



**2025/26**

**RULE BOOK**

**U15 Boys**

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

### **Executive Committee**

Trevor Allison (Chairman)

Jack Wilson (Vice Chairman)

Andrew McFadden, James Figallo, Carly Kidd, Richard Mear

### **Administrator**

Luke Mace

Ph: 0401 703 403; Email: [centralcoast@cricketnsw.com.au](mailto:centralcoast@cricketnsw.com.au)

### **General Manager – Competitions**

Jack Wilson

Ph: 0431 370 320; Email: [compmgr@centralcoastcricket.com.au](mailto:compmgr@centralcoastcricket.com.au)

### **Appeals and Rules Committee**

Jack Wilson (Chairman)

Sharon Anderson, Richard Mear, Dane Stevenson, Crystal Osborne

### **Central Coast Umpires Secretary**

Tom Manuer

Mob: 0467 709 790

Email: [cccumpires@gmail.com](mailto:cccumpires@gmail.com)

### **Club Contact Details**

Club	Role	Name	Email	Phone
<b>Gosford Kariong</b>	President	Ken Pieroz	<a href="mailto:president@gkdcc.com.au">president@gkdcc.com.au</a>	0408 647 122
	Secretary	Michael McDonald	<a href="mailto:secretary@gkdcc.com.au">secretary@gkdcc.com.au</a>	0420 964 299
<b>Kincumber Avoca</b>	President	Ben Campbell	<a href="mailto:kaccpresident@gmail.com">kaccpresident@gmail.com</a>	0402286608
	Secretary	Selena Verth	<a href="mailto:kaccsecretary@outlook.com">kaccsecretary@outlook.com</a>	0438466279
<b>Lisarow Ourimbah</b>	President	David Winiata	<a href="mailto:loccpresident1@gmail.com">loccpresident1@gmail.com</a>	0432876171
	Secretary	Melinda Hine	<a href="mailto:lisarowourimbahcc@gmail.com">lisarowourimbahcc@gmail.com</a>	0400551671
<b>Narara Wyoming</b>	President	Paul Moriarty	<a href="mailto:nwcc.lions.president@outlook.com">nwcc.lions.president@outlook.com</a>	0413 318 523
	Secretary	Soham Bhatt	<a href="mailto:nwcc1@hotmail.com">nwcc1@hotmail.com</a>	0433 571 972
<b>Northern Power</b>	President	Chris Lee	<a href="mailto:northernpowercc@bigpond.com">northernpowercc@bigpond.com</a>	0431 270 854
	Secretary	Brittany de los Reyes	<a href="mailto:brittanyjadescotman@gmail.com">brittanyjadescotman@gmail.com</a>	0481 589 647
<b>Southern Spirit</b>	President	Anthony Clark	<a href="mailto:anthony@cdasurveys.com.au">anthony@cdasurveys.com.au</a>	0415 454 079
	Secretary	Chris Jones	<a href="mailto:southern.spirit@yahoo.com.au">southern.spirit@yahoo.com.au</a>	0421 781 782
<b>Terrigal Matcham</b>	President	Warwick Whitmore	<a href="mailto:president@tmcricket.com">president@tmcricket.com</a>	0422361366
	Secretary	Sandra Maras	<a href="mailto:secretary@tmcricket.com">secretary@tmcricket.com</a>	0437709810
	Treasurer	John Lawson	<a href="mailto:treasurer@tmcricket.com">treasurer@tmcricket.com</a>	
<b>The Entrance</b>	President	Dharma Phillips	<a href="mailto:president@tedcc.com.au">president@tedcc.com.au</a>	0412766921
	Secretary	Jason Blackwood	<a href="mailto:secretary@tedcc.com.au">secretary@tedcc.com.au</a>	0408435965
<b>Warnervale</b>	President	Michael McCarthy	<a href="mailto:president@warnervalecricket.com.au">president@warnervalecricket.com.au</a>	0418 437 438
	Secretary	Kirsty Liston	<a href="mailto:secretary@warnervalecricket.com.au">secretary@warnervalecricket.com.au</a>	0425 371 161
<b>Wyong</b>	President	Mathew Day	<a href="mailto:president.wdcc1968@gmail.com">president.wdcc1968@gmail.com</a>	0411 361 876
	Secretary	Gary Kavanagh	<a href="mailto:wyongcricket@gmail.com">wyongcricket@gmail.com</a>	0406 960 210

## **Annexure “P”**

### **Playing Conditions – U15A Format – Stage 3**

#### **Number of Players**

- (A) Each side shall be permitted to play a maximum of thirteen (13) 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) The players who are non-batters are required to bowl. The non batter and non-bowler do not have to be declared on the team list, the wicket keeper can be either the 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) Maximum Age – 14 years as at 31 August 2025
- (B) 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 thirty (30), 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 fifteen (15) 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) Matches shall commence at 8.00am and finish at 11.40am.
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

## **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.
- (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 three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must 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) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

## **6. Innings Duration**

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
  - a. 1<sup>st</sup> Innings shall commence at 8am and conclude by 9.45am
  - b. 2<sup>nd</sup> Innings shall commence at 9.55am and conclude by 11.40am
  - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
  - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
  - e. Penalty runs as per Playing Condition 7 shall be applied for any unbowled overs.

## **7. Penalty Runs**

- (A) Ten (10) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Rule 6.
- (B) If agreement cannot be reached as to the application of Rule 7 (A), 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 8.18.

## **8. Drinks**

- (A) Drinks shall be taken at the conclusion of the fifteen (15) overs
  - a. Drinks shall be taken on the field and are not to 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 does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

## **9. Type and Use of Cricket Balls**

A two (2) piece 156gm Kookaburra Red "Colt" Ball shall be used. Each innings is to commence with a new ball.

## **10. Bowling Restrictions**

- (A) The first fifteen (15) overs shall be bowled consecutively from one end. The next fifteen (15) 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 will 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 a side 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.
- (D) Maximum of six (6) overs per bowler.
  - a. Any player who is nominated as a non-batter is required to bowl.
  - b. 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
  - c. 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
  - d. 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.

## **11. Batter Restrictions**

- (A) Any batters upon facing 45 balls, 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

d. Wides and No Balls which are re-bowled shall be counted as balls faced.

(B) For teams which fail to observe Playing Condition 11, By-Law 4.2 will apply

## **12. Fielding Restrictions**

(A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.

(B) No player may enter this restricted zone until after the ball:

a. Is hit by the batter, or

b. Strikes the body or equipment of the batter, or

c. Passes through to the wicket-keeper.

(C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

## **13. Wides and No Balls**

(A) All Wides and No Balls are to be re-bowled.

(B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

## **14. Pitch Type & Length**

(A) All matches are to be played on Turf Pitches.

(A) Pitches shall be of standard length i.e. 20.1 meters

## **15. Transfer of Matches**

(A) Should the turf pitch be deemed unplayable prior to the commencement of days play, the match shall be transferred to a synthetic pitch, if available.

(B) Any decision to transfer matches are to be approved by the CCCA Competition Lead

## **16. Boundaries**

(A) Boundaries shall be a distance of 50m in radius from the centre of the pitch.

## **17. 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 20 (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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

## **18. Point Score**

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

## **19. Finals**

### **19.1 Finals Qualification**

- (A) Player shall have played a minimum of five (5) matches for side during the season

- a. Washouts do not count towards player eligibility.
- b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

### **19.2 Replacement of Players for Finals**

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player shall have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests shall be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
  - a. Full Name and PlayHQ Statistics of the Player being replaced.
  - b. Full Reason as to why the player is unable to take his place in the side
  - c. Full Names and PlayHQ Statistics of the nominated Replacement Player
  - d. Representative Player- Yes/No

Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.
- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied.

### **19.3 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.



**20. Reduction of Overs Table for all Games**

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25

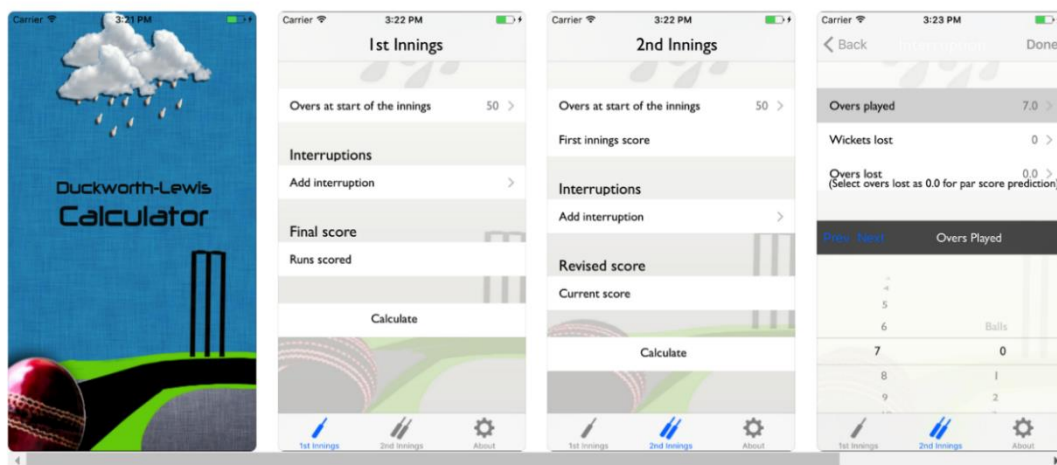
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

## 21. 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)

## **Annexure “Q”**

### **Playing Conditions – U15 B/C Format – Stage 3**

#### **1. Number of Players**

- (A) Each side shall be permitted to play a maximum of thirteen (13) 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) The players who are non-batters are required to bowl. The non batter and non-bowler do not have to be declared on the team list, the wicket keeper can be either the 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) Maximum Age – 14 years as at 31 August 2025
- (B) 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 thirty (30), 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 fifteen (15) 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) Matches shall commence at 8.00am and finish at 11.40am.
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

#### **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.
- (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 three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must 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) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

#### **6 Innings Duration**

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
  - a. 1<sup>st</sup> Innings shall commence at 8am and conclude by 9.45am
  - b. 2<sup>nd</sup> Innings shall commence at 9.55am and conclude by 11.40am
  - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
  - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
  - e. Penalty runs as per Playing Condition 7 shall be applied for any unbowled overs.

#### **7. Penalty Runs**

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Rule 6.
- (B) If agreement cannot be reached as to the application of Rule 7 (A), 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 8.18.

## **8. Drinks**

- (A) Drinks shall be taken at the conclusion of the fifteen (15) overs
  - a. Drinks shall be taken on the field and are not to 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 does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

## **9. Type and Use of Cricket Balls**

- (A) A two (2) piece 156gm Kookaburra Red "Colt" Ball shall be used. Each innings is to commence with a new ball.

## **10. Bowling Restrictions**

- (A) The first fifteen (15) overs shall be bowled consecutively from one end. The next fifteen (15) 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 will 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 a side 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.
- (D) Maximum of six (6) overs per bowler.
  - a. Any player who is nominated as a non-batter is required to bowl.
  - b. 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
  - c. 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
  - d. 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.

## **11. Batter Restrictions**

- (A) Any batters upon facing 45 balls, 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

d. Wides and No Balls which are re-bowled shall be counted as balls faced.

(B) For teams which fail to observe Playing Condition 11, By-Law 4.2 will apply

## **12. Fielding Restrictions**

(A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.

(B) No player may enter this restricted zone until after the ball:

a. Is hit by the batter, or

b. Strikes the body or equipment of the batter, or

c. Passes through to the wicket-keeper.

(C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations

## **13. Wides and No Balls**

(A) All Wides and No Balls are to be re-bowled.

(B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

## **14. Pitch Type & Length**

(A) All matches are to be played on Synthetic Pitches.

(B) Pitches shall be of standard length i.e. 20.1 metres

## **15. Boundaries**

(A) Boundaries shall be a distance of 50m in radius from the centre of the pitch.

## **16. 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.  
If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 20 (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 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

### **17. Point Score**

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

Result	Points
Win	4
Tie/Draw	2
Loss	0

### **18. Finals**

#### **18.1 Finals Qualification**

- (A) Player shall have played a minimum of five (5) matches for side during the season
- a. Washouts do not count towards player eligibility.
  - b. If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals eligibility

#### **18.2 Replacement of Players for Finals**

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player shall have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any

other valid reason that results in the registered team playing with less than eleven (11) players for the finals.

- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests shall be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
- a. Full Name and PlayHQ Statistics of the Player being replaced.
  - b. Full Reason as to why the player is unable to take his place in the side
  - c. Full Names and PlayHQ Statistics of the nominated Replacement Player
  - d. Representative Player- Yes/No

Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.

- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied.

### **18.3 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.

## **19. Reduction of Overs Table for all Games**

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8



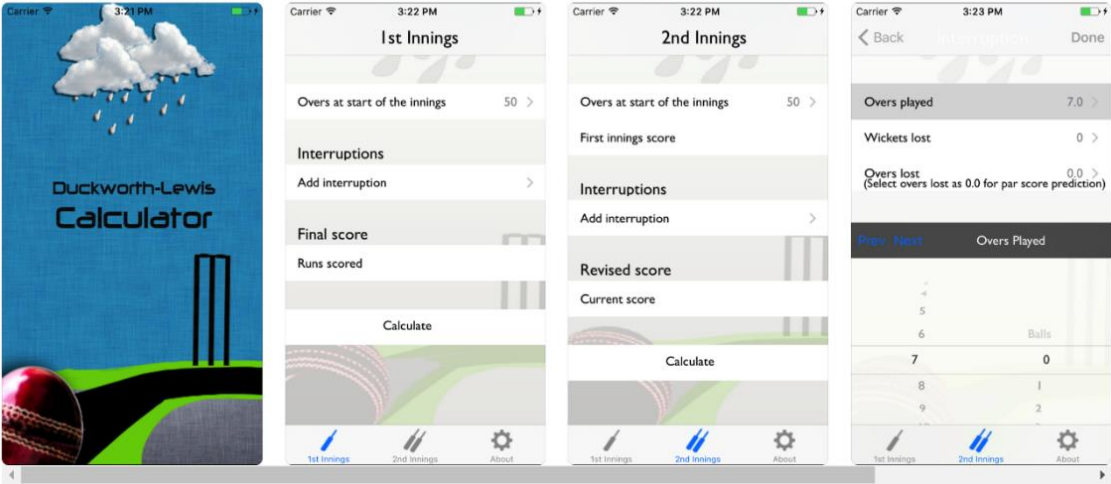
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

## 20. 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)