



2025/26

RULE BOOK

Womens 1st, 2nd & 3rd Grade

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

General Manager – Competitions

Jack Wilson

Ph: 0431 370 320; Email: 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

Club Contact Details

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

Annexure "G"

Playing Conditions – Women's 1st Grade – 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 4.30pm
- (B) All scheduled fixtures are to conclude by 7.00pm, subject to any extension required due to a "Super Over" (refer Playing Condition 14)
- (C) Matches cease once the scheduled overs are bowled or when a result is achieved.

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 as per Playing Condition 4 (B).
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of 3 and $\frac{1}{2}$ (3.5) minutes per over in the remaining time available for play (Minutes are to be rounded down to obtain whole minutes) If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) Should a fixture be impacted by a loss of overs, umpires shall convey to both captains the start and finish times of both innings prior to the commencement or recommencement of the fixture.
- (F) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first
- (G) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs
- (H) Incomplete or fractions of overs are ignored

5. Length of Innings

- (A) The innings of the team batting first shall commence at 4.30pm with the final over of the innings to be commenced no later than 5.40pm.
- (B) The interval between innings shall be a maximum of 10 minutes
- (C) The innings of the team batting second is to commence no later than 5.50pm with the final over of the innings to be commenced no later than 7.00pm.
- (D) If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier, with the length of the innings to be no longer than 70 minutes.
- (E) If the fielding team fails to bowl their minimum number of overs set out in 6(A) and (C) above, the umpires shall:

(a) The team batting first

- i). Declare the innings closed at the scheduled completion time as per 6(A) above.
- ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
- iii). Confirm the target score to both captains and scorers

(b) The team batting second

- i). Declare the innings closed at the scheduled completion time as per 6 (C) above.

- ii). Apply a penalty of ten (10) penalty runs per uncompleted over to the batting team
 - iii) Umpires shall include all match adjustments in their formal match reports following the completion of the match
- (F) To assist teams to complete their overs within the scheduled times, the following is to apply
 - (a) No drinks are to be brought onto the field of play at any time.
 - (b) Incoming batsmen are to be at the wicket before the dismissed batsman has left the field of play

Note - The Appeals and Rules Committee reserves the right to apply a loss of competition points to those teams who fail to bowl their overs within the scheduled times as per Rules 6 (A) and (C).

6. Transfer of Matches

Should the turf pitch be deemed unplayable prior to the commencement of the match the match shall be transferred to a synthetic pitch communicated via the Competition Lead.

7. Type and Use of Cricket Balls

A Two (2) piece 142g Kookaburra Pink "Jaffer" Ball shall be used. Each innings shall be commenced with a new ball.

8. 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

9. 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.

10. 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

11. 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
- (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

12. Boundary

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

13. 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 fielders are permitted to be outside the field restriction marking at the instant of delivery
- (E) For the remaining overs, no more than five fielders are permitted to be outside the field restriction marking at the instant of delivery
- (F) In the event of an infringement of (C), (D) or (E) above, either umpire shall call and signal No Ball
- (G) In circumstances where the number of overs is reduced, the number of overs in regard to the restrictions in (D) & (E) above shall be reduced proportionately in a ratio of 15:40 (40%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs in Innings	No of Overs which Fielding Restriction Apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

14. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform. If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 18 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target

(Refer Note 1 below)
 - (c) The target score shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.

- (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

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

Example Calculation

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

15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Super Over

- (A) If a match is a tie, the teams shall contest a one (1) over per side Super Over.
- (B) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch
- (C) The umpires shall stand at the same end as they stood during the match
- (D) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies
- (E) Only nominated players in the main match shall participate in the Super Over
- (F) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match
- (G) The team batting second in the match shall bat first in the Super Over
- (H) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over
- (I) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted
- (J) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

17. 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

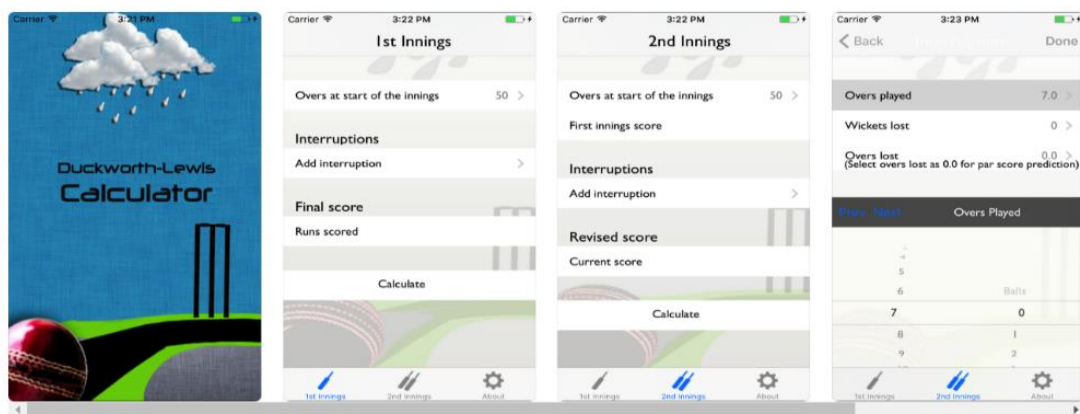
18. Duckworth Lewis Calculator

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 “H”

Playing Conditions – Women’s 1st Grade – Two Day Matches

1. Number of Players

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

2. Number of Overs

- (A) 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
- (B) Minimum of twenty (20) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, 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
 - a. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (C) No team is permitted to bat in excess of forty (40) overs in their 1st innings.
- (D) Should the maximum overs not be bowled on Day 1, a new calculation shall be made to determine the maximum number of overs per innings. This involves adding overs bowled on Day 1 to overs to be bowled on Day 2 and dividing by 2 to give maximum number of overs per innings.

Example Calculation

- *Play is abandoned after 30 overs being bowled on the first day by Team B to Team A.*
- *Calculation of overs to be bowled on Day 2 is as follows: The total overs bowled on the Day 1 with 40 overs added to it, then divided by two to achieve equal overs.*
- *30 overs bowled on Day 1 add 40 overs*
- *70 overs divided by 2 = 35 overs to be bowled by each team.*
- *On day 2 Team A is entitled to receive an additional 5 overs to make a total of 35 and Team B receive 35 overs.*
- *Play shall cease when scheduled overs have been bowled.*

- *Fractions shall be ignored in all calculations of number of overs to be bowled on Day 2 (proceed to the next whole number).*

a. An over which for any reason is not completed on the first day shall be completed on the second day but shall not count for the purpose of calculating the number of overs for that day

(E) Should the first side's innings be declared closed or they are all out, the side batting second is still entitled to the maximum overs irrespective as to whether time or overs are lost after this on the Day 1.

a. The overs Team B has received on Day 1 are deducted from the maximum possible to give their overs for day 2.

(F) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled. Where there are no officially appointed umpires present, the captains must agree on the number of overs to be bowled prior to leaving the ground and note the scorebooks.

3. Hours of Play

(A) Scheduled playing times are from 4.30pm to 7.30pm (nominal finishing time)

(B) As nominal finishing times apply, play shall cease when the number of overs are bowled, provided that:

- a. In the event of play being interrupted (including stoppage for rain, bad light, unfit ground conditions) the number of overs to be bowled shall be reduced in the proportion to the time lost in the ratio of one over for each whole four (4) minutes lost (see table 1).

b. There shall be no deduction of overs for innings breaks

(C) In the event of ground or light conditions causing a suspension of play and/or the players are already off the field, at 7.30 pm (6pm in non-daylight saving period), stumps shall be drawn.

4. Drinks & Intervals

(A) Drinks shall be taken at the conclusion of the 20 overs

- a. Drinks shall be taken on the field and shall not exceed five (5) minutes duration
- b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks shall not affect the calculations for any overs quota.
- c. If an innings ends or the players have to leave the field of play for any other reason within 5 overs of the agreed time for drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session

(B) At any time during the match, the captains may agree to forgo the drinks intervals. The umpires shall be informed of the decision

5. Loss of Entire 1st Day's Play

- (A) If all matches did not commence on day one, games will be played as designated T20 fixtures, under one day fixture rules. Refer Annexure "G"
- (B) If play commenced in any match on the first scheduled day, the matches that did not commence shall become one day matches.
 - a. Matches shall have a maximum of 20 overs per innings. In the event of either side wishing to pursue an outright result, there shall be a maximum of 40 overs for the match.
 - b. Bowling Restrictions as per two day matches shall apply.

6. Transfer of Matches

- (A) Should the turf pitch be deemed unplayable prior to the commencement of Day 1, the match shall be transferred to a synthetic pitch.
- (B) Any decision to transfer matches are to be approved by the CCCA Competition Lead.

7. Type and Use of Cricket Balls

- (A) A two (2) piece 142gm Kookaburra Pink "Jaffer" Ball shall be used for the 1st innings of all competition matches.
- (B) If agreement cannot be reached as to the use of a ball, the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.20.

8. Bowling Restrictions

- (A) Maximum of eight (8) overs per bowler.
 - a. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) no bowler shall bowl more than 1/5 of the available overs. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance
 - b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

9. Bowling Guidelines

- (A) The first twenty (20) overs shall be bowled consecutively from one end. The next twenty (20) overs shall be bowled consecutively from the other end.
- (B) The side bowling first on each day shall determine which end bowling commences from.

10. Synthetic Pitches

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

11. Boundary

(A) Minimum boundary size – 50m

(B) Setting of Boundaries – Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above

(C) Boundary Measurement

- Two semi circles are measured from the base of the stumps, at both ends of the wicket, at a minimum of 50m.
- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 50m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 50m.

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:

(a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform.

If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 17 (use G50 Value in "about" of 200)

(b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target (Refer Note 1 below)

(c) The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).

(d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (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 120 runs off 40 overs on Day 1.
- Play is interrupted on Day 2, with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 121 (Team A Score plus 1)
- Score required for Team B to win game from Overs 25 = Duckworth-Lewis target score.

13. Point Score

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

Result	Points
Outright win	10
Win on 1 st Innings	7
Outright tie	5
Draw / Washout	3
Loss on 1 st Innings	1
Outright loss	0

13. Finals

14.1 Finals Qualification

- (A) Player must have played a minimum of 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 matched and T20 formats)

- Two-day matches played in 1st Grade will equate to 1 match for finals qualification
- T20 matches played in 1st Grade will equate 0.5 matches for finals qualification
- If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals eligibility

14.2 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.

15 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 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
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

16. 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 "I"

Playing Conditions – Women's 2nd – T20 Matches

1. Number of Players

- (A) Second Grade 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 shall be 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 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) Matches shall commence at 1.30pm or as determined by CCCA Competition Lead.
- (B) Matches shall 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 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) Matches which have not commenced two (2) hours after the scheduled starting time shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

5. Drinks & Tea Intervals

- (A) Afternoon Tea is to be taken at the conclusion of the match
- (B) 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.

6. 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.

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 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, he 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

8. Bowling Guidelines

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.

- (A) The bowling side shall determine which end bowling commences from.
- (B) 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 twelve (7) overs from the end they start at then thirteen (8) overs from the other end.

9. Batting Restrictions

- (A) Any batter who faces 30 legal 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 person who remains not out at the time of the 8th 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 not to be counted as a ball faced
- (B) For teams which fail to observe Playing Condition 8 penalties as per By-Law 4.2 shall apply.

10. 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 shall enter this restricted zone until after the ball:
 - a. Is hit by the batsman, or
 - b. Strikes the body or equipment of the batsman, or
 - c. Passes through to the wicket-keeper.

11. 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.

12. Synthetic Pitches

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

13. Boundary

- (A) Minimum boundary size – 40m
- (B) Maximum boundary size – 50m
- (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 40m.
- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 40m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 40m.

14. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
- (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform. If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 18 (use G50 Value in "about" of 200)
- (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target
- (Refer Note 1 below)
- (c) The target score shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.
- (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

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

Example Calculation

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

15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Finals

16.1 Finals Qualification

- (A) Player must have played a minimum of five (5) T20 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

16.2 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 entering the final will be declared the winner.

17 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

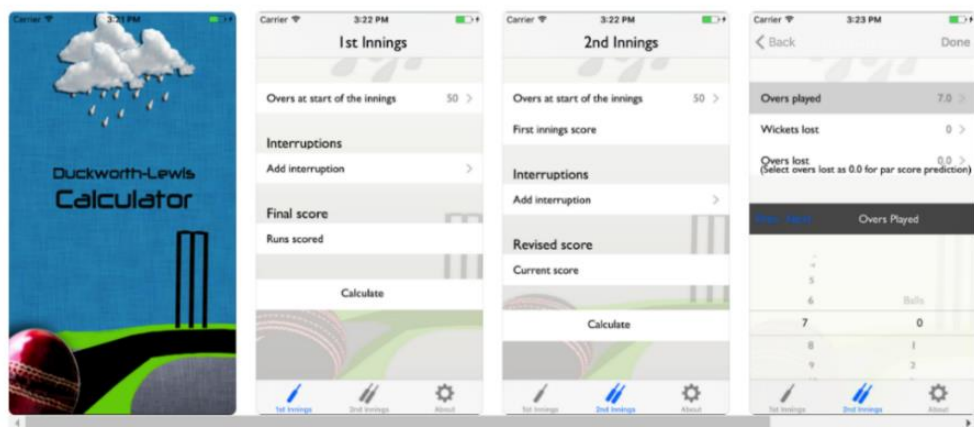
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

18. 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.

iPhone Screenshots



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

Annexure “J”

Playing Conditions – Women’s 3rd & Below Grade – T20 Matches

1. Number of Players

- (A) Each side shall be permitted to play a maximum of twelve (12) players per team, however only eight (8) shall be on the field of play at any time and only eight (8) shall be able to bat and eight (8) shall be able to bowl.
- (B) Players shall be 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 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) Matches shall commence at 1.30pm or as determined by CCCA Competition Lead.
- (B) Matches shall 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 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) Matches which have not commenced two (2) hours after the scheduled starting time shall be abandoned.
- (G) Incomplete or fractions of overs are ignored

5. Drinks & Tea Intervals

- (A) Afternoon Tea is to be taken at the conclusion of the match.
- (B) 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.

6. Type and Use of Cricket Balls

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

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 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, he 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

8. Bowling Guidelines

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.

- (A) The bowling side shall determine which end bowling commences from.
- (B) 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. Batting Restrictions

- (A) Any batter who faces 30 balls inclusive of wides or no balls or reaches 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 count as a balls faced
- (B) For teams which fail to observe Playing Condition 8 penalties as per By-Law 4.2 shall apply.

10. 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 shall enter this restricted zone until after the ball:
- a. Is hit by the batsman, or
 - b. Strikes the body or equipment of the batsman, or
 - c. Passes through to the wicket-keeper.

11. 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.

12. Synthetic Pitches

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

13. Boundary

- (A) Minimum boundary size – 30m
- (B) Maximum boundary size – 40m
- (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 40m.
- Both semi circles are joined by a straight line.
- Obstacles that cause the boundary to be less than 40m will require the boundary to be placed 1.1m from the obstacle. The remaining boundary is to continue at the maximum size, up to 40m.

14. 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:
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- (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
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- (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.
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15. Point Score

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

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

16. Finals

16.1 Finals Qualification

- (A) Player must have played a minimum of five (5) T20 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

16.2 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 entering the final will be declared the winner.

17. Reduction of Overs Table for all Games

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72	9	36	9
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88	11	44	11

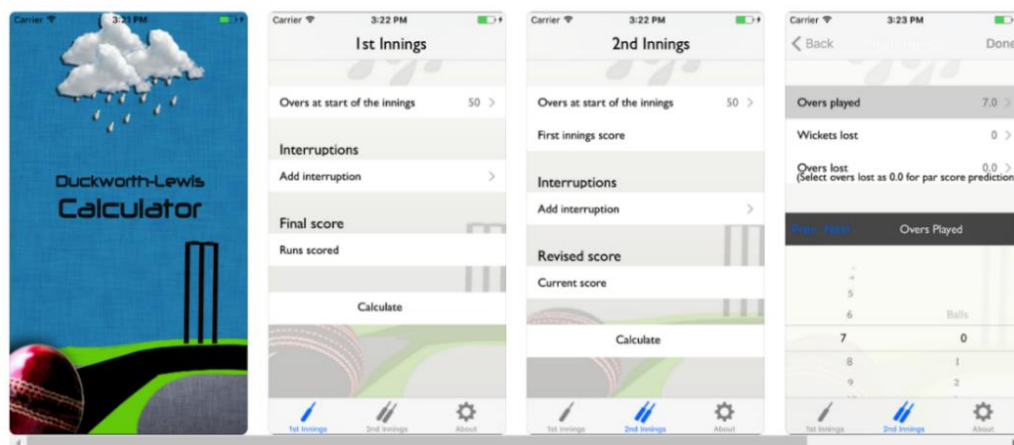
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iPhone Screenshots



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