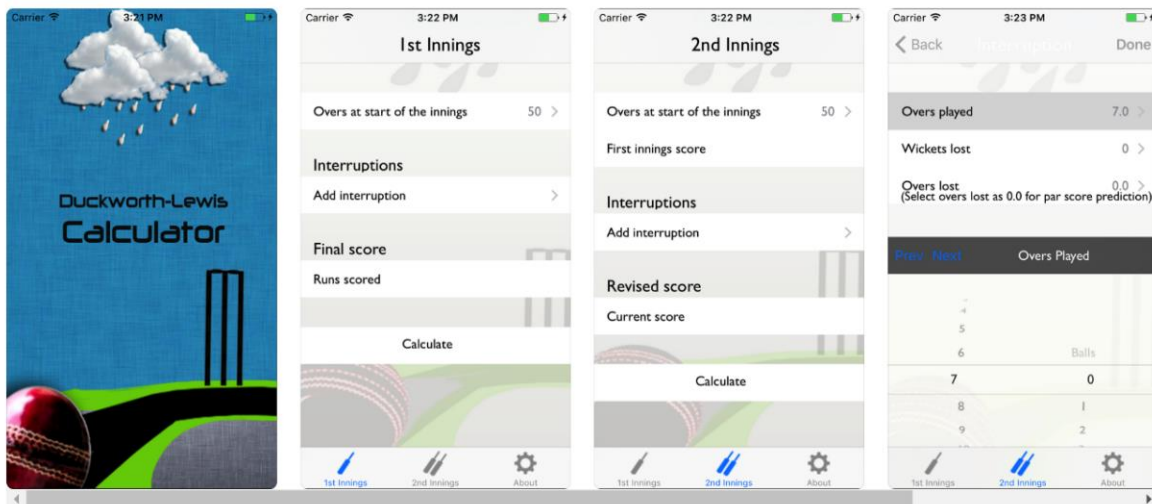
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

20. 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 to change the G50 score)

Annexure “N”

Playing Conditions – Under 17A Girls Format - Stage 3

1. Number of Players

- A) Each side shall be permitted to play a maximum of twelve (12) players per team, however only nine (9) shall be on the field of play at any time and only nine (9) shall be able to bat and nine (9) shall be able to bowl).
- (B) 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) Maximum Age – 16 years as at 31 August 2025

3. Number of Overs

- (A) Each match shall be limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) overs per innings shall 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 as determined by CCCA Competition Lead.
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

5. Innings Duration

- (A) All innings must be completed within the designated time - 85 minutes.
 - a. 1st Innings shall commence at 8:00am and shall finish by 9:25am
 - b. 2nd Innings shall commence at 9:35am and shall finish by 11:00am
 - c. For matches where overs are reduced, the innings start times shall be varied, however the finishing time shall remain 11:00am.
 - d. For innings which are still in progress at the scheduled finishing time, the innings shall cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.

- e. Penalty runs as per Playing Condition 5 shall apply for any un-bowled overs.

6. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Playing Condition 5.
- (B) If agreement cannot be reached as to the application of Playing Condition 6(A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.20.

7. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (F) For matches which have not commenced by 6.30pm shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

8. Drinks

- (A) No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

9. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Red "Colt" Ball shall be used. Each innings is to be commenced with a new ball.

10. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, she will be allowed to complete the over.
 - a. 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
 - b. 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

11. Bowling Guidelines

- (A) The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.
- (B) The bowling side shall determine which end bowling commences from.

- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

12. Batting Restrictions

- (A) Any batter who faces 30 balls shall retire immediately.
- 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
 - d. The batter who remains not out at the time of the 7th wicket falling, is permitted to carry their bat and continue their innings until, either that batter is out themselves, or the runner (must be the batter who was previous wicket to fall) is run out (therefore out a second time).
 - e. All Wides and No Balls shall be counted as a ball faced.
- (B) For teams which fail to observe Playing Condition 12 penalties as per By-Law 4.2 will apply.

13. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
- a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or
 - c. Passes through to the wicket-keeper.

14. Balls Per Over

- (A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls shall be bowled. i.e. Only two no balls or wides shall be re-bowled. Any other balls bowled as a no ball or wide in an over shall be counted against the score but not re-bowled.

15. Synthetic Pitches

A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

16. Boundaries

- (A) Boundaries shall be a distance of 40m in radius from the centre of the pitch.

17. 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 21 (use G50 Value in "about" of 200)

- (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 20 over.
 - Play is interrupted with Team B to receive a maximum of 10 overs.
 - Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

18. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

19. Finals

19.1 Finals Qualification

- (A) Player shall have played a minimum of five (5) matches during the season
- a. Washouts do not count towards player eligibility.
 - b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

19.2 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 playing in the final shall be declared the winner.

20. Reduction of Overs Table for all Games

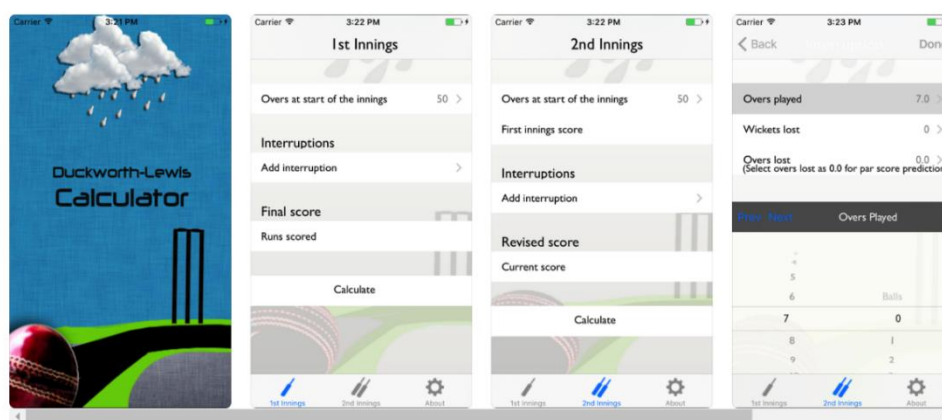
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

21. 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 to change the G50 score)

Annexure “O”

Playing Conditions – Under 17B/C Girls Format - Stage 2

1. Number of Players

- (A) Each side shall be permitted to play eight (8) players per team
- (B) Teams are permitted to play a non- bat / non-bowl shared player position in any game (it is possible to have a max of 16 players play).
- (C) 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

Nil

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 five (5) 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 8.00am or as determined by CCCA Competition Lead.
- (B) Matches shall cease by 11.00am

5. Innings Duration

- (A) All innings shall be completed within the designated time - 85 minutes.
 - a. 1st Innings shall commence at 8.00am and finish by 9.25am
 - b. 2nd Innings shall commence at 9.35am and finish by 11.00am
 - c. For matches where overs are reduced, the innings start times are to be varied, however the finishing time is to remain 11.00am.
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the

scheduled finishing time.

- e. Penalty runs as per Playing Condition 12 shall be applied for any un-bowled overs.

6. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Playing Condition 5.
- (B) If agreement cannot be reached as to the application of Playing Condition 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.19.

7. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (F) For matches which have not commenced by 10:10am are to be abandoned.
- (G) Incomplete or fractions of overs are ignored

8. Drinks

- (A) Drinks shall be taken at the conclusion of the tenth (10th) 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. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

9. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Red "Colt" Ball shall be used. Each innings is to be commenced with a new ball

10. Bowling Restrictions

- (A) All overs shall be bowled from one end for the entire game.
- (B) If the team has eight (8) players, or less, all players must bowl.
- (C) If the team has more than eight (8) players, a maximum of eight (8) players only can bowl.
 - a. Any players who did not bat must bowl
- (D) Maximum Number of Overs per bowler is as follows: (Teams can share overs evenly between all players but a

bowler must not exceed the highest allowed overs. Example: 8 players in a team, maximum number of overs by any one bowler is 4 overs)

a.

No of Players	Overs per bowler
Nine (9)	Maximum 3 overs – Minimum 2 overs
Eight (8)	Maximum 3 overs – Minimum 2 overs
Seven (7)	Maximum 3 overs – Minimum 2 overs
Six (6)	Maximum 4 overs – Minimum 3 overs
Five (5)	5 players x 4 overs

- b. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) the overs per bowler are to be reduced so that all players bowl a minimum of two (2) overs and no player bowls more than the maximum permitted as per “a” above.
- c. If overs are lost during the teams batting second’s innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
- e. 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 in so far as each bowler’s limit is concerned.

11. Bowling Guidelines

- (A) All overs shall be bowled from one end for the entire game
- (B) The bowling side will determine which end bowling commences from.
- (C) Each batter will be given one warning when being adjudged LBW, if the batter is out a second time LBW they will then be dismissed.

12. Batting Restrictions

- (A) Any batter who faces 20 balls or reaches a score of 50 runs shall retire immediately.
- 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
- d. The person who remains not out at the time of the 7th wicket falling, is permitted to carry their bat and continue their innings until, either that person is out themselves, or the runner (must be the person who was previous wicket to fall) is run out (therefore out a second time).
- e. All Wides and No Balls are counted as a ball faced.

13. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
- a. Is hit by the batter, or
- b. Strikes the body or equipment of the batter, or
- c. Passes through to the wicket-keeper.

14. Balls Per Over

- (A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls are to be bowled. i.e. Only two no balls or wides are to be re-bowled. Any other balls bowled as a no ball or wide in an over are to be counted against the score but not re-bowled.

15. Synthetic Pitches

- (A) A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

16. Pitch Type & Length

- (A) All matches shall be played on Synthetic Pitches.
- (B) Pitches shall be of 18m in length
- a. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines.

17. Boundaries

- (A) Boundaries shall be a distance of 40m in radius from the centre of the pitch.

18. 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 21 (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)
 - © 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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

19. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

20. Finals

20.1 Finals Qualification

- (A) Player shall have played a minimum of five (5) matches during the season
- Washouts do not count towards player eligibility.
 - If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

20.2 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 playing in the final will be declared the winner.

21. Reduction of Overs Table for all Games

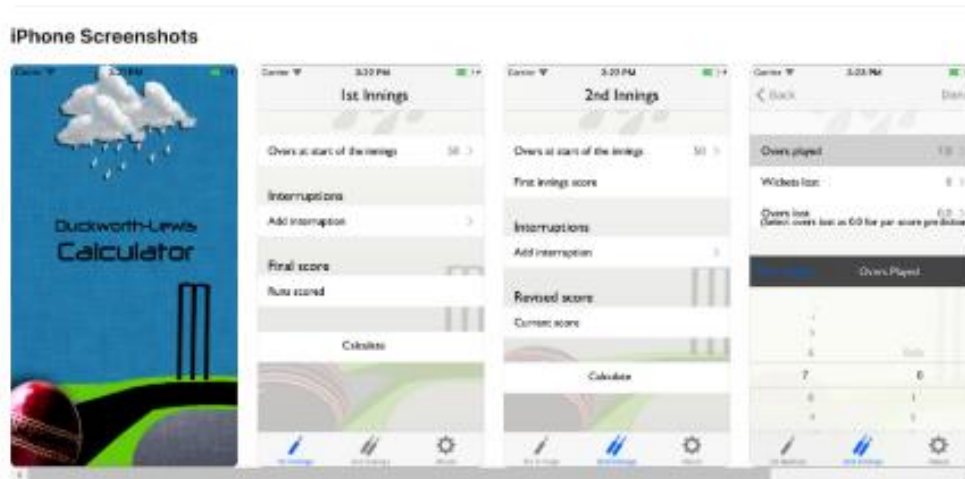
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

22. 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.



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

Annexure “P”

Playing Conditions – U15A Format – Stage 3

1. Number of Players

- (A) Each side shall be permitted to play a maximum of thirteen (13) 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) The players who are non-batters are required to bowl. The non batter and non-bowler do not have to be declared on the team list, the wicket keeper can be either the 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) Maximum Age – 14 years as at 31 August 2025
- (B) All players who play in the Youth Competition can also play in their age competition on Saturday morning

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum thirty (30), 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 fifteen (15) 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 8.00am and finish at 11.40am.
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

5. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs

- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd Innings shall commence at 9.55am and conclude by 11.40am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
 - e. Penalty runs as per Playing Condition 7 shall be applied for any unbowled overs.

7. Penalty Runs

- (A) Ten (10) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Rule 6.
- (B) If agreement cannot be reached as to the application of Rule 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.18.

8. Drinks

- (A) Drinks shall be taken at the conclusion of the fifteen (15) overs
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

9. Type and Use of Cricket Balls

A two (2) piece 156gm Kookaburra Red "Colt" Ball shall be used. Each innings is to commence with a new ball.

10. Bowling Restrictions

- (A) The first fifteen (15) overs shall be bowled consecutively from one end. The next fifteen (15) overs shall be bowled consecutively from the other end.

- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side will determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over a side match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.
- (D) Maximum of six (6) overs per bowler.
 - a. Any player who is nominated as a non-batter is required to bowl.
 - b. 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 shall 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
 - c. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - d. 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.

11. Batter Restrictions

- (A) Any batters upon facing 45 balls, shall retire immediately.
 - 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
 - d. Wides and No Balls which are re-bowled shall be counted as balls faced.
- (B) For teams which fail to observe Playing Condition 11, By-Law 4.2 will apply

12. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or
 - c. Passes through to the wicket-keeper.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

13. Wides and No Balls

- (A) All Wides and No Balls are to be re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

14. Pitch Type & Length

- (A) All matches are to be played on Turf Pitches.
- (B) Pitches shall be of standard length i.e. 20.1 meters

15. Transfer of Matches

- (A) Should the turf pitch be deemed unplayable prior to the commencement of days play, the match shall be transferred to a synthetic pitch, if available.
- (B) Any decision to transfer matches are to be approved by the CCCA Competition Lead

16. Boundaries

- (A) Boundaries shall be a distance of 50m in radius from the centre of the pitch.

17. 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:
 - (b) 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 20 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

18. Point Score

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

19. Finals**19.1 Finals Qualification**

- (A) Player shall have played a minimum of five (5) matches for side during the season

- a. Washouts do not count towards player eligibility.
- b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

19.2 **Replacement of Players for Finals**

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player shall have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests shall be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
 - a. Full Name and PlayHQ Statistics of the Player being replaced.
 - b. Full Reason as to why the player is unable to take his place in the side
 - c. Full Names and PlayHQ Statistics of the nominated Replacement Player
 - d. Representative Player- Yes/No

Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.
- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied.

19.3 **Match Unable to be Completed**

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

20. **Reduction of Overs Table for all Games**

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11

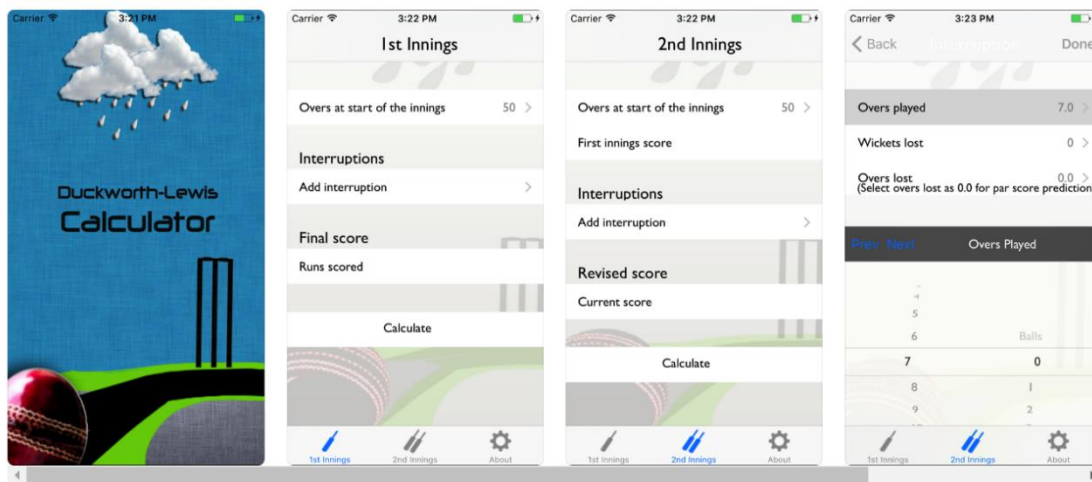
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

21. 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 to change the G50 score)

Annexure “Q”

Playing Conditions – U15 B/C Format – Stage 3

1. Number of Players

- (A) Each side shall be permitted to play a maximum of thirteen (13) 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) The players who are non-batters are required to bowl. The non batter and non-bowler do not have to be declared on the team list, the wicket keeper can be either the 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) Maximum Age – 14 years as at 31 August 2025
- (B) All players who play in the Youth Competition can also play in their age competition on Saturday morning

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum thirty (30), 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 fifteen (15) 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 8.00am and finish at 11.40am.
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

5. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for

the same number of overs

- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

6 Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd Innings shall commence at 9.55am and conclude by 11.40am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
 - e. Penalty runs as per Playing Condition 7 shall be applied for any unbowled overs.

7. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Rule 6.
- (B) If agreement cannot be reached as to the application of Rule 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.18.

8. Drinks

- (A) Drinks shall be taken at the conclusion of the fifteen (15) overs
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

9. Type and Use of Cricket Balls

- (A) A two (2) piece 156gm Kookaburra Red "Colt" Ball shall be used. Each innings is to commence with a new ball.

10. Bowling Restrictions

- (A) The first fifteen (15) overs shall be bowled consecutively from one end. The next fifteen (15) overs shall be bowled consecutively from the other end.
- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side will determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over a side match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.
- (D) Maximum of six (6) overs per bowler.
 - a. Any player who is nominated as a non-batter is required to bowl.
 - b. 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 shall 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
 - c. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - d. 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.

11. Batter Restrictions

- (A) Any batters upon facing 45 balls, shall retire immediately.
 - 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
 - d. Wides and No Balls which are re-bowled shall be counted as balls faced.
- (B) For teams which fail to observe Playing Condition 11, By-Law 4.2 will apply

12. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or
 - c. Passes through to the wicket-keeper.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

13. Wides and No Balls

- (A) All Wides and No Balls are to be re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

14. Pitch Type & Length

- (A) All matches are to be played on Synthetic Pitches.

- (B) Pitches shall be of standard length i.e. 20.1 metres

15. Boundaries

- (A) Boundaries shall be a distance of 50m in radius from the centre of the pitch.

16. 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:
- (c) 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 20 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall 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 shall 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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

17. Point Score

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

18. Finals

18.1 Finals Qualification

- (A) Player shall have played a minimum of five (5) matches for side during the season
- a. Washouts do not count towards player eligibility.
 - b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals

eligibility

18.2 Replacement of Players for Finals

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player shall have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests shall be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
- Full Name and PlayHQ Statistics of the Player being replaced.
 - Full Reason as to why the player is unable to take his place in the side
 - Full Names and PlayHQ Statistics of the nominated Replacement Player
 - Representative Player- Yes/No
- Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.
- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied.

18.3 Match Unable to be Completed

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

19. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14

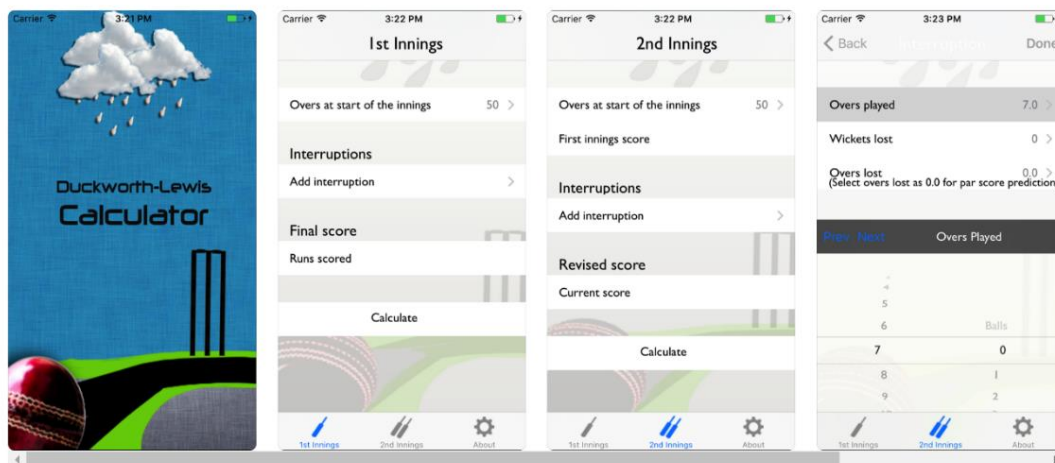
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

20. 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 to change the G50 score)

Annexure “R”

Playing Conditions – U13 Boys Format – Stage 2

1. Number of Players

- (A) Each side shall be permitted to field nine (9) players.
- (B) Teams are permitted to name a maximum of eleven (11) players for each game. (Only nine (9) players are permitted to be on the field at any given time)
- (C) A minimum of seven (7) players are required to play a game.

2. Player Eligibility

- (A) Maximum Age – 12 years as at 31 August 2025

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum thirty (30), 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 fifteen (15) 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 8.00am and finish at 11.40pm
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

5. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time

- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd Innings shall commence at 9.55am and conclude by 11.40am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
 - e. The innings will be deemed as being closed after eight (8) wickets have fallen, they have completed their allotted overs or the schedule finishing time has been reached.
 - f. Penalty runs as per Playing Condition 7 is to apply for any unbowled overs.

7. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any unbowled overs as per Playing Condition 6.
- (B) If agreement cannot be reached as to the application of Playing Condition 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.19.

8. Drinks

- (A) Drinks shall be taken at the conclusion of the fifteenth (15th) 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. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

9. Type and Use of Cricket Balls

- (A). A two (2) piece 142gm Kookaburra "Colt" Ball shall be used for the A grade competition. Each innings shall commence with a new ball.
- (B) A 142gm "Commander" Ball shall be used for the B/C grade competition. Each innings shall commence with a new ball

10. Balls per Over

The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls are to be bowled. i.e. Only two No Balls or Wides are to be re-bowled. Any other balls bowled as a No Ball or Wide in an over are to be counted against the score but not re-bowled.

11. Bowling Restrictions

- (A) All overs shall be bowled from one end for the entire game.
- (B) If the team has nine (9) players, or less, all players must bowl.
- (C) If the team has more than nine (9) players, it is an option for all players to bowl.
 - a. Any players who did not bat must bowl
- (D) Maximum Number of Overs per bowler is as follows:

a.

No of Players	Overs per bowler
Eleven (11)	Maximum 4 overs – Minimum 2 overs
Ten (10)	Maximum 4 overs – Minimum 2 overs
Nine (9)	Maximum 4 overs – Minimum 2 overs
Eight (8)	Maximum 4 overs – Minimum 2 overs
Seven (7)	Maximum 5 overs – Minimum 3 overs

- b. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) the overs per bowler are to be reduced so that all players bowl a minimum of two (2) overs and no player bowls more than the maximum permitted as per “a” above.
- c. If overs are lost during the teams batting second’s innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
- d. 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.

12. Batter Restrictions

- (A) Maximum of nine (9) players are permitted to bat per innings
 - a. If a team has more than nine (9) players, those players who do not bowl, must bat.
- (B) Any batter upon facing 35 balls, shall retire immediately.
 - 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
 - d. Wides and No Balls which are rebowled are counted as a “ball faced”.
- (C) For teams which fail to observe Playing Condition 12, By-Law 4.2 shall be applied.

13. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or

c. Passes through to the wicket-keeper.

- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) Teams have the option to change wicket-keepers after 15 overs.
- (E) If a team has more than nine (9) player, they should all rotate onto the field.

14. Wides and No Balls

- (A) A maximum of two (2) Wides and No Balls are to be re-bowled, except for the last over when all Wides and No Balls are to be re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

15 Pitch Type & Length

- (A) All matches are to be played on Synthetic Pitches.
- (B) Pitches are to be of 18m length
 - a. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines.

16. Boundaries

- (A) Boundaries shall be a distance of 35 – 45 (maximum) in radius from the centre of the wicket.

17. 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 21 (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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)

- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

18. Point Score

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

19. Finals

19.1 Finals Qualification

- (A) Players shall have played a minimum of five matches (5) during the season
- Washouts do not count towards player eligibility.
 - If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals eligibility

19.2 Replacement of Players for Finals

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player must have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests are to be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
- Full Name and PlayHQ Statistics of the Player being replaced.
 - Full Reason as to why the player is unable to take his place in the side
 - Full Names and PlayHQ Statistics of the nominated Replacement Player
 - Representative Player- Yes/No
- Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.
- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given, and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied

19.3 Match Unable to be Completed

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

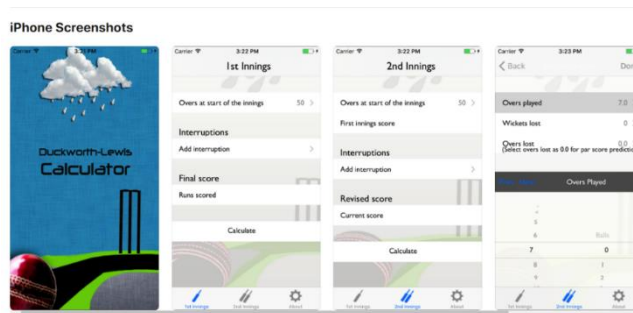
20. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST , reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

21. 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.



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

Annexure “S”

Playing Conditions – Under 13 Girls Format - Stage One

1. Number of Players

- (A) Each side shall be permitted to field seven (7) players.
- (B) Teams are permitted to name a maximum of nine (9) players for each game. (Only seven (7) players are permitted to be on the field at any given time)
- (C) A minimum of five (5) players are required to play a game.

2. Player Eligibility

Nil

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 twelve (12) 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 8.00am and finish at 10.10am
- (B) Matches shall cease once the scheduled overs are bowled.

5. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time

- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 12 overs
- (F) Matches which have not commenced by 9.00am are to be abandoned.
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings must be completed within the designated time. i.e. 60 minutes which includes 2 minutes drink interval.
 - a. 1st Innings to commence at 8.00am and conclude by 9.00am
 - b. 2nd Innings to commence at 9.10am and conclude by 10.10am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 10.10am

7. Drinks

- (A) Drinks are to be taken at the conclusion of the tenth (10th) over
 - a. Drinks are to be taken on the field and are not to exceed two (2) minutes in duration
 - b. Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

8. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Softaball Ball shall be used.

9. Balls per Over

- (A) The maximum number of balls to be bowled in a single over is six (6), All No Balls or Wides in an over are to be counted against the score but not re-bowled.

10. Bowling Restrictions

- (A) All overs are to be bowled from one end for the entire game.
- (B) All players are to bowl.
- (C) Maximum Number of Overs per bowler is as follows:

a.

No of Players	Overs per bowler
Nine (9)	Maximum 3 overs – Minimum 2 overs
Eight (8)	Maximum 3 overs – Minimum 2 overs
Seven (7)	Maximum 3 overs – Minimum 2 overs
Six (6)	Maximum 4 overs – Minimum 3 overs
Five (5)	5 players x 4 overs

- b. In the event of overs being reduced the remaining overs are to be divided to ensure that all players bowl.

- c. 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 not count as a full over insofar as each bowler's limit is concerned.
- d. Coaches are encouraged to rotate the opportunity for players to bowl four (4) overs in a match.

11. Batter Restrictions

- (A) All batters are to retire after receiving the following number of balls

a.

No of Players	Balls to Face before Retiring
Nine (9)	13 balls
Eight (8)	15 balls
Seven (7)	17 balls
Six (6)	20 balls
Five (5)	24 balls

- i) if there is are extra balls to be bowled to reach 120 balls, the batter facing at the time will face the extra balls
 - ii) All balls (regardless of whether wides/no balls) will be included in batters ball count.
- (B) Batters to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.

12. Fielding Restrictions

- (A) No fielder, with the exception of the wicket keeper, shall stand closer than fifteen (15) metres from the batter or another fielder to encourage singles and safety.
- (B) Each team is required to change wicket keepers after 10 overs or after 50% of the overs in a shortened match.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) If a team has more than seven (7) players, they should all rotate onto the field.

13. Wides and No Balls

- (A) Wides and No Balls are to be included in the score, included in the batters ball count but not re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

14. Dismissals

- (A) Unlimited Dismissals (each player will face nominated number of balls)
- (B) Four (4) runs per wicket will be added to the opposition (bowling teams) total at the end of the innings

15. Pitch Type & Length

- (A) All matches are to be played on Hard Pitches including fold out pitches.
- (B) Pitches are to be of 16m in length

16. Boundaries

- (A) Boundaries are to be a distance of 30 metres (maximum) measured from batters end stumps

17. Equipment

- (A) The following equipment is required:
- 2 sets of portable stumps (with base & bails)
 - Bat Size: Size 4 (<1.8lb or <800gm) is recommended
 - Modified ball (as per Rule 8 (A))
 - Measuring tape or string to measure pitch length and boundary
 - Boundary markers
 - Chalk and/or tape to mark the crease

18. 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:
- The result shall be decided on the average run rate throughout both innings.
 - If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (Refer Note 1) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
 - In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.
 - 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)
 - 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1).
 - Should there be a further loss of overs after the minimum quota of overs has been bowled the target score will be determined by multiplying the run rate by the minimum number of overs required to constitute a match. If this score is not achieved or the batting side is not bowled out, the match is a draw (Refer Note 1).
 - 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)

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 60 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 15 overs.
- Score required for Team B to win game for Overs 1 – 11 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Overs 12-15 = 46 (Team A Run Rate x 15 overs plus 1)

19. Finals

(A) Finals are not played in this competition

20. 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 six (6) minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole three (3) minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20

Annexure “T”

Playing Conditions – Under 11 Boys Format - Stage One

1. Number of Players

- (A) Each side shall be permitted to field seven (7) players.
- (B) Teams are permitted to name a maximum of nine (9) players for each game. (Only seven (7) players are permitted to be on the field at any given time)
- (C) A minimum of five (5) players are required to play a game.

2. Player Eligibility

- (A) Maximum Age – 10 years as at 31 August 2025

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), 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 twelve (12) 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 8.00am and finish at 10.10am
- (B) Matches shall cease once the scheduled overs are bowled.

5. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time

- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 12 overs
- (F) Matches which have not commenced by 9.00am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings must be completed within the designated time. i.e. 60 minutes which includes 2 minutes drink interval.
 - a. 1st Innings to commence at 8.00am and conclude by 9.00am
 - b. 2nd Innings to commence at 9.10am and conclude by 10.10am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 10.10am

7. Drinks

- (A) Drinks are to be taken at the conclusion of the tenth (10th) over
 - a. Drinks are to be taken on the field and are not to exceed two (2) minutes in duration
 - b. Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

8. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Softaball Ball shall be used.

9. Balls per Over

- (A) The maximum number of balls to be bowled in a single over is six (6), All No Balls or Wides in an over are to be counted against the score but not re-bowled.

10. Bowling Restrictions

- (A) All overs are to be bowled from one end for the entire game.
- (B) All players are to bowl (each wicket keeper is to bowl minimum overs indicated below)
- (C) Maximum Number of Overs per bowler is as follows:

a.

No of Players	Overs per bowler
Nine (9)	Maximum 3 overs – Minimum 2 overs
Eight (8)	Maximum 3 overs – Minimum 2 overs
Seven (7)	Maximum 3 overs – Minimum 2 overs
Six (6)	Maximum 4 overs – Minimum 3 overs
Five (5)	5 players x 4 overs

- b. In the event of overs being reduced the remaining overs are to be divided to ensure that all players bowl.

- c. 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 not count as a full over insofar as each bowler's limit is concerned.
- d. Coaches are encouraged to rotate the opportunity for players to bowl four (4) overs in a match.

11. Batter Restrictions

- (A) All batters are to retire after receiving the following number of balls

a.

No of Players	Balls to Face before Retiring
Nine (9)	13 balls
Eight (8)	15 balls
Seven (7)	17 balls
Six (6)	20 balls
Five (5)	24 balls

- i) if there is are extra balls to be bowled to reach 120 balls, the batter facing at the time will face the extra balls
 - ii) All balls (regardless of whether wides/no balls) will be included in batters ball count.
- (B) Batters to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.

12. Fielding Restrictions

- (A) No fielder, with the exception of the wicket keeper, shall stand closer than fifteen (15) metres from the batter or another fielder to encourage singles and safety.
- (B) Each team is required to change wicket keepers after 10 overs or after 50% of the overs in a shortened match.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) If a team has more than seven (7) players, they should all rotate onto the field.

13. Wides and No Balls

- (A) Wides and No Balls are to be included in the score, included in the batters ball count but not re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

14. Dismissals

- (A) Unlimited Dismissals (each player will face nominated number of balls)
- (B) Four (4) runs per wicket will be added to the opposition (bowling teams) total at the end of the innings

15. Pitch Type & Length

- (A) All matches are to be played on Hard Pitches, including fold out pitches.
- (B) Pitches are to be of 16m in length

16. Boundaries

- (A) Boundaries are to be a distance of 30 metres (maximum) measured from **batters end stumps**

17. Equipment

- (A) The following equipment is required:
- 2 sets of portable stumps (with base & bails)
 - Bat Size: Size 4 (<1.8lb or <800gm) is recommended
 - Modified ball (as per Rule 8 (A))
 - Measuring tape or string to measure pitch length and boundary
 - Boundary markers
 - Chalk and/or tape to mark the crease

18. 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:
- The result shall be decided on the average run rate throughout both innings.
 - If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (Refer Note 1 below) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
 - In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.
 - 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)
 - 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1).
 - Should there be a further loss of overs after the minimum quota of overs has been bowled the target score will be determined by multiplying the run rate by the minimum number of overs required to constitute a match. If this score is not achieved or the batting side is not bowled out, the match is a draw (Refer Note 1).
 - 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)

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 60 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 15 overs.
- Score required for Team B to win game for Overs 1 – 11 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Overs 12-15 = 46 (Team A Run Rate x 15 overs plus 1)

19. Finals

(A) Finals are not played in this competition

20. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole six (6) minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole three (3) minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20

Annexure “U”

Playing Conditions – U9 Format – Stage 1

1. Number of Players

- (A) Each side shall be permitted to field six (6) players.
- (B) Teams are permitted to name a maximum of eight (8) players for each game. Only 6 players are permitted to be on the field at any given time.
- (C) A minimum of five (5) players are required to play a game

2. Player Eligibility

Maximum Age – 8 years 31 August 2025

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Minimum of twelve (12), six (6) ball overs per innings, if a team has 7 players this will increase to fourteen (14) overs and should a team field 8 players this will increase to sixteen (16) overs.
- (C) Minimum of six (6) overs to constitute a match.
 - i) 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.
 - ii) Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - iii) 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

Matches shall commence at the determination of the CCCA Competition Lead.

5. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 6 overs.
- (F) Matches which have not commenced an hour after the scheduled start time are to be abandoned.

(G) Incomplete or fractions of overs are ignored

6. Match Duration

(A) All matches must be complete within 100 minutes of the scheduled start time.

7. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Softball Ball shall be used if the match is being played on synthetic, should the game be played on a "Flex" Pitch a Kookaburra Handball may be used.

8. Balls per Over

The maximum number of balls to be bowled in a single over is six (6), All No Balls or Wides in an over are to be counted against the score but not re-bowled.

9. Bowling restrictions

(A) All overs are to be bowled from one end for the entire game.

(B) All players must bowl two overs before any bowler is eligible to bowl a third over.

(C) In the event of overs being reduced, all players must bowl one over before anyone gets an additional over.

(D) 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 not count as a full over insofar as each bowler's limit is concerned.

10. Batting Restrictions.

(A) Batters are to bat in pairs for a maximum of 4 overs.

(B) Each batting pair must face 12 balls each

(C) Batters are to swap ends when dismissed, at the end of the over, or if a batter faces 3 balls in a row

(D) LBW is not a form of dismissal in this competition

(E) Batters are allowed unlimited dismissals

11. Fielding Restrictions

(A) No fielder, with the exception of the wicket keeper, shall stand closer than fifteen (15) metres from the batter or another fielder to encourage singles and safety.

(B) Each team is required to change wicket keepers after 6 overs or at 50% of the match total overs.

(C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

(D) If a team has more than six (6) players, they should all rotate onto the field.

12. Wides and No Balls

(A) Wides and No Balls are to be included in the score, included in the batters ball count but not re-bowled.

(B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

13. Dismissals

(A) Unlimited Dismissals (each player will face nominated number of balls)

(B) Four (5) runs per wicket will be added to the opposition (bowling teams) total at the end of the innings

14. Pitch Type & Length

- (A) All matches are to be played on Synthetic or Flix Pitches
- (B) Pitches are to be of 14m in length

15. Boundaries

- (A) Boundaries are to be a distance of 30 metres (maximum) measured from batters end stumps

16. Equipment

- (A) The following equipment is required:
 - 2 sets of portable stumps (with base & bails)
 - Bat Size: Size 4 (<1.8lb or <800gm) is recommended
 - Modified ball (as per Rule 8 (A))
 - Measuring tape or string to measure pitch length and boundary
 - Boundary markers
 - Chalk and/or tape to mark the crease

17. 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 result shall be decided on the average run rate throughout both innings.
 - b. If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (Refer Note 1) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
 - c. In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would be entitled and not on the number of overs in which they were dismissed.
 - d. 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)
 - e. 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. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1).
 - f. Should there be a further loss of overs after the minimum quota of overs has been bowled the target score will be determined by multiplying the run rate by the minimum number of overs required to constitute a match. If this score is not achieved or the batting side is not bowled out, the match is a draw (Refer Note 1).
 - g. 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)

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 3 (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 60 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 15 overs.
- Score required for Team B to win game for Overs 1 – 11 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Overs 12-15 = 46 (Team A Run Rate x 15 overs plus 1)

18. Finals

(A) Finals are not played in this competition

19. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole six (6) minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole three (3) minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16

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 August 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 bought 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.

5. 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.

6. 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.
- Any player who is nominated as a non-batter is required to bowl.
 - No bowler is permitted to bowl more than 7 overs during any single innings.
 - The 6th bowler shall have completed a minimum of one over before the end of the 30th over.
 - If a team is bowled out before the 30th over the bowling side does not have to have bowled their 6th bowler.
 - 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
 - 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)
- Retired batters are permitted to return to the crease once all other wickets have fallen
 - Should there be more than one retired batter, they shall return to the crease in the order that they retired
 - 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.
- Washouts do not count towards player eligibility.
 - 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.

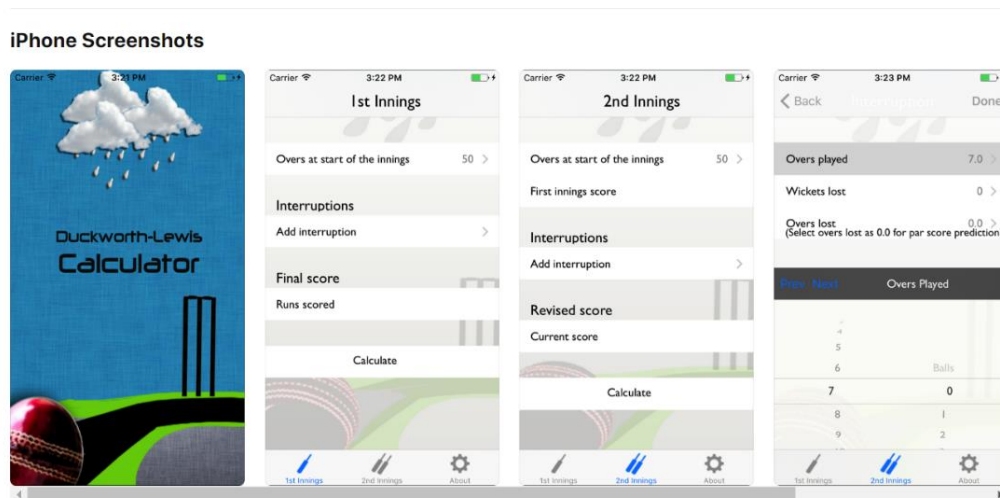
15. Reduction of Overs Table for all Games

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.



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

Annexure “W”

CCCA Grading Guidelines

There is no club grading document for the upcoming season.

The Competition Lead and the General Manager – Competitions will conduct a pre-season analysis of players and may apply an applicable grading to individual players. This is appealable to the CCCA Executive, the appeal fee for a regrade decision will be \$200 of which \$50 will be nonrefundable. If the appeal is lost, the entire fee is nonrefundable.

During the season the Competition Lead, General Manager – Competitions and the Appeals and Rule Committee reserve the right to regrade any player at any time.

The following points apply to all players playing in a Men's Competition:

(A) Any player who has played more than five (5) 1st or 2nd Grade Men's Senior games over the past season, will not be permitted to play any lower than the Men's 4th Grade competition (this remains the position for clubs who do not have 3rd Grade teams).

(B) Players who do not meet the criteria of (A) above can commence the season in any grade their club selects them in.

Breach of (A) will be a loss of competition points under normal rules.

The following points apply to players playing in a Women's Competition:

(A) The Appeals and Rules Committee reserves the right to move players up grades should they deem the player to good for that grade.

(B) In the event that a club does not have consecutive grades or in the case of a 2nd Grade Womens Player being unable to play Women's 1st Grade, the Appeals and Rule Committee reserve the right to apply playing restrictions to individual players in the form of restricted runs or wickets taken during a match.