



**2025/26**

# **RULE BOOK**

**Glenn Rowland Shield (MYL)**

## **Central Coast Cricket Association (CCCA)**

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## **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 1<sup>st</sup> 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 1<sup>st</sup> 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.
  - a. 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 1<sup>st</sup> innings of all competition matches played on turf pitches.
- (B) A two (2) piece 156gm Kookaburra Pink "Crown" Ball shall be used for the 1<sup>st</sup> innings of all competition matches played on synthetic pitches.
- (C) For matches where a 2<sup>nd</sup> Innings is played, the fielding side has the option of using the same ball as used in the 1<sup>st</sup> 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:

<b>Result</b>	<b>Points</b>
Outright win	10
Win on 1 <sup>st</sup> Innings	7
Outright tie	5
Draw / Washout	3
Loss on 1 <sup>st</sup> 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
- 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

### 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

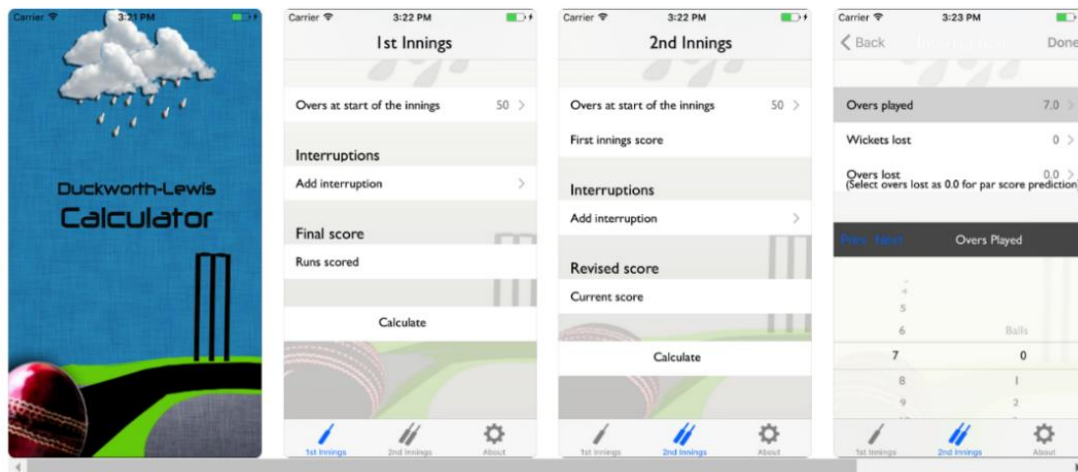
### 17. Duckworth Lewis Calculator

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.



## iPhone Screenshots



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**

#### **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. 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  $\frac{1}{2}$  (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
- 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

## **10. 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.

## **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:

- (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

## **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

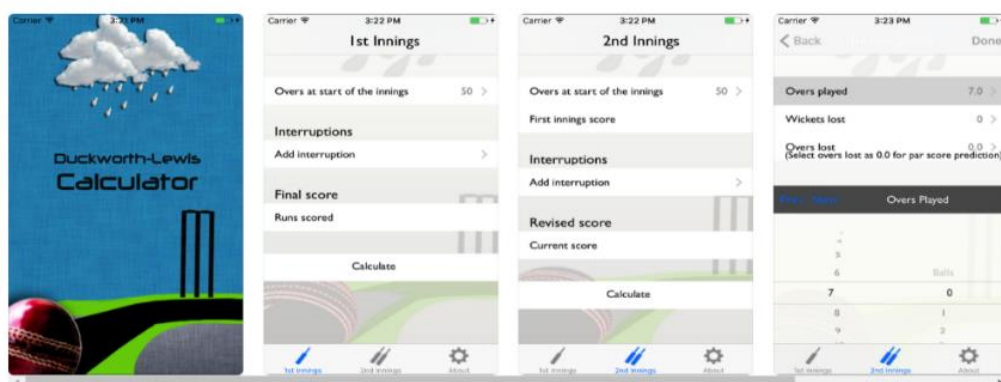
## 19. Duckworth Lewis Calculator

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.

### iPhone Screenshots



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