



2025/26

RULE BOOK

Mens 1st, 2nd & 3rd Grade

Central Coast Cricket Association (CCCA)

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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.
- a. There will be no deduction of overs for innings breaks
- b. 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 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 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 4 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
4	1	84	21	164	41	244	61
8	2	88	22	168	42	248	62
12	3	92	23	172	43	252	63
16	4	96	24	176	44	256	64
20	5	100	25	180	45	260	65
24	6	104	26	184	46	264	66
28	7	108	27	188	47	268	67
32	8	112	28	192	48	272	68
36	9	116	29	196	49	276	69
40	10	120	30	200	50	280	70
44	11	124	31	204	51	284	71
48	12	128	32	208	52	288	72
52	13	132	33	212	53	292	73
56	14	136	34	216	54	292	74
60	15	140	35	220	55	296	75
64	16	144	36	224	56	300	76
68	17	148	37	228	57	304	77
72	18	152	38	232	58	308	78
76	19	156	39	236	59	312	79
80	20	160	40	240	60	316	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) 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).
- (E) 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
174	22	88	22
182	23	92	23
190	24	96	24
198	25	100	25
206	26	104	26
214	27	108	27
222	28	112	28
230	29	116	29
238	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

4. 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.

5. 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 concerned

6. 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

7. 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

8. 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
- (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

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) 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

10. 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.

11. 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 $\frac{1}{2}$ (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

5. Length of Innings

- (A) The innings of the team batting first shall be completed within 75 minutes of the start time, with the final over of the innings to be commenced no later than the 75th 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
- (A) 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.