



Male Youth League 2-Day Cricket
PLAYING CONDITIONS
2026/27

Version	Author	Date	Approved by

Table of Contents

Annexure L - Playing Conditions – Male Youth League – 2-Day Matches	3
1. Number of Players	3
2. Player Eligibility	3
3. Number of Overs	3
4. Hours of Play	4
5. Drinks & Intervals	5
6. Loss of Entire 1st Day's Play	5
7. Transfer of Matches	5
8. Type and Use of Cricket Balls.....	5
9. Bowling Restrictions	6
10. Bowling Guidelines.....	6
11. Synthetic Pitches	6
12. Boundary.....	6
13. The Result – Uninterrupted, Restricted or Unfinished Matches	7
14. Point Score	8
15. Finals	8
15.1 Finals Qualification	8
15.2 Match Unable to be Completed.....	8
16. Reduction of Overs Table for all Games.....	9
17. Duckworth Lewis Calculator	9

Annexure L - Playing Conditions – Male Youth League – 2-Day 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 the team list, and the 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.
- (E) One (1) player may be substituted (plus standard representative substitution) per match due to unavailability.
- (F) All substitutions shall be included on the team list.

2. Player Eligibility

- (A) Minimum Age – 13 years as at 31 August 2026.
- (B) Maximum Age – 16 years as at 31 August 2026.
- (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 forty (40), six (6) ball overs per innings.
- (C) Minimum of twenty (20) overs per innings 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) No team is permitted to bat in excess of Forty (40) overs in their 1st innings.
- (E) 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).
- (i) 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
- (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.
- (i) 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 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:
- (i) 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).
- (ii) 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.
 - (i) Drinks shall be taken on the field and shall not exceed five (5) minutes duration.
 - (ii) 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.
 - (iii) 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 'M'.
- (B) If play commenced in any match on the first scheduled day, the matches that did not commence shall become one day matches.
 - (i) 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.
 - (ii) 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
 - (i) 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.
 - (ii) 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.
 - (iii) 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 10 (A) above.

11. Synthetic Pitches

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
 - (i) Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
 - (ii) Both semi circles are joined by a straight line.
 - (iii) 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:
 - (i) 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).
 - (ii) 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)
 - (iii) 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).
 - (iv) 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.

14. Point Score

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

15. Finals

15.1 Finals Qualification

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

15.2 Match Unable to be Completed

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

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:

1. When an interruption occurs, the umpires determine the revised number of overs available to the team batting second, in line with Clause 13 (Reduction of Overs Table).
2. In PlayHQ Live Scoring, go to the 2nd innings set up form, or during the 2nd innings select ACTIONS, then Parameters.

3. Update the "Over Limit" field to reflect the revised number of overs determined by the umpires.
4. Select the DLS toggle. PlayHQ will automatically calculate the new target score using Duckworth-Lewis-Stern V4.0, based on the score, wickets lost, and overs completed at the time of interruption.
5. The updated target score displayed in PlayHQ becomes the official target for the team batting second, to be communicated to both captains and scorers.
6. If there are further interruptions, repeat steps 2 to 5, updating the Over Limit each time. PlayHQ supports multiple updates during the same innings.
7. If PlayHQ Live Scoring is unavailable, the Duckworth-Lewis-Stern "Phone App" is to be used instead, with the G50 value set to 200 (accessible via the "About" section of the app).
8. Scorers and umpires should confirm the target score shown matches between PlayHQ (or the Phone App) and the scorebook before play resumes.