



2025/26

RULE BOOK

Mens 6th Grade & Below

Central Coast Cricket Association (CCCA)

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Annexure “F”

Playing Conditions – 6th Grade & Below – ODLO Matches

1. Number of Players

- (A) Each side shall be permitted to play twelve (12) players with eleven (11) players on the field at any time.
- (B) Only eleven (11) players can bat and only eleven (11) players can bowl.
- (C) Non-batter and non-bowler do not have to be declared on team list, wicket keeper can be non-batter or non- bowler.
- (D) Players are permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match shall be limited to one (1) innings per team.
- (B) Maximum forty (40), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of twenty (20) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

3. Hours of Play

- (A) Matches shall commence at 12.30pm. (During non-daylight saving period times shall be bought forward 30 minutes)
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.
 - a. In the event of play being interrupted (including stoppage for rain, bad light, unfit ground conditions)
the number of overs to be bowled shall be reduced in the proportion to the time lost in the ratio of one over for each whole four (4) minutes lost (see Clause 12).
 - a. There will be no deduction of overs for innings breaks
- (C) Matches that have not commenced by 3.35pm shall be abandoned.

4. Drinks & Tea Intervals

- (A) Drinks shall be taken at the conclusion of the 20th over.
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes in duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
 - c. Under conditions of extreme heat the Umpires may permit extra intervals for drinks
- (B) Afternoon Tea is to be taken at the conclusion of the innings of the team batting first.
 - a. Afternoon Tea interval is to consist of twenty (20) minutes in duration

5. Type and Use of Cricket Balls

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

6. Bowling Restrictions

- (A) A minimum of six (6) bowlers must be used.
 - a. Should the fielding side dismiss the opposition prior to their allotted number of overs the requirement to use a minimum of six (6) bowlers is voided.
- (B) Maximum of seven (7) overs per bowler.
 - a. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) no bowler may bowl more than 15% of the recalculated overs (incomplete overs are rounded down to the whole number. i.e. 5.4 overs becomes 5 overs).
 - b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.
- (C) For teams who fail to observe Playing Condition 6 penalties as per By-Law 4.2 will apply.

7. Batting Restrictions

- (A) Any batter who reaches a score of 50 runs shall retire immediately.
 - a. Retired batters are permitted to return to the crease once all other wickets have fallen
 - b. Should there be more than one retired batter, they shall return to the crease in the order that they retired
 - c. All batters returning to the crease are entitled to remain batting until dismissed, or end of innings
- (B) For teams who fail to observe Playing Condition 7 penalties as per By Law 4.2 will apply.

8. Synthetic Pitches

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

9. Boundary

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

10. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
- (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform. If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 14 (use G50 Value in "about" of 200)
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target
- (Refer Note 1 below)
- (c) The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. (Refer Note 1 below).
- (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 160 runs off 40 over.
- Play is interrupted with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 161 (Team A plus 1)
- Score required for Team B to win game from Overs 25 = Duckworth-Lewis target score

11. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

12. Finals

12.1 Finals Qualification

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

Matches 16 to 18 = 5 to qualify

Matches 12 to 15 = 4 to qualify

Matches 8 to 11 = 3 to qualify

Matches 4 to 7 = 2 to qualify

Matches 1 to 3 = 1 to qualify

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

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

12.2 Match Unable to be Completed

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

13. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
180	20	80	20

14. Duckworth Lewis Calculator

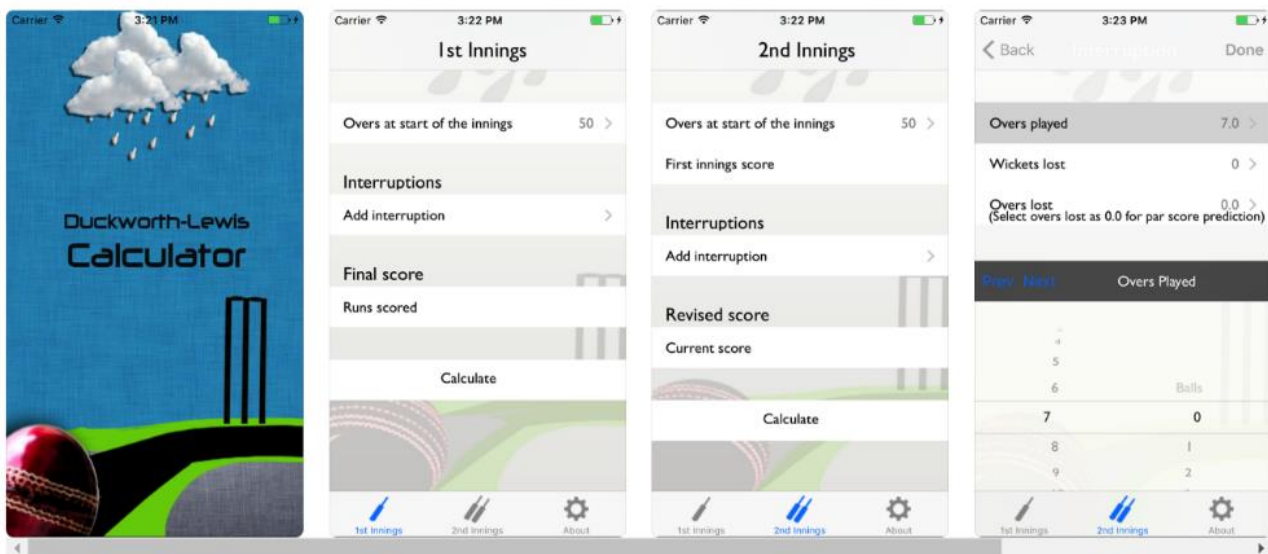
PlayHQ Live Scoring Platform Process:

- Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the 2nd innings set up form. (ACTIONS button > Parameters)

- It is also always available during the 2nd innings by selecting Actions and then Parameters. The system also allows multiple updates to the over limit and target to cater for any subsequent delays.
- To enable DLS, update the Over Limit, and select the DLS toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern V4.0.

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

iPhone Screenshots



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