



2025/26

RULE BOOK

U17 Boys & Girls

Central Coast Cricket Association (CCCA)

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Jack Wilson (Vice Chairman)

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Annexure “M”

Playing Conditions – U17B Boys

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 – 16 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 ignore

6 Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd 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) 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:

(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

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:
- Full Name and PlayHQ Statistics of the Player being replaced.
 - Full Reason as to why the player is unable to take his place in the side
 - Full Names and PlayHQ Statistics of the nominated Replacement Player
 - 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

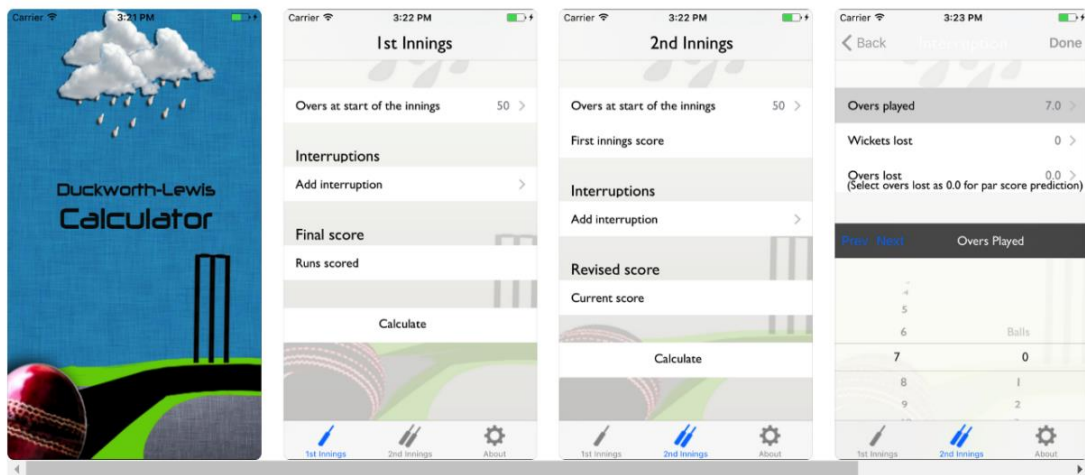
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25
156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

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)

Annexure “N”

Playing Conditions – Under 17A Girls

Format - Stage 3

1. Number of Players

- (A) Each side shall be permitted to play a maximum of twelve (12) players per team, however only nine (9) shall be on the field of play at any time and only nine (9) shall be able to bat and nine (9) shall be able to bowl).
- (B) 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 – 16 years as at 31 August 2025

3. Number of Overs

- (A) Each match shall be 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 shall 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 as determined by CCCA Competition Lead.
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

5. Innings Duration

- (A) All innings must be completed within the designated time - 85 minutes.
 - a. 1st Innings shall commence at 8:00am and shall finish by 9:25am
 - b. 2nd Innings shall commence at 9:35am and shall finish by 11:00am

- c. For matches where overs are reduced, the innings start times shall be varied, however the finishing time shall remain 11:00am.
- d. For innings which are still in progress at the scheduled finishing time, the innings shall 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 5 shall apply for any un-bowled overs.

6. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Playing Condition 5.
- (B) If agreement cannot be reached as to the application of Playing Condition 6(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 8.20.

7. Loss of Playing Time

- (A) The number of overs in the innings 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 four (4) whole minutes per over in the remaining time available for play. 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) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (F) For matches which have not commenced by 6.30pm shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

8. Drinks

- (A) No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

9. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Red "Colt" Ball shall be used. Each innings is to be commenced with a new ball.

10. 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 shall 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, she will 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

11. 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.

12. Batting Restrictions

- (A) Any batter who faces 30 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. The batter who remains not out at the time of the 7th wicket falling, is permitted to carry their bat and continue their innings until, either that batter is out themselves, or the runner (must be the batter who was previous wicket to fall) is run out (therefore out a second time).
 - e. All Wides and No Balls shall be counted as a ball faced.
- (B) For teams which fail to observe Playing Condition 12 penalties as per By-Law 4.2 will apply.

13. 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.

14. Balls Per Over

- (A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls shall be bowled. i.e. Only two no balls or wides shall be re-bowled. Any other balls bowled as a no ball or wide in an over shall be counted against the score but not re-bowled.

15. Synthetic Pitches

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

16. Boundaries

- (A) Boundaries shall be a distance of 40m 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 21 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target

(Refer Note 1 below)
 - (c) The target score shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.
 - (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

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

Example Calculation

- Team A scores 160 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
Score required for Team B to win game from Over 5 = Duckworth Lewis target score

18. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

19. Finals

19.1 Finals Qualification

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

19.2 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.

20. 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

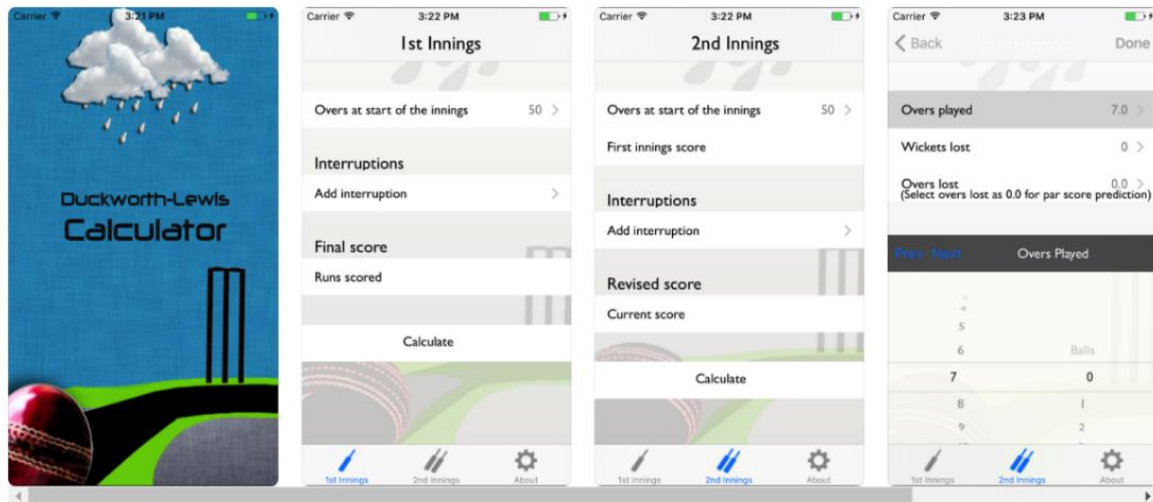
21. Duckworth Lewis Calculator

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 "O"

Playing Conditions – Under 17B/C Girls

Format - Stage 2

1. Number of Players

- (A) Each side shall be permitted to play eight (8) players per team
- (B) Teams are permitted to play a non- bat / non-bowl shared player position in any game (it is possible to have a max of 16 players play).
- (C) 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

Nil

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of five (5) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

4. Hours of Play

- (A) Matches shall commence at 8.00am or as determined by CCCA Competition Lead.
- (B) Matches shall cease by 11.00am

5. Innings Duration

- (A) All innings shall be completed within the designated time - 85 minutes.

- a. 1st Innings shall commence at 8.00am and finish by 9.25am
- b. 2nd Innings shall commence at 9.35am and finish by 11.00am
- c. For matches where overs are reduced, the innings start times are to be varied, however the finishing time is to remain 11.00am.
- 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 12 shall be applied for any un-bowled overs.

6. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Playing Condition 5.
- (B) If agreement cannot be reached as to the application of Playing Condition 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 8.19.

7. Loss of Playing Time

- (A) The number of overs in the innings 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 four (4) 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 5 overs
- (F) For matches which have not commenced by 10:10am are to be abandoned.
- (G) Incomplete or fractions of overs are ignored

8. Drinks

- (A) Drinks shall be taken at the conclusion of the tenth (10th) 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.
- (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 142gm Kookaburra Red "Colt" Ball shall be used. Each innings is to be commenced with a new ball

10. Bowling Restrictions

- (A) All overs shall be bowled from one end for the entire game.
- (B) If the team has eight (8) players, or less, all players must bowl.
- (C) If the team has more than eight (8) players, a maximum of eight (8) players only can bowl.
 - a. Any players who did not bat must bowl
- (D) Maximum Number of Overs per bowler is as follows: (Teams can share overs evenly between all players but a bowler must not exceed the highest allowed overs. Example: 8 players in a team, maximum number of overs by any one bowler is 4 overs)

a.

No of Players	Overs per bowler
Eight (8)	Maximum 3 overs – Minimum 2 overs
Seven (7)	Maximum 3 overs – Minimum 2 overs
Six (6)	Maximum 4 overs – Minimum 3 overs
Five (5)	5 players x 4 overs

- b. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) the overs per bowler are to be reduced so that all players bowl a minimum of two (2) overs and no player bowls more than the maximum permitted as per "a" above.
- 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
 - a. 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 in so far as each bowler's limit is concerned.

11. Bowling Guidelines

- (A) All overs shall be bowled from one end for the entire game
- (B) The bowling side will determine which end bowling commences from.
- (C) Each batter will be given one warning when being adjudged LBW, if the batter is out a second time LBW they will then be dismissed.

12. Batting Restrictions

- (A) Any batter who faces 20 balls or 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

- d. The person who remains not out at the time of the 7th wicket falling, is permitted to carry their bat and continue their innings until, either that person is out themselves, or the runner (must be the person who was previous wicket to fall) is run out (therefore out a second time).
- e. All Wides and No Balls are counted as a ball faced.

13. 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.

14. Balls Per Over

- (A) The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls are to be bowled. i.e. Only two no balls or wides are to be re-bowled. Any other balls bowled as a no ball or wide in an over are to be counted against the score but not re-bowled.

15. Synthetic Pitches

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

16. Pitch Type & Length

- (A) All matches shall be played on Synthetic Pitches.
- (B) Pitches shall be of 18m in length
 - a. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines.

17. Boundaries

- (A) Boundaries shall be a distance of 40m in radius from the centre of the pitch.

18. 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 21 (use G50 Value in "about" of 200)
- (b) 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 below)
- © 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.
- (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

19. Point Score

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

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

20. Finals

20.1 Finals Qualification

- (A) Player shall have played a minimum of five (5) matches 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

20.2 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 will be declared the winner.

21. 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

22. 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)