CRICKET
CENTRAL COAST

Mens 4th and 5th Grade

PLAYING CONDITIONS

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Annexure E - Playing Conditions – Mens 4th and 5th 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 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.

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.

(C) 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.

(D) 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.

(iv) 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.

(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).

(C) There will be no deduction of overs for innings breaks.

(D) 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.

(i) Drinks shall be taken on the field and are not to exceed five (5) minutes in duration.

(ii) 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.

(iii) 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.

(i) Afternoon Tea interval shall consist of twenty (20) minutes duration

5. Type and Use of Cricket Balls

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.

(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 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.

(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 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 (MCC Law 21) 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

(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 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:

(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 12 (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 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).

(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 (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

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 Available[1]	Games Required to Qualify
16 to 18	5
12 to 15	4
8 to 11	3
4 to 7	2
1 to 3	2

[1] - 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.

12.2 *Match Unable to be Completed*

(A) In the event of a finals match being unable to be completed, the highest ranked team playing in the final shall be declared the winner.

(B) In the event of a tie in a finals match, the teams shall contest a one (1) over per side Super Over.

(i) 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.

(ii) The umpires shall stand at the same end as they stood during the match.

(iii) 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.

(iv) Only nominated players in the main match shall participate in the Super Over.

(v) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match.

(vi) The team batting second in the match shall bat first in the Super Over.

(vii) 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.

(viii) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted.

(ix) In the event of both teams having the same score in the Super Over, additional Super Overs will be played until we have a winner, noting that if the standing umpires determine that light is inadequate for play to continue, the result shall be a tie, regardless of the number of wickets lost. In this instance in a Final, 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:

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.