



NEWCASTLE DISTRICT CRICKET ASSOCIATION

PLAYER HANDBOOK

SEASON 2025/26

Office Bearers

Title	Name	Email	Phone
Chairperson	Aaron Gray	chairman@ndca.asn.au	0422 138 285
Deputy Chairperson	Steve Elliot	selliot@ndca.asn.au	
Secretary	Joshua Moxey	secretary@ndca.asn.au	0434 437 359
Competition Administrator	John Bailey	fixtures@ndca.asn.au	0425 277 510
Financial Controller	Paul Robertson	finance@ndca.asn.au	
Assistant Secretary	Keith Brackenbury	keithb@ndca.asn.au	0423 633 205
Committee Members	Christina Price	cprice@ndca.asn.au	
	Andrew Hiskens	hiskens@ndca.asn.au	
	Stephen Leathley	sleathley@ndca.asn.au	
Executive Manager	Sharyn Beck	executive@ndca.asn.au	0433 024 368

Newcastle Cricket Contacts

Cricket NSW Clubs & Competition Manager – Newcastle/Hunter	David Winiata	david.winiata@cricketnsw.com.au	0425 297 713
Cricket NSW Cricket Manager – Newcastle	Leya Wilson	leya.wilson@cricketnsw.com.au	0436 693 149
Newcastle Zone Administrator	Sharyn Beck	admin@newcastlecricketzone.org	0400 724 491
Newcastle District Cricket Umpires Association Inc.	Deepak Shah	secretary@ndcua.com.au	0416 202 706

Wet Weather Liaison Officers

Newcastle District Cricket Association	Graeme F Bruce	0497 047 645
	David Absalom	0423 633 205
Grade Clubs		
Belmont DCC	Tony Bristow	0432 745 675
Cardiff-Boolaroo DCC	Paul Hillier	0416 120 478
Charlestown DCC	Chris Olivier	0419 270 911
Hamilton-Wickham DCC	Adam Smith	0401 175 403
Merewether DCC	Martin Krause	0409 833 766
Newcastle City and E.D. CC	Greg Hook	0447 759 776
Stockton and N.D. CC	Ron Hancock	0407 001 384
Toronto Workers	Chris Dickson	0418 272 097
University of Newcastle CC	Fleet Calder-Honiville	0417 425 846
Wallsend DCC	Daniel Clarke	0484 624 058
Waratah-Mayfield DCC	Matt Campbell	0448 977 223
West's CC	Neil Evans	0408 437 301
Suburban District Clubs		
Adamstown	Trent Polglase	0413 573 681
Beresfield Memorial	Chris Cacciato	0408 660 076
Kotara	Michael Morrison	0408 788 030
Maryland Fletcher	Doug Lorrie	0432 240 241
Nelson Bay	Reegan Connors	0412 968 809
Port Stephens	Shawn Davies	0434 528 303
Redhead	Zac Laughlan	0428 288 854
Valentine-Eleebana	Scott Rumford	0434 675 640
Warners Bay	Alex Ginn	0419 689 516

Standing Committees

Appeals	Terry C Morgan*, Grant Hutchings, Pete Hanna
Contact	appeals@ndca.asn.au – 0412 833 346
Fixtures and Permits	John K Bailey*, Graeme G Bruce, Mark Hickey, Greg Hook, David Absalom
Contact:	fixtures@ndca.asn.au – 0425 277 510
Judiciary	Paul Hillier*, John Conaghan, Greg Wellor, James Wallace
Contact:	judiciary@ndca.asn.au – 0416 120 478

*Indicates Chairperson of the Committee

Clubs Contact Details

Grade Clubs

Belmont DCC	John Halligan	secretary.belmontdcc@gmail.com	0412 126 878
Cardiff-Boolaroo DCC	Michael Corrigan	secretary@cbcricket.com	0411 568 646
Charlestown DCC	Andrew Standing	stando70@bigpond.com	0431 696 375
Cricket Southern Lakes	Scott Marjoribanks	cricketsouthernlakes@gmail.com	0490 492 457
Hamilton-Wickham DCC	Paul Rodgers	mail.hwdcc@gmail.com	0432 059 939
Merewether DCC	Gordon Dryburgh	cricketmerewether@gmail.com	0418 604 462
Newcastle City and ED CC	Penny O'Shea	newcastlesabrescricket@gmail.com	0413 743 533
Stockton and ND CC	Paul Robertson	srtccsecretary@gmail.com	0421 052 183
University of Newcastle CC	Fleet Calder-Hoinville	secretary.uncc@gmail.com	0417 425 846
Wallsend DCC	Peter Hanna	president@wallsendcricket.com.au	0402 309 825
Waratah-Mayfield DCC	Matthew Campbell	wmdcc.secretary@gmail.com	0448 977 223
West's DCC	Emily Princehorn	secretary@westscricketclub.com	0423 694 884

Suburban Districts

Adamstown CC	Andrew James	ajames1978@hotmail.com	0417 401 343
Beresfield Memorial CC	Jeff Milton	secretarybmcc@gmail.com	0430 458 999
Kotara CC	James Gapps	kotaracricketclub@gmail.com	0478 576 414
Maryland Fletcher CC	David Fleming	marylandfletchercricketclub@gmail.com	0419 444 828
Nelson Bay	Reegan Connors	nelsonbaycc@gmail.com	0412 968 809
Port Stephens Cricket Club	Shawn Davies	info@portpythons.com.au	0434 528 303
Redhead	Zac Laughlan	zac.laughlan@hotmail.com	0428 288 854
Valentine-Eleebana	Kyle Vincent	vecricketclub@gmail.com	0402 581 444
Warners Bay Cricket Club	Derek Lodge	secretary@warnersbaycricketclub.com.au	0402 683 315

The Preamble

The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket:

- i. Respect your captain, team-mates, opponents, and the authority of the umpires.
- ii. Play hard and play fair.
- iii. Accept the umpire's decision.
- iv. Create a positive atmosphere by your own conduct and encourage others to do likewise.
- v. Show self-discipline, even when things go against you.
- vi. Congratulate the opposition on their successes and enjoy those of your own team.
- vii. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

Table of Contents

Part 1 - Competition	12
1 Competitions	12
2 Competition Formats and Dates of Fixtures	12
3 Allocation of Grounds	13
4 Alterations to Fixtures.....	13
5 Procedure for Notification of Cancellation of Fixture due to Wet Weather.....	13
6 Advice of Cancellation of Fixture Due to Wet Weather	13
7 Notification of Forfeitures	13
8 Penalties for Forfeitures.....	14
9 Points Allocated for Forfeitures	14
10 Playing Attire.....	14
Part 2 – Administrative Requirements	16
11 Entry of Teams and Results into Online Portal	16
12 Captains’ Reports.....	16
13 Fees and Accounts	16
13.1 Fines.....	16
13.2 Protest and Appeals Fees	16
13.3 Umpire Fees	17
13.4 Account Terms	17
13.5 Annual Financial Statements	17
Part 3 – Point Scores.....	18
14 Points Allocation.....	18
15 Club Championship	19
16 Premiers, Semi-Final and Final Qualifications (All Competitions)	20
17 Calculation of Quotients.....	20
Part 4 – Qualification and Registration of Players.....	22
18 Registration of Players	22
19 Guest Players - T20 Fixtures.....	22
20 Dual Registration	23
21 Qualification of Players	23
22 Representative Cricket	23
23 Replacement Players – Grade Cricket.....	25
24 Nomination of Players.....	25
25 Player Eligibility for Semi Finals and Finals - Grade	26
Part 5 – Playing Conditions.....	28
26 Laws of Cricket.....	28

27	Playing Conditions for Two (2) Day Fixtures	28
27.1	First Grade – Hours of Play and Intervals	28
27.2	Second Grade - Hours of Play and Intervals*	28
27.3	Third and Fourth Grades - Hours of Play and Intervals*	28
27.4	Follow On (All Grades, Two-Day fixtures only)	29
28	First Grade – Two-Day Fixtures	29
28.1	Number of overs (without interruptions to play)	29
28.2	Interruptions to play.....	30
28.3	Interruptions on Day 1 of fixture	30
28.4	Interruptions on Day 2 only	31
28.5	Interruptions on BOTH 1st and 2nd playing days	32
28.6	Interruptions on Day 2 when Day 1 is abandoned	33
28.7	Bowling Restrictions (only applicable if official Umpires are officiating)	33
29	Second Grade - Two-Day Fixtures	34
29.1	Number of overs (without interruptions)	34
29.2	Interruptions to play.....	35
29.3	Interruptions on Day 1 of fixture	35
29.4	Day 2 of fixture following interruptions to Day 1	36
29.5	Interruptions on Day 2 only	37
29.6	Interruptions on BOTH 1st and 2nd playing days	37
29.7	When play was completely abandoned on Day 1, One day rules will not apply.	38
29.8	Interruptions on day 2 when Day 1 is abandoned	38
29.9	Bowling Restrictions (only applicable if official Umpires are officiating)	38
30	Third and Fourth Grade - Two-Day Fixtures.....	39
30.1	Number of Overs (without interruptions)	39
30.2	Interruptions to play.....	40
30.3	Interruptions on Day 1 of fixture	40
30.4	Day 2 of fixture following interruptions to day 1	41
30.5	Interruptions on Day 2 only	41
30.6	Interruptions on BOTH 1st and 2nd playing days	42
30.7	When play was completely abandoned on Day 1, One day rules will not apply	42
30.8	Interruptions on Day 2 when Day 1 is abandoned	43
30.9	Bowling Restrictions (only applicable if official Umpires are officiating)	43
31	Playing Conditions for One (1) Day Fixtures	44
32	First Grade – One-Day Fixtures	44
32.1	General	44
32.2	Hours of Play and Intervals.....	44
32.3	Intervals for Drinks	44
32.4	Length of Innings - Uninterrupted Fixtures	45
32.5	Length of Innings - Delayed or Interrupted Fixtures.....	45
32.6	Delay or Interruption to the Innings of the Team batting second.....	46
32.7	Extension of Hours	46
32.8	Calculations of target score	46
32.9	Ground Markings for Fielder Restrictions	46
32.10	Restrictions on the Placement of Fielders.....	47
32.11	Power Play Over Calculations	48
32.12	Number of overs per Bowler	49
32.13	Bowler breaking wicket in delivering the ball.....	49
32.14	Short-pitched Bowling.....	49
32.15	Non-Pitching Delivery - Full-toss (Laws of cricket 41.7)	50
32.16	Free Hit	50
32.17	Wide Bowling - Judging a Wide.....	50
33	Second Grade – One-Day Fixtures	51

33.1	General	51
33.2	Hours of Play and Intervals.....	51
33.3	Intervals for Drinks	52
33.4	Length of Innings - Uninterrupted Fixtures	52
33.5	Length of Innings - Delayed or Interrupted Fixtures.....	52
33.6	Delay or Interruption to the Innings of the Team batting second.....	53
33.7	Extension of Hours	53
33.8	Calculations of target score	53
33.9	Ground Markings for Fielder Restrictions	53
33.10	Restrictions on the Placement of Fielders.....	54
33.11	Number of overs per Bowler	55
33.12	Bowler breaking wicket in delivering the ball.....	55
33.13	Short-pitched Bowling.....	55
33.14	Non-Pitching Delivery - Full-toss (Laws of Cricket 41.7)	56
33.15	Free Hit	56
33.16	Wide Bowling - Judging a Wide.....	56
33.17	The Result	57
34	Third and Fourth Grades, and Development League - One-Day Fixtures.....	57
34.1	General	57
34.2	Hours of Play and Intervals.....	58
34.3	Intervals for Drinks	58
34.4	Field Restrictions	58
34.5	Length of Innings - Uninterrupted Fixtures	58
34.6	Length of Innings - Delayed or Interrupted Fixtures.....	58
34.7	Delay or Interruption to the Innings of the Team batting second.....	59
34.8	Extension of Hours	59
34.9	Calculations of target score	59
34.10	Number of overs per Bowler	59
34.12	Short-pitched Bowling.....	59
34.13	Non-Pitching Delivery - Full-toss (Laws of Cricket 41.7)	60
34.14	Free Hit (only applicable if official Umpires are officiating).....	61
34.15	Wide Bowling – Judging a Wide.....	61
34.16	The Result	62
35	Suburban Districts – One-Day Fixtures.....	62
35.1	General.....	62
35.2	Hours of Play and Intervals.....	62
35.3	Intervals for Drinks	63
35.4	Field Restrictions	63
35.5	Length of Innings – Uninterrupted Fixtures	64
35.6	Length of Innings - Delayed or Interrupted Fixtures.....	64
35.7	Delay or Interruption to the Innings of the Team batting second	65
35.8	Extension of Hours	65
35.9	Calculations of target score	65
35.10	Number of overs per Bowler	65
35.11	Bowler breaking wicket in delivering the ball.....	66
35.12	Short-pitched Bowling.....	66
35.13	Non-Pitching Delivery - Full-toss (Laws of cricket 41.7)	66
35.14	Free Hit (only applicable if official Umpires are officiating)	67
35.16	The Result	68
35.17	Semi-Final and Final Qualifications (Suburban Districts)	68
36	Playing Conditions - T20 Fixtures	69
36.1	Duration of Fixtures.....	69
36.2	Hours of Play and Intervals.....	69
36.3	Intervals for Drinks	69

36.4	Extra Time	70
36.5	Length of Innings - Uninterrupted Fixtures	70
36.6	Length of Innings - Delayed or Interrupted Fixtures.....	71
36.7	General	71
36.8	Delay or Interruption to the Innings of the Team Batting	71
36.9	Delay or Interruption to the Innings of the Team Batting 2nd.....	71
36.10	Restrictions on the Placement of Fielders.....	71
36.11	Number of Overs per Bowler	72
36.12	No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7).....	72
36.13	Free Hit	74
36.14	Wide Bowling - Judging a Wide.....	74
36.15	The Ball	75
36.16	The Result	75
36.17	Any loss of playing time.....	75
36.18	Delayed or Interrupted Fixtures - Calculation of the Target Score.....	75
36.19	In the event of a Tie the following will apply:	76
36.20	Sight Screens	77
36.21	Scoreboards	77
36.22	Duties of Scorers and Umpires	77
36.23	Pitch and ground marking	77
36.24	Substitute Fielders.....	78
36.25	Fall of Wicket	78
36.26	Declaration of Team	78
36.27	Player Eligibility for the Denis Broad OAM Cup.....	78
37	Playing Conditions - T20 Fixtures – Masters	78
37.1	Duration of Fixtures.....	78
37.2	Players	78
37.3	Hours of Play and Intervals.....	78
37.4	Intervals for Drinks	79
37.5	Extra Time	79
37.6	Length of Innings - Uninterrupted Fixtures	79
37.7	Length of Innings - Delayed or Interrupted Fixtures.....	80
37.8	Delay or Interruption to the Innings of the Team Batting First.....	80
37.9	Delay or Interruption to the Innings of the Team Batting Second	81
37.10	Restrictions on the Placement of fielders	81
37.11	Number of Overs per Bowler and Restrictions.....	82
37.12	Umpires	82
37.13	No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7).....	82
37.14	Free Hit	84
37.15	Wide Bowling - Judging a Wide.....	84
37.16	The Ball	84
37.17	The Result	84
37.18	Any loss of playing time.....	84
37.19	Delayed or Interrupted Fixtures - Calculation of the Target Score.....	85
37.20	In the event of a Tie the following will apply:	85
37.21	Sight Screens	86
37.22	Scoreboards	86
37.23	Duties of Scorers and Umpires	86
37.24	Pitch and ground marking	86
37.25	Substitute Fielders.....	87
37.26	Fall of Wicket	87
37.27	Declaration of Team	87
37.28	Additional Information:	87
37.29	Semi-Final and Final	87
38	Playing Conditions - Women's	88

38.1	Cup and Plate Division.....	88
38.2	Boundary.....	88
38.3	Players	88
38.4	Duration of Fixtures.....	88
38.5	Hours of Play and Intervals.....	88
38.6	Intervals for Drinks	88
38.7	Extra Time	89
38.8	Length of Innings - Uninterrupted Fixtures	89
38.9	Length of Innings - Delayed or Interrupted Fixtures.....	90
38.10	Delay or Interruption to the Innings of the Team Batting First.....	90
38.11	Delay or Interruption to the Innings of the Team Batting Second	90
38.12	Restrictions on the Placement of fielders	90
38.13	Number of Overs per Bowler and Restrictions.....	91
38.14	Umpires	92
38.15	No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7).....	92
38.16	Free Hit	93
38.17	Wide Bowling - Judging a Wide.....	93
38.18	The Ball	94
38.19	The Result	94
38.20	Any loss of playing time.....	94
38.21	Delayed or Interrupted Fixtures - Calculation of the Target Score.....	94
38.22	In the event of a Tie the following will apply:	95
38.23	In the event of a Tie in the FINAL the following will apply:.....	95
38.24	Sight Screens	96
38.25	Scoreboards	96
38.26	Duties of Scorers and Umpires	96
38.27	Pitch and ground marking	96
38.28	Substitute Fielders.....	97
38.29	Fall of Wicket	97
38.30	Declaration of Team	97
38.31	Player Eligibility for Semi-Finals and Finals.....	97
38.32	Additional Information:	97
38.33	Semi-Final and Final	97
39	Women's Development League	97
39.1	Duration of Fixtures -.....	97
39.2	Hours of Play	98
39.3	Bowling	98
39.4	Batting	98
39.5	Fielding Restrictions	98
39.6	Boundary.....	98
40	General Playing Conditions – all Matches, All Competitions	98
40.1	Post-Match Conference	98
40.2	General Provisions Regarding Umpires (or captains in their absence).....	98
40.3	Lightning	99
40.4	Local Rules	99
40.5	Boundaries	99
40.6	Restrictions - Young Bowlers	99
40.7	Length of Break	100
40.8	Change of Bowling Type	101
40.9	Responsibility of Fielding Captain and Umpires	101
40.10	Semi-Finals and Finals	102
Part 6	- Facilities.....	104
41	Compulsory Covers	104
42	Scoreboards.....	104

43	Sight Screens	104
44	Equipment for Grounds.....	105
45	Competition Fixtures and Allocation of Grounds.....	105
<i>Part 7 – Additional Information</i>		<i>106</i>
46	Heat Policy	106
46	Procedure in Event of Doubtful Bowling Action.....	107
48	Contrived Results.....	110
49	Duckworth Lewis App	110
50	Approved Balls.....	111

Part 1 - Competition

1 Competitions

- 1.1 The Newcastle District Cricket Association Inc. (the Association) shall conduct competitions in all or some of the following formats for the duration of a season:
 - i) Grade Cricket consisting of Grades 1-4 inclusive
 - ii) Suburban Districts over multiple divisions
 - iii) Development League (Mens and Womens)
 - iv) Women's over multiple divisions
- 1.2 In the 1st, 2nd, 3rd and 4th Grades, each Grade Club must enter one (1) team in all four grades.
- 1.3 The Association shall also conduct, Royce McCormack Cup and Tom Locker Cup , where each Grade club must enter one team only in each competition.
- 1.4 Additional optional competitions may be offered by the Association at any time including, Summer Bash, Under 21, Under 16 Simon Moore Cup, Gilmour Cup (0/35's), Women's, Denis Broad OAM Cup etc. Clubs may nominate teams to participate in these Competitions. Multiple teams may be accepted at the sole discretion of the Fixtures and Permits Committee
- 1.5 Suburban Districts cricket competitions shall be open to all member clubs.

2 Competition Formats and Dates of Fixtures

- 2.1 All fixtures, dates and competition formats are designed by the Fixtures and Permits Committee and subject to ratification by the Management Committee.
- 2.2 The First, Second, Third and Fourth Grade Competitions are to consist of Two-Day and One-Day fixtures as determined by the Fixtures and Permits Committee.
- 2.3 The Development League and Suburban Districts are to be played as One-Day competition formats.
- 2.4 The Women's competitions are to be played as T20 fixtures, with a Cup and Plate division. Other formats may be included from time to time as the Association see's fit to introduce.
- 2.5 The Denis Broad OAM Cup, U21 and SG Moore Cup and Gilmour Cup are to be played as T20 fixtures.
- 2.6 SG Moore Cup may be played as a mix of T20 and One-Day fixtures
- 2.7 The Tom Locker Cup and the Royce McCormack Cup are played as two (2) pools of six (6) teams, with the team finishing highest in each pool progressing to the Final of the Competition. Matches in the Tom Locker Cup shall also form part of the First-Grade Competition and matches in the Royce McCormack Cup shall form part of the Second-Grade Competition.

- 2.8 The Summer Bash competition is to be played as T20 fixtures. Invitational teams may be accepted into this competition. All invitational teams must be accepted in writing by the Fixtures and Permits Committee.
- 2.9 Any Two-Day fixture including a Sunday will be for First and Second Grade only (with the exception of Semi Finals and Finals).
- 2.10 Unless otherwise determined by the Fixtures and Permits Committee, cricket will not be played on public holidays.

3 Allocation of Grounds

- 3.1 Allocation of grounds for all competition fixtures shall be determined by the Fixtures and Permits Committee.

4 Alterations to Fixtures

- 4.1 All requests for fixture alterations shall be made to the Fixtures and Permits Committee.

5 Procedure for Notification of Cancellation of Fixture due to Wet Weather

- 5.1 **Grade/ Development League/ Women's/ T20's:** If no play is possible due to the condition of any ground, the Grade club's nominated Wet Weather Liaison Officer is to inform the NDCA Grade Wet Weather Liaison Officer or such other person nominated by the NDCA Management Committee, no later than two (2) hours prior to the scheduled match start. If the cancellation is not received from the Grade club's nominated Wet Weather Liaison Officer by this time, and subsequently not posted on the relevant Facebook page/website as per Clause 7 by this time, then all players and match officials are to report to ground.
- 5.2 **Suburban Districts:** If no play is possible due to the condition of any ground, the Suburban club's nominated Wet Weather Liaison Officer is to inform the NDCA Suburban Wet Weather Liaison Officer or such other person nominated by the NDCA Management Committee, by 10.30am on the day of the match. If the cancellation is not received from the Suburban club's nominated Wet Weather Liaison Officer by this time, and subsequently not posted on the relevant Facebook page/website as per Clause 7 by this time, then all players and match officials are to report to ground.

6 Advice of Cancellation of Fixture Due to Wet Weather

- 6.1 The NDCA Wet Weather Facebook page will advise players and umpires of grounds unfit for play.
- 6.2 In the event of no announcement, players and match officials must report to the ground set down for play and the decision as to fitness for play shall be as provided for in the Laws of Cricket. Failure to report to the ground renders a team liable for forfeit.

7 Notification of Forfeitures

- 7.1 Any club intending to forfeit a fixture must give notice both verbally and in writing to the Fixtures and Permits Committee Chairperson in accordance with the time frames set out below.

- 7.2 **Grades 1-4 inclusive** - If notice is not given by 10.00 am on the day prior to the fixture, the Club failing to comply shall be liable for any actual, reasonable travelling and wicket expenses incurred by their opponents together with Umpire's fees.
- 7.3 **All other competitions** - If notice is not given by 6.00 pm on the day prior to the fixture, the Club failing to comply shall be liable for any actual, reasonable travelling and wicket expenses incurred by their opponents together with Umpire's fees.
- 7.4 Any club which forfeits a fixture must provide a written explanation to the Fixtures and Permits Committee within seven (7) days of the date of the forfeited fixture.

8 Penalties for Forfeitures

- 8.1 Any club forfeiting a match will be deemed to be forfeiting all teams lower than the forfeiting grade or division.
- 8.2 The Association shall, if it determines that a Club has breached Rule 'Notification of Forfeitures' inflict on that Club penalties as set out in that clause.
- 8.3 The Association shall inflict on that Club penalties as set out in fines for any forfeiture.
- 8.4 The team forfeiting the match will receive no points for that forfeited match.

9 Points Allocated for Forfeitures

- 9.1 A team receiving a forfeit shall receive the maximum number of points gained by any team in that competition in that round.
- 9.2 The team forfeiting the match will receive no points for that forfeited match.
- 9.3 Any forfeited match in competitions, for calculating quotients, scores shall be entered into the portal by the relevant Clubs as follows:

Forfeiting team: 10wk/0 runs (batting) and 0wkt/1 run (bowling)

Winning side: 0wk/1 run (batting) and 10wkt/0 runs (bowling)

10 Playing Attire

Two-Day Fixtures

- 10.1 Unless otherwise approved, all players shall be attired uniformly in appropriate cricket attire consisting of long cream/white trousers, cream/white shirt with collar and sleeves and specific cricket footwear.
- 10.2 A club may wear cricket apparel bearing the club colours, and logos (including sponsor logos) subject to the pre-approval of the Management Committee. Any changes to previously approved cricket apparel must be submitted to the Management Committee for re-approval. The Management Committee reserves the right to reject samples submitted.

One-Day and T20 Fixtures

- 10.3 Wearing of coloured clothing is compulsory in all fixtures in which a white ball is used (One-Day and T20 cricket), in First and Second Grade and Division 1 coloured pads or clads must be used by batters and wicket keepers.
- 10.4 Suburban Districts below Division 1 may wear coloured clothing, this is optional.
- 10.5 The Management Committee recommends that all players wear helmets in accordance with the current Cricket Australia Helmet policy: [LINK HERE](#)

Part 2 – Administrative Requirements

11 Entry of Teams and Results into Online Portal

- 11.1 All match results, including full player scores, are to be entered into the portal within 48 hours of completion of the match.
- 11.2 In all competitions, either team can enter the match results into the portal. The opposing team in the match is responsible for confirming the result in the portal.
- 11.3 The Association shall inflict on that Club penalties as set out in fines for any breach of this rule.
- 11.4 Full team lists must be nominated by the Club in the portal within the timeframes outlined, including fixtures where no play takes place for any reason whatsoever.

12 Captains' Reports

- 12.1 This rule applies to all fixtures which are officiated by official umpire(s).
- 12.2 The Captain's Report from each fixture must be entered in the portal within 48 hours after the completion of the fixture.
- 12.3 The Association shall inflict on that Club penalties as set out in fines for any breach of this rule.

13 Fees and Accounts

13.1 Fines

Offence	Fine
Failing to advise of wet weather cancellation	\$100.00
Not submitting Captain's Report (per game)	\$100.00
Non-operation of scoreboard	\$100.00
Not entering results into portal	\$100.00
Forfeitures (first offence)	\$100.00
Late payments of accounts	\$100.00
Annual statements not received by deadline	\$150.00
Non-use of covers	\$250.00
Non-operation of sight screens	\$250.00
Forfeitures (following offences)	\$500.00
A club which plays an 'Unregistered/Unauthorised Substitute'	\$500.00

13.2 Protest and Appeals Fees

The fee to accompany any lodgement of a protest shall be \$50.00.

The fee to accompany any lodgement of an appeal against a Judiciary Committee decision shall be \$250.00.

Fees may be refunded at the sole discretion of the Appeals Committee.

13.3 Umpire Fees

Match Type	Dual	Single
1st Grade (Two-Day fixture) [Umpire component]	\$145 [\$140]	\$218[\$213]
1st Grade/Tom Locker Cup (One-Day fixture)	\$160.00	\$240.00
Division 1 (One-Day fixture)	\$130.00	\$195.00
1 st Grade/Division 1 (T20 fixture)	\$70.00	\$105.00
2nd Grade/Royce McCormack Cup/Div 2 (One-Day Fixture)	\$120.00	\$180.00
3rd and 4th Grade (One-Day fixture)	\$120.00	\$180.00
Divisions 3, 4, 5, 6, 7, 8 + (One-Day fixture)	\$120.00	\$180.00
3rd and 4th Grades (Two-Day fixture)	\$105.00	\$158.00
Development League	\$105.00	\$158.00
Denis Broad Cup/U21/U16/ Division 2 + (T20 Fixture)	\$65.00	\$96.00
* Gilmour Cup, Womens – Cup/ Plate (T20 Fixture)	\$65.00	\$65.00
Community Umpire (Level 1)	\$50.00	\$50.00
* Women's Development League WDL15	\$50.00	\$50.00
John Bull Shield	\$130.00	\$194.00
Report to the ground but no play is possible	\$60.00	\$60.00

A 50% surcharge shall apply to umpires officiating alone (only where applicable in the table above). Charges are per umpire/per day and are debited to clubs on their account(s).

*No additional loading for standalone umpires in these competitions.

Queries concerning umpires' fees should be directed to the NDCUA Secretary: secretary@ndcua.com.au

13.4 Account Terms

Payments of club accounts are to be received by the Association Financial Controller no later than thirty (30) days after the month of Account. For example, November Account is due on or before 31st December.

The Association shall inflict on that Club penalties as set out in fines for any breach of this rule.

13.5 Annual Financial Statements

All affiliated clubs (Grade and Suburban) will submit to the Management Committee a copy of the Club's Annual Report, Balance Sheet and Income and Expenditure Statement prior to the 31st August.

The Association shall inflict on that Club penalties as set out in fines for any breach of this rule.

Part 3 – Point Scores

14 Points Allocation

14.1 Competition points in Two-Day fixtures in all Grades shall be awarded as follows:

Description	Points
Outright Win - including 1st Innings Win	10
Outright Win - after 1st Innings Tie	8
Outright Win - including 1st Innings Loss	6
Win on 1st Innings	6
Lead on 1st Innings but beaten Outright	4
Tie on 1st Innings	3
Loss on 1st Innings	1
Outright Loss after being behind on 1st Innings	0
Outright Loss after 1st Innings Tie	2
Tie on played out fixture - Team leading on 1st Innings	5
Tie on played out fixture - Team behind on 1st Innings	5
Tie on played out fixture - Tie on 1st Innings	5
Draw (no result)	2
Bye	0

14.2 Competition points in Grade: One-Day fixtures shall be awarded as follows:

Description	Points
Win	6
Tie	3
Draw	2
Loss (0 points if a bonus point is conceded)	1/0

Bonus points shall be available to teams competing in one day fixtures:

One (1) bonus point shall be awarded to a team which wins a One-Day fixture by reaching the target score in 60% (or less) of the available overs, or by restricting the opposing team to 60% (or less) of the target score.

NB: The team which loses the fixture in which a bonus point has been achieved, will be awarded zero (0) competition points for the fixture.

14.3 Suburban Districts: One-Day fixtures

Description	Points
Win	3
Tie	2
Bye	3
Draw	2
Loss	1

14.4 Competition points in T20 fixtures shall be awarded as follows:

Description	Points
Win	3
Tie	2
Bye	3
Draw	1
Loss	1

15 Club Championship

15.1 There shall be a Grade Club Championship, named Robert 'Dutchy' Holland Club Champions, which shall be decided at the end of the final round of competition fixtures for teams competing in the 1st, 2nd, 3rd 4th Grades, (including Tom Locker Cup and Royce McCormack OAM Cup matches), Development League, Women's Division 1, Women's Division 2, Gilmour Cup, SG Moore Cup

15.2 Robert 'Dutchy' Holland Club Champions - shall be determined by multiplying the total competition points secured by each Club by the following weightings.

Competition	Weighting
1st grade	x 5 points
2nd grade	x 4 points
3rd grade	x 3 points
4th grade	x 2 points
Dev League (5th grade)	x 1 points
Women's Cup	x 3 points
Women's Plate	x 2 points
W/Dev League	x 0 points
Gilmour Cup	x 2 points
SG Moore Cup	x 2 points
DB Cup	x 0 points
U/21	x 0 points

- 15.3 Suburban Districts Club Championship – shall be determined by multiplying the total competition points secured by each Club by the following weightings;

Total points then divided by total number of teams per club. Minimum of 3 teams to qualify as a Club Championship club.

Competition	Weighting
Division 1	x 8 points
Division 2	x 7 points
Division 3	x 6 points
Division 4	x 5 points
Division 5	x 4 points
Division 6	x 3 points
Division 7	x 2 points
Division 8	x 1 points

NB: The final weightings may be altered depending on the result of team entry volume i.e., more than 8 divisions. Any changes to weightings will be advised to clubs, by the Association Secretary, before Round 3 of the competition.

16 Premiers, Semi-Final and Final Qualifications (All Competitions)

- 16.1 The team with the highest points in each competition, at the conclusion of the round fixtures, shall be awarded the Minor Premiership. This rule does not apply to competitions operating under a pool system.
- 16.2 In the event of teams finishing with equal points, quotients shall be used to decide the positions.
- 16.3 Qualification for all semi-final positions will be based on points and quotients.
- 16.4 The team which wins the final in each grade or competition shall be declared the Final Winners (Major Premiers) of that competition.

17 Calculation of Quotients

- 17.1 For the purpose of ascertaining quotients, the following will apply:
- The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost in all competition matches (complete and incomplete).
 - The bowling average against such team shall be obtained by dividing the total of runs scored against it by the total number of wickets taken in all competition matches (complete and incomplete).
 - The batting average determined in (a) shall be divided by the bowling average determined in (b) to determine the quotient

17.2 The team having the higher quotient shall be determined to have the higher ranking.

For the purpose of calculating quotient, a team with less than eleven (11) players shall be deemed to be all out should they lose all the available wickets (i.e. where a team loses all available wickets, the team is deemed to have lost ten (10) wickets for the purpose of calculating the quotient).

Part 4 – Qualification and Registration of Players

18 Registration of Players

- 18.1 Each club shall register their players online via the Management Committee nominated online portal.
- 18.2 Late registrations are permitted and must be completed no later than the day before the commencement of the fixture.
- 18.3 Clubs may register players currently playing in other associations for the Under 16 and Under 21 competitions or as a Guest Player or Home-Grown Player in the First Grade T20 competition. All such players will need to have a Permit processed and approved through the online portal no later than the day prior to the commencement of the fixture.
- 18.4 All players transferring to a new club must obtain a *Transfer* approved via the online portal from their previous club. If that club has been disbanded, the Transfer should be processed by the relevant Association, Cricket Council and/or Zone Secretary. The player is ineligible to participate in any competition until a transfer is approved through the Association's nominated online portal. The responsibility for obtaining the relevant transfer falls upon the club wishing to register the relevant player.

NB: At the request of the relevant Club to the Association, un-financial players will be recorded on the Cricket NSW defaulters list. Any player appearing on that list is ineligible to be registered for another club until written consent is given by the club requesting the default listing.

- 18.5 A player must be 12 years of age, or older, as at midnight 31st August in that season to be registered to play in any of the Association's competitions. Exemptions from this rule can be made through application by the relevant Club to the Fixtures and Permits Committee.

19 Guest Players - T20 Fixtures

- 19.1 Clubs are able to register unlimited Guest Players per season, who are currently registered in other Associations. Only two (2) Guest players are permitted to play in any fixture. Players who are currently registered in another Associations but wish to play for their most recent NDCA club in First Grade T20 cricket are permitted to do so without being counted towards the two (2) guest players permitted under this Clause.
- 19.2 Guest Players may only play in T20 fixtures excluding Denis Broad OAM Cup. All Guest Players must provide to the Association a letter of consent from their existing club.
- 19.3 Guest Players may only play in semi-finals and/or finals of the T20 competition if they have played at least two (2) games in the preliminary rounds of the T20 competition.
- 19.4 *Home-grown players* are permitted to play in T20 Fixtures. By definition, a 'home grown' player has played 3 seasons previously with a member club. Home grown players do not impact Guest Player quotas per match.

20 Dual Registration

- 20.1 Guest players, home-grown players, or players who are currently registered in another Association but wish to play in fixtures must be fully registered with applicable permits from their previous club to play.
- 20.2 Suburban District players are allowed to play for their affiliated Grade club in the grade competition.
- 20.3 Grade players are allowed to play for their affiliated club in the Suburban District competition

21 Qualification of Players

- 21.1 A club which plays an unregistered player or unauthorised substitute may be fined (see Fines) and subject to further sanctions as imposed by the Association.
- 21.2 No player shall be granted a transfer to play with more than one member club in one season. Any exceptions to this rule must be sent to the Fixtures and Permits Committee for consideration.
- 21.3 Except for each registered player's first fixture of a season, any player having played 1st, 2nd or 3rd Grade in their last fixture shall not be allowed to drop more than one Grade in the match they next play (T20 fixtures excluded from this rule).

For example, if a player last played 3rd Grade and plays in a 1st grade T20 as their next match, they may play 3rd or 4th grade in their next Grade match.

- 21.4 1st Division Suburban Districts is equivalent to 2nd Grade fixtures and 2nd Division is equivalent to 3rd Grade fixtures.
- 21.5 If a 2-day fixture is completed on the first day, a player in the completed fixture shall be ineligible to participate in any other fixture on the second day, unless approved as a replacement player under Rule 22.
- 21.6 For the purposes of determining eligibility for the Under 21 competition, players must be less than 21 years of age as at midnight 31st August of the current season.
- 21.7 For the purposes of determining eligibility for the Under 16 competition, players must be less than 16 years of age as at midnight 31st August of the current season.
- 21.8 In extenuating circumstances, a club may apply for an exemption via application in writing to the Fixture and Permits Committee who shall make its decision within seven (7) working days of any application being received by the Fixture and Permits Committee.

22 Representative Cricket

Notification of Unavailability

- 22.1 Any players who are unavailable for a Newcastle Cricket Zone Representative fixture or carnival shall not be permitted to play with their Club for the Competition Round or Rounds played during the Newcastle Cricket Zone Representative fixture or carnival.

This rule will not apply to a player where the player notifies the Secretary of the Association of their unavailability in writing either:

- Before the commencement of Round 1 of the Grade or Suburban Districts Competitions of their unavailability to play in ALL Representative fixtures during the season; or
- At least 21 days prior to the scheduled date of commencement of any Representative fixture or carnival.
- Players who in previous seasons have indicated their retirement from representative cricket and that status has not changed, shall also be exempt from rule.

Replacement Players

22.2 A player selected in a representative team, who is to or has taken part in a fixture played under the direction and control or with the sanction of the Newcastle Junior Cricket Association (NJCA), the Association (NDCA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket ACT, Cricket NSW (CNSW) or Cricket Australia (CA) whether so selected before or after the commencement of a grade fixture in which he will be or is currently playing, may be replaced in that grade fixture on either day (as applicable) by another player.

NB: For the purpose of this rule "a player" includes a registered player of this Association who is appointed as the manager, coach, or fixture official of a representative team.

22.3 Where a player is selected in a representative team prior to the commencement of a Grade fixture, any nominated replacement must be determined and listed on the Team Sheet next to the player being replaced and cannot be changed without the consent of the opposing captain.

22.4 Where a representative player only becomes unavailable after the commencement of a Grade fixture due to selection in a representative team; or is injured whilst participating representative fixture played after the commencement of a Grade fixture and a replacement is required for the second day, the following shall apply:

- The replacement player shall be approved by the Fixtures and Permits Committee by 8.00 pm on the evening before the Grade playing day in question
- This approval will be conditional on the replacement player being considered by the Fixtures and Permits Committee as a 'like player'.
- The Fixtures and Permits Committee will inform the Umpires Association of the approval.
- If a player is released from representative duty and becomes available to participate in the second day of a Grade fixture the nominated replacement for that player shall no longer be applicable.

This principle of replacing a player shall apply to all lower grade teams affected in the relevant Club.

22.5 In the case where a player being replaced has batted and been dismissed, the replacement player shall not be entitled to bat in that innings.

22.6 In all other cases, the replacement player shall have the full rights of the player being replaced.

- 22.7 The replacement player may take further part in a lower grade fixture if play is abandoned in the higher-grade fixture before play actually recommences in the lower grade fixture.
- 22.8 If the replacements under this Rule have not been approved by the Fixtures and Permits Committee, they are deemed to be unauthorised replacement player.

23 Replacement Players – Grade Cricket

In First and Second Grades:

- 23.1 Players who have commenced a “Two-Day match” round cannot be replaced where there has been no play on day 1 of a “Two-Day match” in 1st Grade and team sheets have been exchanged.
- 23.2 Teams shall not be altered in the event of a washout in one grade when other grades have commenced.
- 23.3 A player may be selected to play in a team where play has not commenced.
- 23.4 The player who has been selected into another team MAY NOT be replaced in the team they commenced that round with.

For example, if 1st grade is washed out week 1 and 2nd grade play commenced in the same round, a player may be selected to play week 2 of the 1st grade game if required but cannot be replaced in their 2nd grade match.

- 23.5 Replacements due to Representative Cricket supersedes Replacement Players - Grade Cricket.

In Third and Fourth Grades:

- 23.6 Players may be replaced for *wholly acceptable reasons*. The replaced player(s) should be listed next to the player(s) being replaced on the original Team Sheet (up to a maximum 11 players).
- 23.7 Between the 1st and 2nd days play, a club may replace a maximum of two additional players who become unavailable due to wholly acceptable reasons by gaining prior approval from the Fixtures and Permits Committee no later than 5.00 pm the day before the match. Approval is conditional on the replacement player being considered by the Fixtures and Permits Committee as a ‘like player’.

24 Nomination of Players

- 24.1 Each Captain shall, immediately before the toss, give to the opposing Captain and to one of the appointed umpires (if any), a list of eleven (11) players signed by the captain and, except for authorised replacements, no alteration shall be made in either team eleven without the consent of the opposing Captain.
- 24.2 The Association shall, prior to the days play, notify the other Club and the Secretary of the NDCUA of the names of authorised replacements.
- 24.3 In grade competition fixtures, any registered player from the fielding Club may be used as a substitute fielder for any player who is injured during the fixture or for any player who has to leave the ground before the end of play for acceptable reasons, as determined by the Umpires.

For all other known events, a substitute cannot be made without the consent of the opposing Captain.

- 24.4 In all other competitions in which player eligibility is restricted (Denis Broad Cup or aged competitions), any substitute fielders used must be deemed eligible under the NDCA Rules to participate in that competition.
- 24.5 All teams must be entered into the nominated online portal (Play HQ) 30 minutes prior to fixture commencing in all competitions.

25 Player Eligibility for Semi Finals and Finals - Grade

- 25.1 To be eligible to play in a Grade competition semi-finals and/or finals, a player must have played on at least nine (9) playing days in the grade competition during the current season.
- 25.2 T20 competition matches are to be considered as 0.5 playing days.
- 25.3 To qualify to play in grade competition semi-finals and/or finals in a particular Grade, a player must have played five (5) of their last nine (9) playing days in the grade competition in that particular grade or a lower grade.
- 25.4 For washed out or abandoned fixtures, players named in a team in the Association's nominated online portal shall count as a day or days played for those particular players to qualify them for semi-finals or finals in any particular grade under this Rule.
- 25.5 Where a player has played in the Suburban Districts or Development League competition, each playing day shall be counted as one (1) playing day for the purposes of this rule.
- 25.6 Representative fixtures shall be treated as playing days for the purpose of determining the eligibility of a player under this rule.
- 25.7 In the event of a Club having consecutive teams in semi-finals and finals, the Club may interchange players, but a player may play only one grade lower than for which they are qualified under this rule.
- 25.8 Any player, having played in a lower Grade semi-final by virtue of the fact that the next higher grade was also in the semi-final, shall still be eligible to play in the lower Grade final if the higher-grade team should be defeated in the semi-final.
- 25.9 Clubs may apply to the Fixtures and Permits Committee (in writing) for an exemption to this rule no later than 5.00 pm the day before the match where a player is unable to comply due to illness or injury suffered by the player in question during the current season.

Royce McCormack Cup (2nd Grade) Final player eligibility

- 25.10 A player must not have played more than two (2) 1st Grade matches in the current season.
- 25.11 A player must, in the current season, have played at least 2 matches in Royce McCormack Cup, or 2 matches in NDCA 2nd Grade or lower grade, up until and including the last round of the Royce McCormack Cup group stage.

25.12 If a club is also participating in the Tom Locker Cup Final (1st Grade), then players are exempt from this rule if both matches are played on the same day.

Part 5 – Playing Conditions

26 Laws of Cricket

Except as varied herein, the Laws of Cricket (2017 Code, 3RD edition 2022- Excluding Law 42) and such Local Rules as approved by the Management Committee shall apply to all fixtures.

27 Playing Conditions for Two (2) Day Fixtures

27.1 First Grade – Hours of Play and Intervals

Details	Time
Start time:	11.00 am
Lunch interval:	1.00 pm to 1.40 pm
Tea interval:	3.40 pm to 4.00 pm
Drink intervals:	One drink interval each hour of play **

By the application of Laws of Cricket 11.4, 11.5, 11.6:

27.1.1 Changing agreed time for Lunch and Tea Interval and Laws of Cricket 11.7: Lunch and Tea Interval - 9 wickets down.

27.1.2 Where fixtures are played on consecutive days, the pitch is to be re-prepared but not watered prior to the start time for the second day.

27.2 Second Grade - Hours of Play and Intervals*

Details	Time
Start time:	12.00pm
Tea interval:	2.30 pm to 3.00 pm
Drink intervals:	One drink interval each hour of play **

By the application of Laws of Cricket 11.4 and 11.6:

27.2.1 Changing agreed time for Tea Interval and Laws of Cricket 11.7: Tea Interval - 9 wickets down

27.2.2 Where fixtures are played on consecutive days, the pitch is to be re-prepared but not watered prior to the start time for the second day.

27.3 Third and Fourth Grades - Hours of Play and Intervals*

Details	Time
Start time:	1.00pm
Tea interval:	3.00 pm to 3.30 pm
Drink intervals:	One drink interval each hour of play **

By the application of Laws of Cricket 11.4 and 11.6:

27.3.1 Changing agreed time for Tea Interval and Laws of Cricket 11.7: Tea Interval - 9 wickets down

27.3.2 Where fixtures are played on consecutive days, the pitch is to be re-prepared but not watered prior to the start time for the second day.

**Hours of play and playing conditions may vary in non-daylight savings periods*

*** Heat policy should be considered for drink intervals*

27.4 Follow On (All Grades, Two-Day fixtures only)

The team which bats first and leads by 100 runs or more in a Two-Day grade competition fixture shall have the option of requiring the opposition to follow on.

28 First Grade – Two-Day Fixtures

28.1 Number of overs (without interruptions to play)

28.1.1 Maximum of Ninety (90) six-ball overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.

28.1.2 The team batting first on the first day of a match who has batted for ninety (90) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

28.1.3 The team commencing its first innings on the second day of a match who has batted for ninety (90) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total. The team with the highest score at the conclusion of ninety (90) overs on day two shall be declared the winner.

28.1.4 If the team batting first is dismissed or voluntarily declares its innings closed in less than ninety (90) overs, an innings change-over occurs, and the other team shall commence its innings. The team batting second has available the remaining overs in the day plus its allocation of overs for day 2.

28.1.5 There will be no deduction of overs due to innings breaks.

28.1.6 An over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of number of overs on the second day.

28.1.7 Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.

28.1.8 If all players remain off the ground due to ground, weather, or light conditions at 7.00 pm then stumps shall be drawn.

28.1.9 Laws of Cricket 4.3 and 4.4 do not apply. No 2nd new ball is available in any innings of a Two-Day fixture.

28.1.10 The Captains are expected to ensure that their over rate is at an average of fifteen (15) overs per hour.

28.2 Interruptions to play

28.2.1 Where present, official umpires shall be responsible for determining the number of overs to be bowled. In the absence of official umpires, this responsibility falls to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated by the umpires (or captains) to both captains and scorers.

28.2.2 Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.

28.2.3 There will be no deduction of overs due to innings breaks.

28.2.4 There will be no reduction of overs on either day until there is more than sixty (60) minutes lost on that day.

28.2.5 Overs will be deducted at the rate of 1 over for every four (4) minutes lost. All time lost should be rounded up to the nearest four (4) minutes.

28.2.6 In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.

28.2.7 Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

28.3 Interruptions on Day 1 of fixture

28.3.1 The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (incomplete overs are to be rounded up)

28.3.2 Play on day 1 shall be abandoned if the match has not commenced by 3pm.

28.3.3 When Day 1 has seen reduction(s) in overs and there is no further reduction on Day 2, the following shall apply:

28.3.4 The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

28.3.5 The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

Calculation example:

If 197 minutes playing time was lost, the number of overs lost would be 35 i.e. 137 minutes (197-60) divided by 4 which would result in (34.25 rounded up) = 35 overs being lost.

Result of calculation example:

	Day 1	Day 2	Total
Total Available Overs at start of the Match	90	90	180
Team Batting 1st:			
Overs batted	55		
(Therefore) Overs Lost	35		
Team Batting 1st maximum overs unless bowled out or Innings is declared closed	55	18	73
Team Batting 2nd		73	73
Revised total maximum overs for the Match being:			
Overs completed Day 1	55		
Overs available Day	90		
Total Revised Overs for the Match	145		
Revised maximum overs per Team (rounded up) being Total Revised Overs for the Match divided by 2	73		

28.4 Interruptions on Day 2 only

Rule 28.1.1 to 28.1.6 applies

28.4.1 In any circumstances where the Team batting 2nd does not have the opportunity to face an equal or greater number of overs than that allocated to the Team batting 1st in its first innings, then its first innings will not be considered automatically closed at any point.

The match will be declared a draw.

Example: At the start of the match, the Team batting 1st is allocated 90 overs in its first innings.

Day 1 - Team batting 1st is dismissed in 70 overs

Team batting 2nd bats the remaining 20 overs on Day 1.

Day 2 - There is a rain delay preventing the match from recommencing until 2.30pm - with 170 minutes of playing time lost then the number of overs lost would be 28 determined by:

The Team batting 2nd now has 82 allocated overs, less than that of Team batting 1st(90 overs).

Should the Team batting 2nd not reach the target score or have been dismissed, then the match will be declared a draw.

28.5 Interruptions on BOTH 1st and 2nd playing days

28.5.1 Following interruptions on both days of play where reduction of overs is applied, the revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides - half overs to be rounded up).

28.5.2 If as a result of a reduction in overs on Day 1, the Team batting 1st is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total runs scored at that time will stand as its first innings total. The Team batting 2nd would then commence its first innings.

28.5.3 If as a result of a reduction in overs on Day 1, the Team batting 1st is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in its first innings the following shall apply:

- i. Upon reaching its revised maximum number of overs, the Team batting 1st will have its innings automatically declared closed and the total runs scored at that time will stand as its 1st innings total.
- ii. The first innings total for the Team batting 2nd, upon reaching the revised maximum number of allocated overs on Day 2, will have its innings automatically declared closed and the total runs scored at that time will stand as its 1st innings total.

28.5.4 If the Team batting 1st has exceeded the maximum number of overs due to further delays on Day 2, its 1st innings will be automatically closed, and the Team batting 2nd will commence its 1st innings. Due to the Team batting 2nd not being allocated equal to or more overs than the Team batting 1st, the match will be declared a draw unless the Team batting 2nd is dismissed or reaches the target score.

When play is completely abandoned on Day 1 and no Interruption on Day 2 - One day rules will NOT apply.

28.5.5 If no play was possible on Day 1 of the match, Day 2 will be played under Two-Day rules with a maximum of forty-five (45) overs allocated to the first innings of each Team.

28.5.6 If interruptions to play reduce the ability of the Team batting 2nd to face their allocated forty-five (45) overs and that Team is not dismissed or does not reach the target score, then the match will be declared a Draw.

28.5.7 Declarations are permitted within the Spirit of the Game.

Example 1: Declarations or Bowled Out before receiving the allocated overs

Team batting 1st is allocated 45 overs but declares its innings or is bowled out after 35 overs – the Team batting 2nd commences its innings and has a maximum of 55 overs available to them.

Example 2: Interruption to the Team batting 2nd innings only

The Team batting 1st completes its allocated 45 overs

Then a rain delay in the innings break causes the loss of 65 mins of playing time, then 2 overs are lost (rounded up); then

the Team batting 2nd is now allocated 43 overs

The Team batting 2nd must be bowled out or reach the target score or the match will be Drawn.

NB: "Allocated Overs" in Rule 28.1 is defined as maximum overs a team can bat. Any overs forgone by the Team batting 1st at that point in time by being bowled out or having voluntarily declared its innings closed will be added to the to the allocated overs for the Team batting 2nd.

28.6 Interruptions on Day 2 when Day 1 is abandoned

28.6.1 If no play was possible on Day 1 of the match, and Day 2 commencement time is delayed, the match will be played under Two-Day rules with a minimum of thirty (30) overs allocated to the first innings.

28.6.2 Play on Day 2 shall be abandoned if the match has not commenced by 3pm.

28.6.3 If play commences at 3pm, the Tea break will not be taken.

28.6.4 If interruptions to play reduce the ability of the Team batting 2nd to receive its allocated thirty (30) overs and is not dismissed or does not reach the target score reached, then the match will be declared a Draw.

28.7 Bowling Restrictions (only applicable if official Umpires are officiating)

28.7.1 A bowler shall be allowed to bowl Two (2) fast short-pitched delivery per over.

28.7.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.

28.7.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

28.7.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, shall be called a No Ball, and will also count as one of the allowable short-pitched deliveries above shoulder height for that over.

28.7.5 In the event of a bowler bowling more than Two (2) fast short-pitched delivery in an over as defined in 28.7.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

- 28.7.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 28.7.5 above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 28.7.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

29 Second Grade - Two-Day Fixtures

29.1 Number of overs (without interruptions)

- 29.1.1 A maximum of eighty (80) overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a 1st innings result.
- 29.1.2 The team batting 1st on the Day 1 of a match which has batted for eighty (80) overs will have its innings automatically declared closed and the total runs scored at that time will stand as its 1st innings total.
- 29.1.3 The team commencing its 1st innings on Day 2 of a match which has batted for eighty (80) overs will have its innings automatically declared closed and the total runs scored at that time will stand as its 1st innings total and the Team with the highest score at the conclusion of eighty (80) overs on day two (2) shall be declared the winner
- 29.1.4 If the team batting 1st is dismissed or voluntarily declares its innings closed in less than eighty (80) overs, an innings change-over occurs, and the Team batting 2nd shall commence its innings.
- 29.1.5 There will be no deduction of overs due to innings breaks.
- 29.1.6 An over which is not completed at the conclusion on the 1st day shall be completed on the 2nd day but shall not count for the purposes of the number of overs available on the 2nd day.
- 29.1.7 Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this Competition.
- 29.1.8 If players remain off the ground due to ground, weather, or light conditions at 7.00 pm then stumps shall be drawn.
- 29.1.9 Law of Cricket 4.3 and 4.4 does not apply - no second new ball is available in any innings of a Two-Day fixture.
- 29.1.10 The Captains are expected to ensure that their over rate is at an average of 15 overs per hour.

29.2 Interruptions to play

- 29.2.1 Where present, official umpires shall determine the number of overs to be bowled. In the absence of official umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated by the umpires to both captains and scorers.
- 29.2.2 Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.
- 29.2.3 There will be no deduction of overs due to innings breaks.
- 29.2.4 There will be no reduction of overs on either day until there is more than sixty (60) minutes lost on that day.
- 29.2.5 Overs will be deducted at the rate of 1 over for every 4 minutes. All time lost should be rounded up to the nearest 4 minutes.
- 29.2.6 In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.
- 29.2.7 Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

29.3 Interruptions on Day 1 of fixture

- 29.3.1 The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (NB: half overs to be rounded up)
- 29.3.2 Play on day 1 shall be abandoned if the match has not commenced by 3pm.
- 29.3.3 When Day 1 has seen reduction(s) in overs and there is no further reduction on Day 2, the following shall apply:
 - a The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
 - b The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

Calculation example

	Day 1	Day 2	Total
Total Available Overs at start of the Match	80	80	160
Team Batting 1st:			
Overs batted	45		
(Therefore) Overs Lost	35		
Team Batting 1st maximum overs unless bowled out or Innings is declared closed	45	18	63
Team Batting 2nd		63	63
Revised total maximum overs for the Match being:			
Overs completed Day 1	45		
Overs available Day 2	80		
Total Revised Overs for the Match	125		
Revised maximum overs per Team (rounded up) being Total Revised Overs for the Match divided by 2	63		

29.4 Day 2 of fixture following interruptions to Day 1

29.4.1 The revised total maximum overs for the match are the actual overs bowled on Day 1 plus available overs on Day 2, which shall be divided evenly between the two sides (NB: half overs to be rounded up).

NB: The team with the highest score at the conclusion of the revised maximum overs on day two shall be declared the winner.

29.5 Interruptions on Day 2 only

29.5.1 Rule 29.2 to 29.2.6 applies.

29.5.2 In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that allocated to Team A in its first innings then its first innings will not be considered automatically closed at any point. The match will be declared a draw.

Example: At the start of the match Team A is allocated 80 overs in their first innings.

Team A is dismissed in 70 overs, Team B bats the remaining 10 overs on Day 1.

On Day 2 there is a rain delay preventing the match from recommencing until 2.30pm, 150 minutes of playing time was lost then the number of overs lost would be 23.

i.e. 90 minutes (150-60) divided by 4 which would result in (22.5) (rounded up) = 23 overs being lost. Team B now has allocated overs (57overs) less than that of Team A (80 overs).

Should Team B not reach the target score nor have been dismissed, the match will be declared a draw.

29.6 Interruptions on BOTH 1st and 2nd playing days

29.6.1 Following interruptions on both days of play where reduction of overs is applied. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides (NB: half overs to be rounded up).

29.6.2 If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.

29.6.3 If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in their first innings the following shall apply:

- i. Upon reaching its revised maximum number of overs Team A will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- ii. The first innings total for Team B who has reached its revised maximum number of allocated overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.

29.6.4 If Team A has exceeded the maximum number of overs due to further delays on day 2, its innings will be automatically closed, and Team B will commence its innings. Due to Team B not being allocated equal to or more overs as Team A the match will be declared a draw unless Team B is dismissed or reaches the target score.

29.7 When play was completely abandoned on Day 1, One day rules will not apply.

29.7.1 If no play was possible on Day 1 of the match, Day 2 will be played under Two-Day rules with a maximum of forty (40) overs allocated to the first innings.

29.7.2 If interruptions to play reduce the ability of Team B to face their allocated forty (40) overs and is not dismissed or the target score reached, the match will be declared a draw.

29.7.3 Declarations are permitted within the Spirit of the Game

Example 1: Declarations or Bowled out before allocated overs

Team A is allocated 40 overs but declares its innings or is bowled out after 35 overs, Team B commences its innings and has a maximum of 45 overs available to them.

Example 2: Interruption to Team B innings only

Team A completes their allocated 40 overs, a rain delay in the innings break causes the loss of 65 mins of playing time, 2 overs are lost (rounded up), and Team B is now allocated 38 overs.

Team B must be bowled out or reach the target score or the match will be drawn.

NB: "Allocated Overs" in rule 29.1 is defined as maximum overs a team can bat.

Any overs forgone by Team A at that point in time by being bowled out or having voluntarily declared their innings closed will be additional to the allocated overs for Team B.

29.8 Interruptions on day 2 when Day 1 is abandoned

29.8.1 If no play was possible on Day 1 of the match, and Day 2 commencement time is delayed, the match will be played under Two-Day rules with a minimum of twenty-nine (29) overs allocated to the first innings.

29.8.2 Play on day 2 shall be abandoned if the match has not commenced by 3pm.

29.8.3 Tea is automatically dispensed.

29.8.4 If interruptions to play reduce the ability of Team B to face their allocated twenty-nine (29) overs and is not dismissed or the target score reached, the match will be declared a draw.

29.9 Bowling Restrictions (only applicable if official Umpires are officiating)

29.9.1 A bowler shall be allowed to bowl Two (2) fast short-pitched delivery per over.

29.9.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.

29.9.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

- 29.9.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, shall be called a No Ball, and will also count as one of the allowable short- pitched deliveries above shoulder height for that over.
- 29.9.5 In the event of a bowler bowling more than Two (2) fast short-pitched delivery in an over as defined in 28.7.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 29.9.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 28.7.5 above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 29.9.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

30 Third and Fourth Grade - Two-Day Fixtures

30.1 Number of Overs (without interruptions)

- 30.1.1 Maximum of Seventy (70) six-ball overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.
- 30.1.2 The team batting first on the first day of a match who has batted for seventy (70) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- 30.1.3 The team commencing its first innings on the second day of a match who has batted for seventy (70) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- NB: The team with the highest score at the conclusion of seventy (70) overs on day two shall be declared the winner.*
- 30.1.4 If the team batting first is dismissed or voluntarily declares its innings closed in less than seventy (70) overs, an innings change-over occurs, and the other team shall commence its innings.
- 30.1.5 There will be no deduction of overs due to innings breaks.
- 30.1.6 An over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of the number of overs on the second day.

- 30.1.7 Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.
- 30.1.8 If players remain off the ground due to ground, weather, or light conditions at 7.00 pm then stumps shall be drawn.
- 30.1.9 Law of Cricket 4.3 and 4.4 does not apply. No second new ball is available in any innings of a Two-Day fixture.
- 30.1.10 The Captains are expected to ensure that their over rate is at an average of fifteen (15) overs per hour.

30.2 Interruptions to play

- 30.2.1 Where present, Official umpires shall be responsible for determining the number of overs to be bowled. In the absence of Official umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated to both captains and scorers.
- 30.2.2 Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.
- 30.2.3 There will be no deduction of overs due to innings breaks.
- 30.2.4 Overs will be deducted at the rate of one (1) over for every four (4) minutes. All time lost should be rounded up to the nearest four (4) minutes.
- 30.2.5 In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.
- 30.2.6 Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

30.3 Interruptions on Day 1 of fixture

- 30.3.1 The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (NB: half overs to be rounded up)
- 30.3.2 Play on day 1 shall be abandoned if the match has not commenced by 3pm.
- 30.3.3 When Day 1 has seen reduction in overs and there is no further reduction on Day 2, the following shall apply:
- i. The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

- ii. The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total. (see explanation in 'result of calculation')

Calculation example

	Day 1	Day 2	Total
Total Available Overs at start of the Match	70	70	140
Team Batting 1st:			
Overs batted	45		
(Therefore) Overs Lost	25		
Team Batting 1st maximum overs unless bowled out or Innings is declared closed	45	13	58
Team Batting 2nd		58	58
Revised total maximum overs for the Match being:			
Overs completed Day 1	45		
Overs available Day 2	70		
Total Revised Overs for the Match	115		
Revised maximum overs per Team (rounded up) being Total Revised Overs for the Match divided by 2	58		

30.4 Day 2 of fixture following interruptions to day 1

The revised total maximum overs for the match are the actual overs bowled on Day 1 plus available overs on Day 2, which shall be divided evenly between the two sides (NB: half overs to be rounded up).

NB: The team with the highest score at the conclusion of the revised maximum overs on day two shall be declared the winner.

30.5 Interruptions on Day 2 only

30.5.1 Rule 30.1.1 to 30.2.5 applies.

30.5.2 In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that allocated to Team A in its first innings then its first innings will not be considered automatically closed at any point. The match will be declared a draw.

Example: At the start of the match Team A is allocated 70 overs in their first innings.

Team A is dismissed in 50 overs, Team B bats the remaining 20 overs on Day 1.

On Day 2 there is a rain delay preventing the match from recommencing until 2.30pm, 90 minutes of playing time was lost then the number of overs lost would be (22.5) 23 rounded up.

Team B now has allocated overs (67 overs rounded up) less than that of Team A (70 overs).

Should Team B not reach the target score or have been dismissed, the match will be declared a draw.

30.6 Interruptions on BOTH 1st and 2nd playing days

30.6.1 Upon reaching its revised maximum number of overs Team A will following interruptions on both days of play where reduction of overs is applied. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides

(NB: half overs to be rounded up).

30.6.2 If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.

30.6.3 If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in their first innings the following shall apply:

- i. Have its innings automatically declared closed and the total at that time will stand as its first innings total.
- ii. The first innings total for Team B who has reached its revised maximum number of allocated overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.

30.6.4 If Team A has exceeded the maximum number of overs due to further delays on day 2, its innings will be automatically closed, and Team B will commence its innings. Due to Team B not being allocated equal to or more overs as Team A the match will be declared a draw unless Team B is dismissed or reaches the target score.

30.7 When play was completely abandoned on Day 1, One day rules will not apply

30.7.1 If no play was possible on Day 1 of the match, Day 2 will be played under Two-Day rules with a maximum of thirty-five (35) overs allocated to the first innings.

30.7.2 If interruptions to play reduce the ability of Team B to face their allocated 35 overs and is not dismissed or the target score reached, the match will be declared a draw.

30.7.3 Declarations are permitted within the Spirit of the Game

Example 1: Declarations or Bowled out before allocated overs

Team A is allocated 35 overs but declares its innings or is bowled out after 25 overs – Team B commences its innings and has a maximum of 45 overs available to them.

Example 2: Interruption to Team B innings only

Team A completes their allocated 35 overs, a rain delay in the innings break causes the loss of 65 mins of playing time, 17 overs are lost (rounded up), and Team B is now allocated 18 overs. Team B must be bowled out or reach the target score or the match will be drawn.

NB: “Allocated Overs” in (Rule 30.1) is defined as maximum overs a team can bat.

Any overs forgone by Team A at that point in time by being bowled out or having voluntarily declared their innings closed will be additional to the allocated overs for Team B.

30.8 Interruptions on Day 2 when Day 1 is abandoned

30.8.1 If no play was possible on Day 1 of the match, if Day 2 commencement time is delayed the match will be played under Two-Day rules with a minimum of twenty-four (24) overs allocated to the first innings.

30.8.2 Play on day 2 shall be abandoned if the match has not commenced by 3pm.

30.8.3 Tea will automatically be dispensed.

30.8.4 If interruptions to play reduce the ability of Team B to face their allocated twenty-four (24) overs and is not dismissed or the target score reached, the match will be declared a draw.

30.9 Bowling Restrictions (only applicable if official Umpires are officiating)

30.9.1 A bowler shall be allowed to bowl Two (2) fast short-pitched delivery per over.

30.9.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.

30.9.3 The umpire at the bowlers’ end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

30.9.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, shall be called a No Ball, and will also count as one of the allowable short- pitched deliveries above shoulder height for that over.

30.9.5 In the event of a bowler bowling more than Two (2) fast short-pitched delivery in an over as defined in 28.7.2 above, the umpire at the bowler’s end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

30.9.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 28.7.5 above and

advise the bowler that this is his final warning. This final warning shall apply throughout the innings.

- 30.9.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

31 Playing Conditions for One (1) Day Fixtures

32 First Grade – One-Day Fixtures

32.1 General

- 32.1.1 Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to fifty (50) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 32.1.2 Fielding restrictions shall apply only if an official umpire is appointed.
- 32.1.3 In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.
- 32.1.4 In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the same strict and consistent interpretation regarding adjudging a wide delivery.

32.2 Hours of Play and Intervals

Details	Time
Session One	10.00am to 1.30pm
Innings Break	1.30pm to 2.00pm (30 minutes)
Session Two	2.00pm to 5.30pm

Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the interval will be 10 minutes.

32.3 Intervals for Drinks

- 32.3.1 Two drinks intervals per innings shall be permitted with the first at the end of 17 overs and the second at the end of 34 overs.
- 32.3.2 If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks break shall be prorated so that the number of overs between each break is as close to even as possible.

32.3.3 Where an innings is reduced to 40 overs or less only one drinks break shall be taken at the halfway point of the innings notwithstanding that no drinks break shall be scheduled at all if the match is reduced to less than 25 overs

32.3.4 The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

32.4 Length of Innings - Uninterrupted Fixtures

32.4.1 Each team shall bat for fifty (50) overs unless all out earlier.

32.4.2 A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than fifty (50) overs, the team batting second shall be entitled to bat for a maximum of fifty (50) overs.

32.4.3 Each innings of the match is to be completed within 3 hours 30 minutes of its commencement time.

32.4.4 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

32.4.5 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, (the over in which the last wicket falls to count as a complete over).

32.4.6 If the team batting first is dismissed in less than fifty (50) overs, the team batting second shall be entitled to bat for fifty (50) overs except as provided in 32.4.4 to 32.4.5 above.

32.4.7 If the team fielding second fails to bowl fifty (50) overs or the number of overs as provided in 32.4.4 to 32.4.6 above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

32.4.8 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires e.g. reasons outside of the fielding team's control, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

32.5 Length of Innings - Delayed or Interrupted Fixtures

32.5.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

32.5.2 Minimum fifteen (15) overs each team.

32.5.3 The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.

32.5.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

32.5.5 A team shall not be permitted to declare its innings closed.

32.5.6 Fractions are to be ignored in all calculations re number of overs.

32.6 Delay or Interruption to the Innings of the Team batting second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

32.7 Extension of Hours

The hours of play shall not be extended where time is lost.

32.8 Calculations of target score

32.8.1 If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis- Stern Method.

32.8.2 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the target score shall be calculated using the Duckworth Lewis Stern method.

32.8.3 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis -Stern calculation.

32.8.4 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

32.9 Ground Markings for Fielder Restrictions

32.9.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.

32.9.2 Two (2) 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 30 yards (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.

32.9.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

32.10 Restrictions on the Placement of Fielders

- 32.10.1 Fielding restrictions shall apply to certain overs in each innings to be referred to as “Powerplay overs”. Any breach of these restrictions will result in a “no-ball’ being called and signalled by either umpire at the instant of delivery.
- 32.10.2 At the instance of delivery, a maximum of five (5) fielders on the leg side are permitted.
- 32.10.3 The first block of Powerplay overs (1-10) only two (2) fielders are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.
- 32.10.4 The second block of Powerplay overs (11-40) only four (4) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.
- 32.10.5 The third block of Powerplay overs (41-50) only five (5) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.
- 32.10.6 In circumstances where the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. This provision applies where overs are reduced in either or both the first and/or second innings of a match. (See following table)

32.11 Power Play Over Calculations

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

32.12 Number of overs per Bowler

- 32.12.1 No bowler shall bowl more than ten (10) overs in an innings. In a delayed or interrupted fixture 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. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 32.12.2 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- 32.12.3 Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play.

32.13 Bowler breaking wicket in delivering the ball

Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21.6 – Laws of Cricket).

32.14 Short-pitched Bowling

- 32.14.1 A bowler shall be allowed to bowl one fast short-pitched delivery per over.
- 32.14.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.
- 32.14.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.
- 32.14.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, shall be called a No Ball, and will also count as the one allowable ball above shoulder height for that over.
- 32.14.5 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 32.14.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 32.14.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 32.14.5 above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 32.14.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part

thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

32.15 Non-Pitching Delivery - Full-toss (Laws of cricket 41.7)

- 32.15.1 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 32.15.2 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 32.15.3 Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.
- 32.15.4 Independent of rules (Laws of Cricket 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair, the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

32.16 Free Hit

- 32.16.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.
- 32.16.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 32.16.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 32.16.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.
- 32.16.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

32.17 Wide Bowling - Judging a Wide

- 32.17.1 Umpires are instructed to apply a consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.
- 32.17.2 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,

- a. the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.
- b. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.
- c. A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation this Clause.
- d. Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.
- e. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
 - i. the ball passes between the striker and the stumps.
 - ii. the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii. 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.

32.17.3 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

33 Second Grade – One-Day Fixtures

33.1 General

- 33.1.1 Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 33.1.2 In 2nd Grade one (1) day fixtures ONLY, fielding restrictions shall apply only if an official umpire is appointed.
- 33.1.3 In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.
- 33.1.4 In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the same strict and consistent interpretation regarding adjudging a wide delivery.

33.2 Hours of Play and Intervals

Play shall commence at 12.00 midday. A tea interval of 30 minutes shall be taken in the break between innings. Tea will be provided by the home team. Where play is delayed or

interrupted in the first innings, for more than 120 minutes the length of the interval will be 10 minutes.

33.3 Intervals for Drinks

One drink break per session shall be permitted at Twenty (20) Overs.

The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

33.4 Length of Innings - Uninterrupted Fixtures

33.4.1 Each team shall bat for forty (40) overs unless all out earlier.

33.4.2 A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than Forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.

33.4.3 Each innings of the match is to be completed within 2 hours 40 minutes of its Commencement time.

33.4.4 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

33.4.5 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, (the over in which the last wicket falls to count as a complete over).

33.4.6 If the team batting first is dismissed in less than Forty (40) overs, the team batting second shall be entitled to bat for forty (40) overs except as provided above.

33.4.7 If the team fielding second fails to bowl forty (40) overs or the number of overs as provided in 33.4.4 to 33.4.6 above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

33.4.8 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires eg reasons outside of the fielding team's control, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

33.5 Length of Innings - Delayed or Interrupted Fixtures

33.5.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

33.5.2 Minimum fifteen (15) overs each team.

33.5.3 The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.

33.5.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

33.5.5 A team shall not be permitted to declare its innings closed.

33.5.6 Fractions are to be ignored in all calculations re number of overs.

33.6 Delay or Interruption to the Innings of the Team batting second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

33.7 Extension of Hours

The hours of play shall **not be extended** where time is lost.

33.8 Calculations of target score

33.8.1 If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis- Stern Method.

33.8.2 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Stern Method.

33.8.3 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis -Stern calculation.

33.8.4 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

33.9 Ground Markings for Fielder Restrictions

33.9.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.

33.9.2 Two (2) 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 30 yards (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.

33.9.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

33.10 Restrictions on the Placement of Fielders

33.10.1 Fielding restrictions shall apply to certain overs in each innings to be referred to as "Powerplay overs". Any breach of these restrictions will result in a "no-ball" being called and signalled by either umpire at the instant of delivery.

33.10.2 At the instance of delivery, a maximum of five (5) fielders on the leg side are permitted.

33.10.3 The first block of Powerplay overs (1-8) only two (2) fielders are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.

33.10.4 The second block of Powerplay overs (9-32) only four (4) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.

33.10.5 The third block of Powerplay overs (33-40) only five (5) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.

33.10.6 In circumstances where the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. This provision applies where overs are reduced in either or both the first and/or second innings of a match. (See following table).

33.10.7

Power Play Over Calculations

Innings Duration	PP1	PP2	PP3	Innings Duration	PP1	PP2	PP3
15 overs	3	9	3	28 overs	6	17	5
16 overs	3	10	3	29 overs	6	17	6
17 overs	4	10	3	30 overs	6	18	6
18 overs	4	11	3	31 overs	6	19	6
19 overs	4	11	4	32 overs	7	19	6
20 overs	4	12	4	33 overs	7	20	6
21 overs	4	13	4	34 overs	7	20	7
22 overs	5	13	4	35 overs	7	21	7
23 overs	5	14	4	36 overs	7	22	7
24 overs	5	14	5	37 overs	8	22	7
25 overs	5	15	5	38 overs	8	23	7
26 overs	5	16	5	39 overs	8	23	8
27 overs	6	16	5	40 overs	8	24	8

33.11 Number of overs per Bowler

- 33.11.1 No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture 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. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 33.11.2 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- 33.11.3 Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play.

33.12 Bowler breaking wicket in delivering the ball

Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21 – Laws of Cricket).

33.13 Short-pitched Bowling

- 33.13.1 A bowler shall be allowed to bowl one fast short-pitched delivery per over.
- 33.13.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.
- 33.13.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.
- 33.13.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- 33.13.5 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 33.13.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 33.13.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 28.1.10.6 above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 33.13.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part

thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to Law 41.6.4).

33.14 Non-Pitching Delivery - Full-toss (Laws of Cricket 41.7)

33.14.1 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

33.14.2 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

33.14.3 Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

33.14.4 Independent of rules 33.14.2 and 33.14.3 (Laws of Cricket 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (33.14.1) the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

33.15 Free Hit

33.15.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

33.15.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

33.15.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

33.15.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

33.15.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

33.16 Wide Bowling - Judging a Wide

33.16.1 Umpires are instructed to apply a consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

33.16.2 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,

- a. the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.
- b. the ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.
- c. A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation this Clause.
- d. Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.
- e. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
 - i. the ball passes between the striker and the stumps.
 - ii. the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii. 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.

33.16.3 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

33.17 The Result

33.17.1 A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions causing the below scenarios will cause the fixture to be resulted as a draw:

- i. The innings of the team batting first could not commence by 3.40 pm
- ii. The innings of the team batting second could not commence by 4.50 pm; or
- iii. The innings of the team batting second would be reduced to less than 15 overs as a result of an interruption to play after its' commencement.

33.17.2 In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.

34 Third and Fourth Grades, and Development League - One-Day Fixtures

34.1 General

- 34.1.1 Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 34.1.2 In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.
- 34.1.3 A minimum of 5 players 19 years or under are required to be in each Development League side.

34.2 Hours of Play and Intervals

- 34.2.1 **For 3rd and 4th Grades:** play shall commence at 1pm. A tea interval of 30 minutes shall be taken in the break between innings. Tea will be provided by the home team.
- 34.2.2 **For Development League:** play shall commence at 1pm. A tea interval of 30 minutes shall be taken in the break between innings.
- 34.2.3 Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the tea interval will be 10 minutes.

34.3 Intervals for Drinks

One (1) drinks break per session shall be permitted at Twenty (20) Overs. The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

34.4 Field Restrictions

At the instance of delivery by the bowler, a maximum of five (5) fielders on the leg side is permitted.

34.5 Length of Innings - Uninterrupted Fixtures

Each team shall bat for forty (40) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.

34.6 Length of Innings - Delayed or Interrupted Fixtures

- 34.6.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- 34.6.2 Minimum fifteen (15) overs each team.
- 34.6.3 The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- 34.6.4 The team batting second shall not bat for a greater number of overs than the first team unless the team batting second has been all out in less than the agreed number of overs.
- 34.6.5 A team shall not be permitted to declare its innings closed.
- 34.6.6 Fractions are to be ignored in all calculations re number of overs.

34.7 Delay or Interruption to the Innings of the Team batting second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

34.8 Extension of Hours

The hours of play **shall not be extended** where time is lost.

34.9 Calculations of target score

34.9.1 If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis -Stern Method.

34.9.2 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis -Stern Method.

34.9.3 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis -Stern calculation.

34.9.4 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

34.10 Number of overs per Bowler

34.10.1 No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture 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. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

34.10.2 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

34.10.3 Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play.

34.11 Bowler breaking wicket in delivering the ball

34.11.1 In the instance of no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions.

34.11.2 Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21 – Laws of Cricket).

34.12 Short-pitched Bowling

- 34.12.1 A bowler shall be allowed to bowl one fast short-pitched delivery per over.
- 34.12.2 A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.
- 34.12.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.
- 34.12.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- 34.12.5 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 34.12.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 34.12.6 If there is a second instance of the bowler being no balled for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in 34.12.5 above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 34.12.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

34.13 Non-Pitching Delivery - Full-toss (Laws of Cricket 41.7)

- 34.13.1 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 34.13.2 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 34.13.3 Should there be any further instance of dangerous bowling by the same bowler in that innings:
- i. the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
 - ii. The bowler thus suspended shall not be allowed to bowl again in that innings.

iii. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

iv. When practicable, the umpire shall inform the captain of the batting side.

34.13.4 Independent of rules 34.13.2, 34.13.3 (Law 41.7.6) having been breached, if the umpire considers the bowler **deliberately** bowled a non-pitching delivery deemed to be unfair (m.10):

i. The offending bowler is immediately suspended from bowling (without warning).

ii. The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.

iii. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

iv. When practicable, the umpire shall inform the captain of the batting side.

34.14 Free Hit (only applicable if official Umpires are officiating)

34.14.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

34.14.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

34.14.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

34.14.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

34.14.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

34.15 Wide Bowling – Judging a Wide

34.15.1 In the instance, if no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions.

34.15.2 Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery to prevent negative bowling.

34.15.3 Any offside OR legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off stump or leg stump), without any contact of the strikers' bat or person, shall be called a wide unless the ball passes between striker and the stumps.

34.15.4 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

34.16 The Result

34.16.1 A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions resulting in the below scenarios will cause the fixture to be recorded as a draw:

- a. The innings of the team batting first could not commence by 4.10 pm
- b. The innings of the team batting second could not commence by 5.20 pm; or
- c. The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its' commencement.

34.16.2 In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.

35 Suburban Districts – One-Day Fixtures

35.1 General

Teams may nominate 12 players to take part in the match, with one to be nominated as non-bowling and one to be non-batting. These must be nominated on the team sheets prior to the start of play.

35.1.1 Only 11 players shall be able to field at any time.

35.1.2 **1st Division:** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.

35.1.3 **All other Divisions:** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to thirty-five (35) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.

35.1.4 If an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.

35.1.5 If an official umpire is appointed, umpires are instructed to apply the same strict and consistent interpretation of the Law relating to wide bowling.

35.2 Hours of Play and Intervals

35.2.1 **1st Division:** Play shall commence at 1pm. A fifteen (15) minute innings break shall apply.

35.2.2 **All other Divisions:** Play shall commence at 1.30 pm. A fifteen (15) minute innings break shall apply.

35.2.3 **Where** play is delayed or interrupted in the first innings, for more than 120 minutes the length of the innings break will be 10 minutes.

35.3 Intervals for Drinks

One drink break per session shall be permitted at Twenty (20) Overs. The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

35.4 Field Restrictions

35.4.1 **Division One:** Fielding restrictions shall apply to certain overs in each innings to be referred to as “Powerplay overs”. Any breach of these restrictions will result in a “no-ball’ being called and signalled by either umpire at the instant of delivery. Each innings of the match is to be completed within 2 hours 40 minutes of its Commencement time.

35.4.2 At the instance of delivery, a maximum of five (5) fielders on the leg side are permitted.

35.4.3 The first block of Powerplay overs (1-8) only two (2) fielders are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.

35.4.4 The second block of Powerplay overs (9-32) only four (4) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.

35.4.5 The third block of Powerplay overs (33-40) only five (5) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.

35.4.6 In circumstances where the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. This provision applies where overs are reduced in either or both the first and/or second innings of a match. (See following table).

35.4.7 Power Play Over Calculations – Division One

Innings Duration	PP1	PP2	PP3	Innings Duration	PP1	PP2	PP3
15 overs	3	9	3	28 overs	6	17	5
16 overs	3	10	3	29 overs	6	17	6
17 overs	4	10	3	30 overs	6	18	6
18 overs	4	11	3	31 overs	6	19	6
19 overs	4	11	4	32 overs	7	19	6
20 overs	4	12	4	33 overs	7	20	6
21 overs	4	13	4	34 overs	7	20	7
22 overs	5	13	4	35 overs	7	21	7
23 overs	5	14	4	36 overs	7	22	7
24 overs	5	14	5	37 overs	8	22	7
25 overs	5	15	5	38 overs	8	23	7
26 overs	5	16	5	39 overs	8	23	8
27 overs	6	16	5	40 overs	8	24	8

35.4.8 **All other Divisions:** At the instance of delivery, a maximum of five (5) fielders on the leg side are permitted.

35.5 Length of Innings – Uninterrupted Fixtures

35.5.1 Each team shall bat for forty (40) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.

35.5.2 Each innings of the match is to be completed within 2 hours 40 minutes of its Commencement time.

35.5.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

35.5.4 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, (the over in which the last wicket falls to count as a complete over)..

35.5.5 If the team batting first is dismissed in less than Forty (40) overs, the team batting second shall be entitled to bat for forty (40) overs except as provided in 29.1.10.3 to 29.1.10.4 above.

35.5.6 If the team fielding second fails to bowl forty (40) overs or the number of overs as provided in 29.1.10.3 to 29.1.10.6.

35.5.7 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires eg reasons outside of the fielding team's control, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

35.5.8 **All other divisions:** Each team shall bat for thirty-five (35) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than thirty-five (35) overs, the team batting second shall be entitled to bat for a maximum of thirty-five (35) overs.

35.6 Length of Innings - Delayed or Interrupted Fixtures

35.6.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

35.6.2 Minimum fifteen (15) overs each team.

35.6.3 The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.

35.6.4 The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.

35.6.5 A team shall not be permitted to declare its innings closed.

35.6.6 Fractions are to be ignored in all calculations re number of overs.

35.7 Delay or Interruption to the Innings of the Team batting second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

35.8 Extension of Hours

The hours of play **shall not be extended** where time is lost.

35.9 Calculations of target score

35.9.1 If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis -Stern Method.

35.9.2 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis -Stern Method.

35.9.3 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis -Stern calculation.

35.9.4 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

35.10 Number of overs per Bowler

1st Division: No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture 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. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

All Other Divisions: No bowler shall bowl more than seven (7) overs in an innings. In a delayed or interrupted fixture 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. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

35.10.1 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

35.10.2 Restrictions apply for young bowlers of medium or fast **pace** regarding the number of overs which are allowed in a spell and in a day's play. (refer to table in 33.6.4.8)

35.11 Bowler breaking wicket in delivering the ball

35.11.1 In the instance of no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions.

35.11.2 Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21 – Laws of Cricket).

35.12 Short-pitched Bowling

In Division One only, bowlers should be allowed One fast short-pitched delivery per over, with the Grade One day bowling restrictions enforced.

35.13 Non-Pitching Delivery - Full-toss (Laws of cricket 41.7)

35.13.1 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

35.13.2 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

35.13.3 Should there be any further instance of dangerous bowling by the same bowler in that innings:

- a. the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
- b. The bowler thus suspended shall not be allowed to bowl again in that innings.
- c. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- d. When practicable, the umpire shall inform the captain of the batting side.

35.13.4 Independent of rules (35.13.2, 35.3.3) (Law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (n.10):

35.13.5 The offending bowler is immediately suspended from bowling (without warning).

35.13.6 The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.

35.13.7 The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

35.13.8 When practicable, the umpire shall inform the captain of the batting side.

35.14 Free Hit (only applicable if official Umpires are officiating)

35.14.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

35.14.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

35.14.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

35.14.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

35.14.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

35.15 Wide Bowling - Judging a Wide

1st Division

35.15.1 In the instance, if no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions:

35.15.2 Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery to prevent negative bowling.

35.15.3 A delivery passing the striker on the off-side outside the Off-Side Wide Guideline (75cm from the outside of off stump- (see Ground and Pitch Markings) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

***Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.*

35.15.4 A delivery passing the striker's stumps on the leg side without any contact of the strikers' bat or person, shall be called a Wide unless

- i. The ball passes between striker and the stumps
- ii. The striker moves toward the off-side, and in the umpires\'s opinion, the ball would have made contact with the striker in a normal batting position
- iii. 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 Guideline, on the Leg Side shall be called a wide.

- iv. Allowance is also to be made as to where the striker has stood at any point after the ball came into play for that delivery.

All Other Divisions

35.15.5 Any offside OR legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off or leg stump), without any contact of the striker's bat or person, shall be called a wide unless the ball passes between striker and the stumps. Allowance is also to be made as to where the striker has stood at any point after the ball came into play for that delivery.

35.15.6 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

35.16 The Result

35.16.1 A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions causing the below scenarios will cause the fixture to be resulted as a draw:

- i. The innings of the team batting first could not commence by 4.10 pm
- ii. The innings of the team batting second could not commence by 5.20 pm; or
- iii. The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its' commencement.

35.16.2 In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.

35.17 Semi-Final and Final Qualifications (Suburban Districts)

35.17.1 To be eligible to play in Suburban Districts semi-finals and / or finals in a particular division, a player must have played five (5) games in that division or lower.

35.17.2 Matches played in the Grade Competition do not count towards qualification for Suburban Districts finals matches.

35.17.3 Where no play is possible in a fixture for any reason, teams must be nominated as per Rule 12 via the Association's nominated online portal. Players named in a team in the Association's nominated online portal shall count as a day or days played for those particular players to qualify them for quarter finals, semi-finals or finals in any particular grade under this Rules

35.17.4 In the event of a Club having consecutive teams in semi-finals and finals, the Club may interchange players, but a player may play only one grade lower than that for which a player is qualified.

35.17.5 Any player, having played in a lower Division quarter final or semi-final by virtue of the fact that the next higher grade was also in the quarter final semi-final, shall still be eligible to play

in the lower Grade final if the higher-grade team should be defeated in the quarter final or semi-final.

35.17.6 Clubs may apply to the Fixtures and Permits Committee (in writing) for an exemption to Rule 29 where a player is unable to comply with Rule 24 due to illness or injury suffered by the player in question during the current season.

35.17.7 The Fixtures and Permits Committee will make a determination on the exemption application within 48-hours of receiving the exemption application.

36 Playing Conditions - T20 Fixtures

36.1 Duration of Fixtures

Fixtures shall be played on one day. The fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

36.2 Hours of Play and Intervals

36.2.1 Play in each fixture shall commence at the time designated by the Fixtures and Permits Committee.

36.2.2 Each innings of the match is to be completed within eighty (80) minutes of its commencement. For the purposes of rules 36.5 and 36.6 below, the scheduled time shall be eighty (80) minutes after the commencement of each innings (subject to any adjustment in accordance with those provisions).

36.2.3 The last over of the innings must commence prior to the conclusion of the 80th minute.

Example: Scheduled start time is 5:00 pm then the last over must be commenced by 6:20pm. Penalties will apply if not adhered to as set out in rule 36.5.9 below.

36.2.4 An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

36.2.5 Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:

Change to Interval times due to time lost:

- if less than 30 minutes, then 10 minutes
- if more than 30 minutes, then 5 minutes

36.3 Intervals for Drinks

36.3.1 No drinks intervals shall be permitted, except in extreme conditions, as directed by the Umpires (or the Captains where Umpires are not appointed)

36.3.2 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. No other drinks shall be taken onto the

field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

36.4 Extra Time

30 minutes of extra official playing time is permitted - refer Rule 30.2 of T20 Conditions (excluding twilight fixtures).

36.5 Length of Innings - Uninterrupted Fixtures

- 36.5.1 Each team shall bat for twenty (20) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- 36.5.2 If the team fielding 1st fails to bowl the required number of overs by the scheduled time for cessation of the 1st session, play shall continue until the allocated number of overs has been bowled.
- 36.5.3 Unless otherwise determined by the Umpires, the innings of the team batting 2nd shall be limited to the same number of overs bowled by that Team at the scheduled time for cessation of the 1st session. The over in progress at the scheduled cessation time shall count as a completed over.
- 36.5.4 The interval between innings shall be reduced if the team fielding 1st fails to bowl the required number of overs in the scheduled time.
- 36.5.5 The Umpires may increase the number of overs to be bowled by the team bowling 2nd if they believe the events that prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting 1st are beyond the control of the bowling Team.
- 36.5.6 If the team batting 1st is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting 2nd shall be limited to the same number of overs bowled to the team batting 1st at the scheduled time for the cessation of the innings batting 1st (Note - the over in which the last wicket falls to count as a complete over).
- 36.5.7 If the team batting 1st is dismissed in less than twenty (20) overs, the team batting 2nd shall be entitled to bat for twenty (20) overs except as provided in (Rule 36.5.3) above.
- 36.5.8 If the team bowling 2nd fails to bowl twenty (20) overs or the number of overs as provided in (Rules 36.5.2, 36.5.3, 36.5.4) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 36.4).
- 36.5.9 If the team bowling 2nd fails to bowl the required number of overs by the scheduled time for cessation of the 2nd innings, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 30.4). Unless determined otherwise by the Umpires (eg reasons outside of the fielding team's control), after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number of overs to be bowled at the scheduled, or rescheduled, cessation time.

36.6 Length of Innings - Delayed or Interrupted Fixtures

36.7 General

36.7.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

NB: Each Team shall receive a minimum five (5) overs each team, subject to the provisions of (Rule 36.5.2).

The calculation of the number of overs to be bowled shall be based on an average over rate of fifteen (15) overs per hour in the total time available for play.

36.7.2 If the team fielding 2nd fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 36.4).

36.7.3 The team batting 2nd shall not bat for a greater number of overs than the 1st team unless the team batting 1st is dismissed in less than the agreed number of overs.

36.7.4 A team shall not be permitted to declare its innings closed.

36.7.5 Fractions are to be ignored in all calculations re number of overs.

36.8 Delay or Interruption to the Innings of the Team Batting

36.8.1 If the number of overs of the team batting 1st is reduced, a fixed time will be specified for the completion of the first session by the umpire (s) or captains if no umpires provided, as calculated by applying the provisions of (Rules 36.2, 36.4 and 36.6).

36.8.2 If the team fielding 1st fails to bowl the required number of overs by the scheduled time for cessation of the 1st innings session, play shall continue until the required number of overs has been bowled, and rules 36.5.1 to 36.5.7 shall apply.

36.8.3 If the team batting 1st is dismissed and the last wicket falls at or after the scheduled time for the interval, rule 36.5.6 shall apply.

36.9 Delay or Interruption to the Innings of the Team Batting 2nd

36.9.1 If it is not possible for the team batting 2nd to have the opportunity of batting for the same number of overs as the team batting 1st, the overs to be bowled in the 2nd innings shall be reduced at the rate of fifteen (15) overs per hour of total time lost.

36.9.2 The hours of play shall be extended by the amount of time lost up to a maximum of thirty (30) minutes. Calculations because of any time lost thereafter shall be as per Rule 30.6.1.

NB: This rule is not applicable during twilight fixtures.

36.9.3 Calculation of the target score is via the Duckworth-Lewis Stern method.

36.10 Restrictions on the Placement of Fielders

- 36.10.1 At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.
- 36.10.2 For the first six (6) overs only two (2) fielders are permitted to be outside the fielding circle at the instant of delivery.
- 36.10.3 For the remaining 14 overs, only (5) five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 36.10.4 Where the number of overs for the team batting 2nd is reduced, the restriction in rule 36.10 will apply in accordance with the table set out in 36.10.5 below.
- 36.10.5 In circumstances where the number of overs for the team batting 1st is reduced, the number of overs regarding the restrictions in (Rule 30.7.1.2) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re; the number of overs (part overs to be rounded up).

Total overs in innings	Number of overs for which fielding restrictions in (36.10.2 above) will apply
5 to 8	2
9 to 11	3
12 to 14	4
15 to 18	5
19 to 20	6

36.11 Number of Overs per Bowler

- 36.11.1 No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture 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.
- 36.11.2 Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 36.11.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

36.12 No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)

- 36.12.1 A bowler shall be allowed to bowl one (1) fast, short-pitched delivery per over.
- 36.12.2 A fast, short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease but not clearly above their head.
- 36.12.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

- 36.12.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- 36.12.5 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler and inform the captain of the fielding side, the batter at the wicket and the other umpire of that No Ball ruling. This caution shall apply throughout the innings.
- 36.12.6 If there is a second instance of the bowler being no balled for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall repeat the procedure in rule 36.12.5 above and advise the bowler that this is their final warning. This final warning shall apply throughout the innings.
- 36.12.7 Should there be any further instance by the same bowler bowling more than one (1) fast short-pitched delivery in an over in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith and the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- 36.12.8 Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).
- 36.12.9 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 36.12.10 If the umpire, in their judgement, deemed that the delivery was likely to inflict physical injury to the batter (Law 41.7.2) then the umpire shall issue the bowler a first and final warning and inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 36.12.11 Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.
- 36.12.12 Independent of rules 36.12.10 and 36.12.11 (Law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (36.12.9), the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be

allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

36.13 Free Hit

36.13.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

36.13.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

36.13.3 For any free hit, the batter facing it can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

36.13.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

36.13.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

36.14 Wide Bowling - Judging a Wide

36.14.1 Umpires are instructed to apply a consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

36.14.2 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,

- a. the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.
- b. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.
- c. A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation this Clause.
- d. Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.
- e. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
 - i. the ball passes between the striker and the stumps.
 - ii. the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

- iii. 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.

36.14.3 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

36.15 The Ball

4-piece white balls as approved by the Association are to be used in One-Day fixtures.

36.16 The Result

36.16.1 A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of rules 36.5 and 36.6, unless one team has been dismissed in less than five (5) overs or unless the team batting 2nd scores enough runs to win in less than five (5) overs.

36.16.2 A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs due to:

36.16.3 Day Fixtures: Play has not commenced within 150 minutes of the scheduled start time.

36.16.4 Twilight Fixtures: Play has not commenced within 120 minutes of the scheduled start time.

36.17 Any loss of playing time

36.17.1 The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.

36.17.2 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.

36.17.3 The team batting second shall not bat for a greater number of overs than the team batting 1st unless the team batting 1st has been dismissed in less than the allocated number of overs.

36.17.4 The team batting 2nd must have the opportunity to face a minimum of 5 overs within the remaining time available for play.

36.18 Delayed or Interrupted Fixtures - Calculation of the Target Score

If the team batting 1st is unable to complete the allocated number of overs available when it first commenced its innings, the target score for the team batting 2nd shall be calculated using the Duckworth-Lewis Stern Method.

36.18.1 If the team batting 2nd has or will not have the opportunity to complete the allocated number of overs due to weather or other permissible delays, and has neither been dismissed, nor has passed its opponent's score, then the Target Score shall be calculated using the Duckworth Lewis Method.

36.18.2 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis Stern calculation.

36.18.3 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

36.19 In the event of a Tie the following will apply:

36.19.1 A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the original match.

36.19.2 The one (1) over per side eliminator will take place on the same pitch allocated for the original match.

36.19.3 Prior to the commencement of the one (1) over per side eliminator, each team shall elect three batters and one bowler from the nominated participating players in original match.

36.19.4 The names of the nominated players are to be provided in writing by the Captain to the officiating umpires and opposing captain.

36.19.5 The umpires shall stand at the same end as that in which they finished the original match.

36.19.6 The teams shall bat in the same order as they did for the original match.

36.19.7 The fielding team shall choose which end to bowl from.

36.19.8 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.

36.19.9 The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings in the original match shall be used for the 1 "extra" over.

36.19.10 The loss of two (2) wickets in the 1 extra over ends the team's one over innings.

36.19.11 In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:

36.19.12 The team losing the least number of wickets in the original match OR

36.19.13 If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR

36.19.14 If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, i.e.; both the main match and the one over per side eliminator OR

36.19.15 If the number of boundary sixes hit by both teams is equal, the team whose batters hit the greatest number of boundary fours from its two innings i.e.; both the main match and the one over per side eliminator OR

36.19.16 If still equal the following shall apply:

- i. In the Rounds - the match is a tie

- ii. In the Semi-Finals - the higher ranked side will progress.
- iii. In the Final – the teams are declared joint winners.

36.20 Sight Screens

- 36.20.1 If fit for purpose sight screens are not provided the Umpires shall indicate accordingly in their report.
- 36.20.2 If fit for purpose sight screens are not provided the Captain shall indicate accordingly in their Captain's report.
- 36.20.3 The home club may be fined by the Association \$250.00 where fit for purpose site screens are not provided for any match or day of that match
- 36.20.4 Where sight screens are on the playing surface, they shall be boxed in by lines and/or boundary markers.
- 36.20.5 Movement of the sight screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.
- 36.20.6 In the event of undue delays caused by the batting team not being in position to undertake this role, the umpires shall require the match to proceed. Undue delays in complying with this requirement shall be taken into consideration by the umpires if completion of the allotted overs within the required time frames is impacted.

36.21 Scoreboards

- 36.21.1 It is the responsibility of the Home club to provide the scoreboard for each match
- 36.21.2 It is the responsibility of the batting side to update the scoreboard at the end of each over.
- 36.21.3 If they are not so operated the Umpires shall indicate accordingly in their report and the batting team may be fined \$100.00 by the Association.

36.22 Duties of Scorers and Umpires

- 36.22.1 Scorers to maintain list of progress score at the end of each over.
- 36.22.2 Umpires to initial the Scorer's score calculations at the end of each innings.

36.23 Pitch and ground marking

- 36.23.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:
- 36.23.2 Two (2) 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 30 yards (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.

36.23.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

36.23.4 Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off and leg stump).

36.24 Substitute Fielders

Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons.

36.25 Fall of Wicket

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

36.26 Declaration of Team

Each captain shall provide (in writing) a list of the names of the 11 players comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

NB: Players are permitted to play a maximum of two (2) matches per day.

36.27 Player Eligibility for the Denis Broad OAM Cup

36.27.1 No player who has played nine (9) or more playing days in 1st Grade in the current and immediately previous season combined shall be eligible to participate in this One-Day competition for the current season.

36.27.2 A Club Secretary may apply in writing to the Fixtures and Permits Committee for an exemption from the operation of rule (36.27.1).

36.27.3 Exemptions from the operation of Rule (36.27.1) will be granted or rejected at the sole discretion of the Fixtures and Permits Committee.

37 Playing Conditions - T20 Fixtures – Masters

37.1 Duration of Fixtures

37.1.1 Fixtures will consist of one innings per Team and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a match.

37.2 Players

37.2.1 A maximum of fifteen (15) players per team are allowed to participate in the match, however, only eleven (11) players are permitted to bat.

37.2.2 Any player participating in the Masters competition must be a minimum of 35 years of age as at midnight 31 August in the season in which the Masters competition takes place.

37.3 Hours of Play and Intervals

37.3.1 Play in each fixture shall commence at the time designated by the Fixtures and Permits Committee.

37.3.2 Each innings of the match is to be completed within eighty (80) minutes of its commencement.

37.3.3 The last over of the innings must commence prior to the conclusion of the 80th minute.

Example: Scheduled start time is 5:00 pm last over must be commenced by 6:20 pm, penalties will apply if not adhered to.

37.3.4 An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

37.3.5 Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:

Change to Interval times due to time lost:

- if less than 30 minutes, then 10 minutes
- if more than 30 minutes, then 5 minutes

37.4 Intervals for Drinks

37.4.1 No drinks intervals shall be permitted, except in extreme conditions.

37.4.2 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. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

37.5 Extra Time

37.5.1 The hours of play **SHALL NOT BE EXTENDED** where time is lost.

37.6 Length of Innings - Uninterrupted Fixtures

37.6.1 Each team shall bat for twenty (20) overs unless all out earlier.

37.6.2 A team shall not be permitted to declare its innings closed.

37.6.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

37.6.4 Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

37.6.5 The interval shall be reduced if the team fielding first fails to bowl the required number of overs in the scheduled time.

- 37.6.6 The Umpires may increase the number of overs to be bowled by the team bowling second if they believe the events are beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.
- 37.6.7 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- 37.6.8 If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (Rule 37.6.3 above).
- 37.6.9 If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in (Rules 37.6.2, 37.6.3 and 37.6.4 above) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 37.5 above).
- 37.6.10 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 37.5 above). Unless determined otherwise by the Umpires eg reasons outside the control of the fielding team, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

37.7 Length of Innings - Delayed or Interrupted Fixtures

- 37.7.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. NB: Minimum five (5) overs each team, subject to the provisions of (Rule 37.6.2). The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- 37.7.2 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 37.5).
- 37.7.3 The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 37.7.4 A team shall not be permitted to declare its innings closed.
- 37.7.5 Fractions are to be ignored in all calculations re number of overs.

37.8 Delay or Interruption to the Innings of the Team Batting First

- 37.8.1 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of (Rules 37.3, 37.5 and 37.7).

37.8.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and (Rules 37.6.2 to 37.6.7) shall apply.

37.8.3 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, (Rules 37.6.6 and 37.6.7) shall apply.

37.9 Delay or Interruption to the Innings of the Team Batting Second

37.9.1 If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

37.9.2 Calculations because of any time lost thereafter shall be as per (Rule 37.7.1).

37.9.3 Calculations of target score is via the Duckworth-Lewis-Stern Method.

37.10 Restrictions on the Placement of fielders

37.10.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

37.10.2 Two (2) 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 30 yards (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.

37.10.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

37.10.4 At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.

37.10.5 For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

37.10.6 For the remaining overs, only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

37.10.7 Where the number of overs for the team batting second is reduced, the restriction in (Rule 37.10.5) will apply in accordance with the table below.

37.10.8 In circumstances where the number of overs for the team batting first is reduced, the number of overs regarding the restrictions in (Rule 37.10.5) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	Number of overs for which fielding restrictions in (37.10.5 above) will apply
5 to 8	2

9 to 11	3
12 to 14	4
15 to 18	5
19 to 20	6

37.11 Number of Overs per Bowler and Restrictions

37.11.1 No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture 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.

37.11.2 Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

37.11.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

37.11.4 Bowlers are restricted to an 8-metre run up. 8 Metres should be defined as measured from the back edge of the non-striker's wicket.

37.11.5 Overs 1 - 10 are to be bowled consecutively from one end.

Overs 11 – 20 are to be bowled consecutively from the other end.

37.11.6 Striker is to change ends after the completion of each over.

37.12 Umpires

37.12.1 One (1) official umpire to be appointed per match and is to officiate at the bowling end.

37.12.2 Batting team to provide a square leg umpire at all times, this being, wherever possible, the next player to bat.

37.12.3 Two umpires will be appointed for the final.

37.12.4 NDCUA will invoice each club for applicable umpire fees per game

37.13 No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)

37.13.1 A bowler shall be allowed to bowl one (1) fast short-pitched delivery per over.

37.13.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.

37.13.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

37.13.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him from

being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

37.13.5 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined in (37.13.2) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

37.13.6 If there is a second instance of the bowler being no balled for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall repeat the procedure in (Rule 37.13.5) above and advise the bowler that this is his final warning.

This final warning shall apply throughout the innings.

37.13.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

37.13.8 Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).

37.13.9 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

37.13.10 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

37.13.11 Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

37.13.12 Independent of rules (Rule 37.13.5) (Law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (37.13.9) the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be

allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

37.14 Free Hit

37.14.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

37.14.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

37.14.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

37.14.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

37.14.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

37.15 Wide Bowling - Judging a Wide

37.15.1 Umpires are instructed to apply a generous and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

37.15.2 Any offside or legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off or leg stump), without any contact of the strikers' bat or person, shall be called a wide unless, the ball passes between striker and the stumps. Allowance is also to be made as to where the striker has stood at any point after the ball came into play for that delivery.

37.15.3 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

37.16 The Ball

37.16.1 4 Piece white balls as approved by the Association are to be used.

37.17 The Result

37.17.1 A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of (Rules 31.6 and 31.8), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

37.17.2 A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs because:

37.17.3 Twilight Fixtures: Play has not commenced within 120 minutes of the scheduled start time.

37.18 Any loss of playing time

37.18.1 The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.

37.18.2 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.

37.18.3 The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.

37.18.4 The team batting second must have the ability to face a minimum of five (5) overs within the remaining time available for play.

37.19 Delayed or Interrupted Fixtures - Calculation of the Target Score

37.19.1 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis- Stern Method.

37.19.2 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis -Stern calculation.

37.19.3 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

37.20 In the event of a Tie the following will apply:

37.20.1 A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.

37.20.2 The one (1) over per side eliminator will take place on the pitch allocated for the match.

37.20.3 Prior to the commencement of the one (1) over per side eliminator each team elects three batsmen and one bowler from the nominated participating players.

37.20.4 The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.

37.20.5 The umpires shall stand at the same end as that in which they finished the match.

37.20.6 The teams shall bat in the same order.

37.20.7 The fielding team shall choose which end to bowl from.

37.20.8 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.

37.20.9 The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.

37.20.10 The loss of two (2) wickets in the over ends the team's one over innings.

37.20.11 In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:

37.20.12 The team losing the least number of wickets in the original match OR

37.20.13 If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR

37.20.14 If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, in both the main match and the one over per side eliminator OR

37.20.15 If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greatest number of boundaries from its two innings in both the main match and the one over per side eliminator OR

37.20.16 If still equal the following shall apply:

- In the Rounds - the match is a tie;
- In the Semi-Finals - the higher ranked side will progress; In the Final - the teams are declared joint winners.

37.21 Sight Screens

37.21.1 If they are not provided the Umpires shall indicate accordingly in their report.

37.21.2 If they are not provided the Captain shall indicate accordingly in their Captain's report.

37.21.3 Where sight screens are on the playing surface they shall be boxed in by lines and/or boundary marker.

37.21.4 Movement of the sight screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

37.22 Scoreboards

37.22.1 It is the responsibility of the batting side to update the scoreboard at the end of each over.

37.23 Duties of Scorers and Umpires

37.23.1 Scorers to maintain a list of progress score at the end of each over.

37.23.2 Umpires to initial calculations at the end of each innings.

37.24 Pitch and ground marking

37.24.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

37.24.2 Two (2) 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 30 yards (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.

37.24.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

37.24.4 Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft (152.4cm) and 1ft (30.48cm) markings, wide ball markings (75 cm from the outside of off stump).

37.24.5 Bowlers' run-up mark restriction shall be a line marked 8 Metres behind the stumps.

37.25 Substitute Fielders

37.25.1 Unlimited interchange allowed by players listed on the team sheet.

37.26 Fall of Wicket

37.26.1 The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batter is expected to make his way to the wicket immediately after the dismissal.

37.27 Declaration of Team

37.27.1 Each captain shall provide (in writing) a list of the names of up to 15 players, comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

37.28 Additional Information:

37.28.1 Players are encouraged to play in their club retro shirt.

37.28.2 Competition will be managed via the Association's nominated online portal.

37.28.3 Home team is encouraged to run a canteen on match day.

37.28.4 Home clubs need to invoice away club for share of pitch and ground preparation.

37.28.5 Clubs need to consider supplying cricket equipment for players as required.

37.29 Semi-Final and Final

The Fixtures and Permits Committee, at its sole discretion, will determine the format for finals matches prior to the commencement of each competition. Formats will be influenced by the numbers of teams competing in each Competition.

Regardless of whether competitions are played in 2 or 4 pools, the format of Semi Finals will be:

Semi Final 1 Rank #1 vs Rank #4

Semi Final 2 Rank #2 vs Rank #3

If a team wins their pool they are automatically ranked higher than a team that finishes 2nd in their pool.

If competitions are to be played in any other format, the Fixture and Permits Committee will provide the format for the Semi finals and Final prior to the commencement of the Competition.

38 Playing Conditions - Women's

38.1 Cup and Plate Division

38.2 Boundary

38.2.1 Cup – 50 metres, Plate Division 40 metres, measured from the stumps at each end.

38.3 Players

38.3.1 - A maximum of fifteen (15) players per team are allowed, however only eleven (11) shall bat and only eleven (11) shall be on the field at any time. All players can bowl, and fielders may rotate at any time without restriction.

38.4 Duration of Fixtures

38.4.1 Fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

38.5 Hours of Play and Intervals

38.5.1 Play in each fixture shall commence at the time designated by the Fixtures and Permits Committee.

38.5.2 Each innings of the match is to be completed within eighty (80) minutes of its commencement.

38.5.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

38.5.4 The last over of the innings must commence prior to the conclusion of the 80th minute.

Example: Scheduled start time is 5:00 pm last over must be commenced by 6:20 pm, penalties will apply if not adhered to.

38.5.5 An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

38.6 Intervals for Drinks

38.6.1 No drinks intervals shall be permitted, except in extreme conditions.

38.6.2 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. No other drinks shall be taken onto the

field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

38.7 Extra Time

38.7.1 The hours of play **SHALL NOT BE EXTENDED** where time is lost.

38.8 Length of Innings - Uninterrupted Fixtures

38.8.1 Each team shall bat for twenty (20) overs unless all out earlier.

38.8.2 A team shall not be permitted to declare its innings closed.

38.8.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

38.8.4 Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

38.8.5 The interval shall be reduced if the team fielding first fails to bowl the required number of overs in the scheduled time.

38.8.6 The Umpires may increase the number of overs to be bowled by the team bowling second if they believe the events are beyond the control of the bowling team and prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

38.8.7 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).

38.8.8 If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (Rule 38.8.3) above.

38.8.9 If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in:

(Rules 38.8.2, 38.8.3 and 38.8.4) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 32.6 above).

38.8.10 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 38.7 above). Unless determined otherwise by the Umpires eg. reasons outside the control of the bowling team,

after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

38.9 Length of Innings - Delayed or Interrupted Fixtures

- 38.9.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. NB: Minimum five (5) overs each team, subject to the provisions of (Rule 38.8.2) The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- 38.9.2 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 38.7).
- 38.9.3 The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 38.9.4 A team shall not be permitted to declare its innings closed.
- 38.9.5 Fractions are to be ignored in all calculations re number of overs.

38.10 Delay or Interruption to the Innings of the Team Batting First

- 38.10.1 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of (Rules 38.5. 38.7 and 38.9).
- 38.10.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and (Rules 38.8.2 to 38.8.7) shall apply.
- 38.10.3 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, (Rule 38.8.7) shall apply.

38.11 Delay or Interruption to the Innings of the Team Batting Second

- 38.11.1 If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.
- 38.11.2 Calculations because of any time lost thereafter shall be as per (Rule 38.9.1) Calculations of target score via Duckworth-Lewis-Stern Method)

38.12 Restrictions on the Placement of fielders

- 38.12.1 A 28 yard (23m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

- 38.12.2 Two (2) 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 30 yards (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.
- 38.12.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.
- 38.12.4 At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.
- 38.12.5 For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 38.12.6 For the remaining overs, only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 38.12.7 Where the number of overs for the team batting second is reduced, the restriction in (Rule 38.12.5) will apply in accordance with the table below.
- 38.12.8 In circumstances where the number of overs for the team batting first is reduced, the number of overs regarding the restrictions in (Rule 38.12.5) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	Number of overs for which fielding restrictions in (38.12.5 above) will apply
5 to 8	2
9 to 11	3
12 to 14	4
15 to 18	5
19 to 20	6

38.13 Number of Overs per Bowler and Restrictions

- 38.13.1 No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture 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.
- 38.13.2 A maximum of eight (8) deliveries are allowed per over. The last over of each innings should not be restricted to a maximum of 8 balls, rather you should have to bowl 6 legal deliveries.
- 38.13.3 Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

38.13.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

38.13.5 Overs 1 - 10 are to be bowled consecutively from one end.

Overs 11 – 20 are to be bowled consecutively from the other end.

38.13.6 Striker is to change ends after the completion of each over.

38.14 Umpires

38.14.1 One (1) official umpire to be appointed per match and is to officiate at the bowling end.

38.14.2 Batting team to provide a square leg umpire at all times, this being, wherever possible, the next player to bat.

38.14.3 Two umpires will be appointed for the final.

38.14.4 NDCUA will invoice each club for applicable umpire fees per game.

38.15 No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)

38.15.1 A bowler shall be allowed to bowl one (1) fast short-pitched delivery per over.

38.15.2 A fast-short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease but not clearly above his head.

38.15.3 The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short-pitched delivery has been bowled.

38.15.4 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

38.15.5 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined in (Rule 38.15.2) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

38.15.6 If there is a second instance of the bowler being no balled for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall repeat the procedure in (Rule 38.15.5) above and advise the bowler that this is his final warning.

This final warning shall apply throughout the innings.

38.15.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither

have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

38.15.8 Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).

38.15.9 Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

38.15.10 If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (Law 41.7.2) then the umpire shall issue the bowler a first and final warning, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

38.15.11 Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

38.15.12 Independent of rules (38.15.9 and 38.15.10) (Law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (38.15.9) the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

38.16 Free Hit

38.16.1 The delivery following any No-Ball only shall be a free hit for whichever batter is facing it.

38.16.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. Maximum deliveries being eight (8) per over.

38.16.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

38.16.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

38.16.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

38.17 Wide Bowling - Judging a Wide

- 38.17.1 Umpires are instructed to apply a consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.
- 38.17.2 Any offside or leg side delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off stump), without any contact of the strikers' bat or person, shall be called a wide unless the ball passes between striker and stumps. Allowance is also to be made as to where the striker has stood at any point after the ball came into play for that delivery.
- 38.17.3 The ball passes between striker and the stumps.
- 38.17.4 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 Wide Line, on both Off-side and Leg side without any contact of the strikers' bat or person, shall be called a wide.
- 38.17.5 A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

38.18 The Ball

2 -piece 142g white stamped NDCA balls as approved by the Association are to be used.

38.19 The Result

- 38.19.1 A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of (Rules 38.8 and 38.10), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.
- 38.19.2 A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs because:
- 38.19.3 Twilight Fixtures: Play has not commenced within 120 minutes of the scheduled start time.

38.20 Any loss of playing time

- 38.20.1 The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.
- 38.20.2 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.
- 38.20.3 The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 38.20.4 The team batting second must have the ability to face a minimum of 5 overs within the remaining time available for play.

38.21 Delayed or Interrupted Fixtures - Calculation of the Target Score

38.21.1 If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Stern Method.

38.21.2 It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis Stern calculation.

38.21.3 In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

38.22 In the event of a Tie the following will apply:

38.22.1 Group Matches – The result will be a Draw

38.22.2 Semi-Final - The higher ranked team will progress to the final

38.23 In the event of a Tie in the FINAL the following will apply:

38.23.1 A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.

The one (1) over per side eliminator will take place on the pitch allocated for the match.

38.23.2 Prior to the commencement of the one (1) over per side eliminator each team elects three batsmen and one bowler from the nominated participating players.

38.23.3 The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.

38.23.4 The umpires shall stand at the same end as that in which they finished the match.

38.23.5 The teams shall bat in the same order.

38.23.6 The fielding team shall choose which end to bowl from.

38.23.7 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.

38.23.8 The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.

38.23.9 The loss of two (2) wickets in the over ends the team's one over innings.

38.23.10 In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:

38.23.11 The team losing the least number of wickets in the original match OR

38.23.12 If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR

38.23.13 If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, in both the main match and the one over per side eliminator OR

38.23.14 If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greatest number of boundaries from its two innings in both the main match and the one over per side eliminator OR

38.23.15 If still equal the following shall apply:

- I. In the Rounds the match is a tie
- II. In the Semi-Finals the higher ranked side will progress.
- III. In the Final – the teams are declared joint winners.

38.24 Sight Screens

38.24.1 If they are not provided the Umpires shall indicate accordingly in their report.

38.24.2 If they are not provided the Captain shall indicate accordingly in their Captain's report.

38.24.3 Where sight screens are on the playing surface they shall be boxed in by lines and/or boundary marker.

38.24.4 Movement of the sight screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

38.25 Scoreboards

38.25.1 It is the responsibility of the batting side to update the scoreboard at the end of each over.

38.26 Duties of Scorers and Umpires

38.26.1 Scorers to maintain list of progress score at the end of each over.

38.26.2 Umpires to initial calculations at the end of each innings.

38.27 Pitch and ground marking

38.27.1 A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

38.27.2 Two (2) 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 30 yards (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.

38.27.3 Continuous painted white lines or 'dots' at five-yard (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 seven inches (18cm) in diameter.

38.27.4 Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off stump).

38.28 Substitute Fielders

38.28.1 Unlimited interchange allowed by players listed on the team sheet.

38.29 Fall of Wicket

38.29.1 The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batter is expected to make their way to the wicket immediately after the dismissal.

38.30 Declaration of Team

38.30.1 Each captain shall provide (in writing) a list of the names of the players comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

38.31 Player Eligibility for Semi-Finals and Finals

38.31.1 A player must have played one (1) of the round matches to be eligible to participate in Semi-Finals and Final series.

38.31.2 Players may apply to the Fixtures and Permits Committee for an exemption from the operation of Rule (25). Applications are to be made in writing by the Club Secretary.

Exemptions from the operation of Rule (25) are only to be granted in exceptional circumstances.

38.32 Additional Information:

38.32.1 Players are encouraged to play in their club retro shirt

38.32.2 Competition will be managed via Play HQ portal.

38.32.3 Home team is encouraged to run a canteen on match day.

38.32.4 Home clubs need to invoice away club for share of pitch and ground preparation.

38.32.5 Clubs need to consider supplying cricket equipment for players as required.

38.33 Semi-Final and Final

38.33.1 Semi-Final #1: Rank #1 vs Rank #4

Semi-Final #2: Rank #2 vs Rank #3

38.33.2 Final Winner SF1 vs Winner SF2

39 Women's Development League

39.1 **Duration of Fixtures** - One innings per side, 15 overs per innings, 5 overs shall constitute a match.

- 39.2 **Hours of Play** - Scheduled start time is 5.30pm. Each innings to be completed within 60 minutes. Interval 5 minutes between innings.
- 39.3 **Bowling** - Two overs per innings max bowler. Maximum 8 deliveries per over. 1 – 8 overs bowled consecutively from one end, 9 – 15 bowled consecutively from the other end.
- 39.4 **Batting** - 20 ball batting retirement (can resume if last batter is dismissed in order of retirement)
- 39.5 **Fielding Restrictions** – Nil
- 39.6 **Boundary** – 30 metres
- 39.7 Unlimited interchange without restriction applies for teams of more than 11 players but only 11 can bat.
- 39.8 **Free Hit** does not apply for any No Balls.
- 39.9 Law 21.7 is amended for a delivered ball to be called a No Ball where the ball bounces more than twice or rolls along the ground before it reaches the popping crease.
- 39.10 No Short-Pitched bowling over the shoulder - standing upright at the popping crease is allowed - No Ball Applies.
- 39.11 **Wides** - Normal Laws of Cricket Apply (Law 22) No special conditions apply.
- 39.12 If fielding side is short of players - opposing side or any other female player(s) can provide a substitute fielder but is allowed to bowl.

40 General Playing Conditions – all Matches, All Competitions

40.1 Post-Match Conference

At the completion of each match where umpire/s are appointed, it is compulsory that both captains meet with the umpire/s at the conclusion of the match – excluding T20, however umpires are encouraged to conduct a conference after each NCC Summer Bash match.

This will help facilitate the completion of the Captains report, as well as better communication between players and umpires.

40.2 General Provisions Regarding Umpires (or captains in their absence)

- 40.2.1 In the event of only one appointed Umpire being present at any fixture, the authority for that match shall be the sole responsibility of the appointed Umpire.
- 40.2.2 In the event of no appointed Umpire being present at a fixture, the fitness of the light, weather, pitch, and ground shall be matters for the determination of the two Captains in accordance with the relevant Association Rules and Laws of Cricket as set out in this Rule Book (Refer to Laws of Cricket 2.7 for guidance).
- 40.2.3 In all fixtures, both Captains and Umpire(s) are to check and sign both score books on completion of each innings certifying the correctness of the score and the result of the fixture.
- 40.2.4 Drinks - To be taken on field where official umpires are appointed subject to heat policy.

40.3 Lightning

- 40.3.1 Play shall cease immediately if the umpires witness a lightning flash that is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.
- 40.3.2 However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition. Any person who breaches this playing condition breaches the Code of Conduct and the umpires shall report such person/s to the Governing Body.

40.4 Local Rules

- 40.4.1 The Laws of Cricket covering the awarding of 5 penalty runs will only apply to those fixtures where official Umpires have been appointed (excluding 40.4.2 below).
- 40.4.2 Where a helmet is placed on the ground during play by the fielding side and the ball strikes the helmet (Laws of Cricket 28.3.1 and 28.3.2) 5 penalty runs will be applied.
- 40.4.3 Laws of Cricket 24.1.1 and 24.2.2 (Fielder absent or leaving the field) is amended to allow players arriving late to a fixture, due to work commitments, to participate upon taking the field, however penalty times will apply as set out in Law 24.2.

40.5 Boundaries

Laws of Cricket 19: Boundaries shall apply. From the 1st of October 2024 Cricket NSW has mandated a Minimum Boundary Clearance Directive: [CLICK HERE TO READ THE FULL POLICY](#)

The CNSW minimum boundary clearance directive provides:

- a. *All boundaries must be designated by a rope, soft dome marker (or similar) or marked line including boundary markers of a minimum standard as authorised by Cricket New South Wales from time to time.*
- b. *At all times, rope, soft dome marker (or similar) or marked line must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing or advertising signs.*

It is noted that the minimum standard is any object that can mark the boundary, including soft dome markers, small cones (witches' hats), rope, or similar. A line may also be spray painted or painted onto the playing surface.

40.6 Restrictions - Young Bowlers

- 40.6.1 The appointed Umpires are responsible for enforcement of this Rule. Where Umpires are not appointed to the fixture, the responsibility falls entirely to the fielding captain.
- 40.6.2 No medium pace or faster bowler (broadly defined as a bowler to whom the wicket keeper would normally stand back) shall be permitted to bowl more than the number of overs in a

spell, and number of overs in a day including all other Associations' (NJCA and NCSCA) matches the player has participated in that day as set out below.

- 40.6.3 A bowler who has bowled a spell of less than the maximum spell permitted for their age, may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

40.7 Length of Break

The following is designed to reduce the risk of injury and enhance the bowling development of young cricketers in game situations.

- 40.7.1 Restrictions are in place predominately for safety but also for development purposes.
- 40.7.2 Maximum overs in a day includes all overs bowled by the player included where a 2nd innings commences on the same day, i.e. outright opportunity, and restrictions still apply.
- 40.7.3 For players bowling in more than one match, including other Associations' (NJCA and NCSCA) on the same day the daily restrictions will still apply.
- 40.7.4 The minimum rest periods between spells for medium and fast bowlers will be at least the same number of consecutive overs bowled from the same end in the bowlers' immediately concluded spell.
- 40.7.5 Breaks in play (Lunch 5 Overs, Tea 20 Minutes – 2 Overs, Tea 30 Minutes – 3 Overs and Innings Break 1 Over) shall be included as "rest periods".
- 40.7.6 Interruptions in play (1 over from each end for 8 minutes in total time lost) shall be included as "rest periods".
- 40.7.7 If an interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.
- 40.7.8 If an over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

Age*	Maximum Overs in a Spell	Maximum Overs in a Day
Under 19's	8	20
Under 18's	7	20
Under 17's	6	16
Under 16's	6	16
Under 15's	5	12
Under 14's	5	10

Under 13's	4	8
------------	---	---

** as defined by the bowlers age on the day of play*

Young Bowlers Restrictions – Examples: -

- a) An under 19 bowler bowls five (5) medium pace overs consecutively from one end before lunch.

After lunch, the same bowler may resume a new spell of a maximum of eight (8) overs subject to a day's maximum of Twenty (20) overs. (The lunch break is considered a rest period of Five (5) overs from each end).

- b) An under 17 bowler bowls a maximum spell of six (6) overs from one end before the Tea break in 2nd Grade.

As the Tea break in 2nd Grade is 30 minutes, the rest period is considered three (3) overs from each end.

The same bowler therefore must wait until a further three (3) overs have been bowled by another bowler from the same end before the under-age bowler can resume a further spell subject to the day's maximum of sixteen (16) Overs.

- c) An under 19 bowler bowls six (6) medium pace overs consecutively from one end before lunch.

After lunch, the same bowler may only bowl another two (2) further overs as it is deemed to be the same spell.

The Bowler must then wait a minimum of eight (8) before resuming bowling. (The lunch break is rest period of Five (5) overs from each end has not eliminated fully the previous spell)

Alternatively, the Bowler may wait 1 over from each end and resume a full spell of 8 more overs. (they will have been deemed to have had an equal rest of 6 overs (including lunch) following a spell of 6 overs).

40.8 Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- 40.8.1 If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day; and
- 40.8.2 If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

40.9 Responsibility of Fielding Captain and Umpires

- 40.9.1 Where official umpires are not appointed, it is the responsibility of the fielding Captain to ensure that this playing condition is upheld.

- 40.9.2 The Umpires will maintain records to enable the enforcement of this rule together with the Scorers of the match.
- 40.9.3 Scorers may notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs they may bowl without a break and must notify the Umpires immediately if a bowler starts (or is about to start) an over when they are not permitted to bowl under this Rule.
- 40.9.4 If the Umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off immediately. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- 40.9.5 Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires (or the fielding captain in the absence of Umpires) shall make the final decision on its application based on information available from the scorers or other sources.

40.10 Semi-Finals and Finals

- 40.10.1 To be eligible to take part in Semi-Finals or Finals of any competition conducted by the Association, Clubs must be financial with respect to wicket fees, Umpires' fees and fines imposed by the Association no less than two (2) weeks prior to the fixture concerned taking place.
- 40.10.2 Subject to Rule 40.10.1, in Semi-Finals, the draw will be 1st vs 4th and 2nd vs 3rd placed team
- 40.10.3 Playing conditions shall be:

Grade - the Two-Day competition rules

Suburban – standard Suburban District Competition rules

1st and 2nd Grade

- 40.10.4 In the event of both the Semi-Finals being completely washed out in 1st Grade, they can be replayed on different day(s) provided there are 2 playing days left spare for the Final.
- 40.10.5 In the event of both the Semi-Finals being completely washed out in 2nd grade, they can be replayed on different day(s) provided there are 2 playing days left spare for the Final, subject to ground availability.
- 40.10.6 In the First Grade Final only, if ANY play (whether play has commenced or not) is lost due to weather, ground, light conditions or any other reason, then play will commence or continue, (and the state of the game will remain the same, until a total of 180 overs are bowled, with the proviso that the team batting 1st bats for no more than Ninety (90) overs in its first innings), using all available playing dates to enable the fixture is completed and a result achieved.

All Grades

- 40.10.7 In the event of a Semi-Final being drawn or tied - the team finishing higher on the Premiership standings shall be declared the winner.
- 40.10.8 Where Semi-Finals or Finals are played on consecutive days, the pitch is to be fully covered at the end of play on Day 1 and re-prepared but not watered for Day-2.
- 40.10.9 2nd, 3rd and 4th Grade Semi-Finals: if there is no play on the 1st day then standard Two-Day playing conditions apply.
- 40.10.10 2nd, 3rd and 4th Grade Finals: if there is no play on either day the game can be still played as a Two-Day fixture if there are spare playing days available (subject to ground availability). If there is no play on the 1st day and there are no spare days available, then standard Two-Day playing conditions apply.
- 40.10.11 In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs is the winner.

Part 6 - Facilities

41 Compulsory Covers

- 41.1 At each club's 1st Grade ground covers shall be provided and it shall be compulsory for them to be used in all 1st Grade, 2nd Grade, Tom Locker Cup, Royce McCormack Cup, Denis Broad OAM Cup, Summer Bash, Under 21's and Under 16's fixtures. Hessian should be used in conjunction with covers.
- 41.2 The home club shall be responsible for the pitch covering whilst the responsibility for pitch covers in all Semi- Finals and Finals shall be determined by the Management Committee. For the purposes of this Rule, if the fixture is to be played at No.1 Sportsground or neutral venue, the duties are shared by both clubs. For all Semi-Finals and Finals, the appointed umpires are to supervise the placing of covers on the pitch and square area not only during the match but at the conclusion of each day's play.
- 41.3 Where covers are required, the pitch shall be protected in the event of rain wherever possible from the afternoon prior to the commencement of play and as required during the playing day.
- 41.4 In the event of the pitch being wet beforehand or wet at the time the covers are to be laid, the home club is permitted to exercise discretion as to whether to cover or not cover the pitch. The Chairperson of the Fixtures and Permits Committee must be notified immediately if covers are not used.
- 41.5 The Association shall, if it determines that a Club has breached this Rule, inflict on that Club:
- penalties as set out in fines for any breach of this rule for the first offence; and then-
 - the forfeiture of three (3) premiership points for succeeding offence(s).

42 Scoreboards

- 41.1 All First-Grade grounds must provide fit for purpose scoreboards and they shall be used in all fixtures played at that ground.
- 42.1 All lower grade grounds should have an operational fit for purpose scoreboard.
- 42.2 It is the responsibility of the batting side to update the scoreboard at a maximum of five (5) over intervals.
- 42.3 If they are not so operated the Umpires shall indicate accordingly in their report and the batting team may receive penalties from the Association as set out in fines for any breach of this rule.
- 42.4 Clubs are encouraged to provide scoreboards at all other grounds.

43 Sight Screens

- 43.1 All First-Grade grounds shall provide fit for purpose sight screens.
- 43.2 If they are not provided the Umpires shall indicate accordingly in their report.

- 43.3 If they are not provided the Captain shall indicate accordingly in their Captain's report.
- 43.4 The home club may receive penalties from the Association as set out in fines for any breach of this rule.
- 43.5 Where sight screens are on the playing surface, they shall be boxed in by lines and/or boundary markers.
- 43.6 Movement of the sight screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.
- 43.7 All other grades are encouraged to provide sight screens.

44 Equipment for Grounds

- 44.1 **Grade**: The home club is responsible for providing six (6) stumps and four (4) bails and spares on each match day. In addition, the home club shall provide boundary markers where there is no existing boundary fence.
- 44.2 **Suburban**: Each club is responsible for providing three (3) stumps and two (2) bails and spares on each match day. In addition, the home club shall provide boundary markers where required.
- 44.3 Pitch and ground markings shall include:
- 44.4 Fielding restriction circle, where applicable, refer to one day or T20 playing conditions set out in this Rule Book
- 44.5 Pitch markings including: Popping (minimum 12 ft in length) / Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (where applicable, refer to one day or T20 playing conditions)

45 Competition Fixtures and Allocation of Grounds

- 45.1 All fixtures to be played as per the competition.
- 45.2 Draw/s determined by the Fixtures and Permits Committee.
- 45.3 All draws will be available at the start of the season on Play HQ.
- 45.4 Refer to Play HQ for the up-to-date fixtures and results.

Part 7 – Additional Information

46 Heat Policy

From the 1st of October 2024 Cricket NSW mandated a Heat Policy for all Associations across NSW - [CLICK HERE TO READ THE FULL POLICY](#)

46.1.1 It is appropriate that the policy be adopted to cover fixtures controlled and conducted by the Newcastle District Cricket Association.

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators.

It is recognised that NDCA matches are not resourced with medical and emergency support. Taking this into consideration, it may be unsafe to continue play during conditions of extreme heat.

46.1.2 **Purpose and application:** This Policy shall apply to all NDCA matches.

46.1.3 **Application of HSRI:** Any umpire, match official or administrator who is bound by this Policy may use the HSRI Tool available from the CNSW - Ludis platform located at <https://cnsw.ludisanalytics.com/>

HSRI rating (inclusive)	Heat stress management interventions
0 to 3	<ul style="list-style-type: none">• Conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc)
4 to 7	<ul style="list-style-type: none">• Consult with captains to consider increasing the number and duration of drinks intervals and allow players and umpires to leave the field of play during drinks intervals• Consider extending the duration of lunch and/or afternoon tea intervals by 5 minutes• Once HSRI is greater than 5, be extra vigilant in monitoring participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc
8 to 10	<ul style="list-style-type: none">• Have longer drinks breaks to allow players to come off the field to cool down and rehydrate (e.g., 10 to 20 minutes instead of 5 minutes or 40 to 50 minutes followed by 10 minute breaks 5• Flexibility to increase time span of drinks lies with the umpires• Flexibility to take more frequent drinks breaks lies with the umpires
11+	<ul style="list-style-type: none">• Suspend play until conditions have improved (to less than or equal to 10) subject to Part 3 of this Policy• Refer to local competition playing conditions.

46.1.1 Umpires, or captains if no official umpire is appointed, must be vigilant in monitoring temperatures in extremely hot conditions.

46.2 Loss of playing time (due to extreme heat):

Where there is any interruption(s) to play due to extreme heat overs are to be deducted relative to NDCA Playing Conditions for lost time as applicable for each grade or fixture

46.3 Advance cancellation of an entire day's play:

The NDCA reserves the right to cancel a day's play in the event of extreme weather conditions, e.g. on the day prior to the scheduled days play, the forecast temperature is 44 degrees or more

46 Procedure in Event of Doubtful Bowling Action

47.1 Introduction

- Laws of Cricket - Law 21 (No Ball) states in part as follows-
- Laws of Cricket - Law 21.2 Fair delivery – the arm

47.1.1 For a delivery to be fair in respect of the arm the ball must not be thrown. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if they consider that the ball has been thrown.

47.1.2 If, in the opinion of either umpire, the ball has been thrown, the umpire shall:

- a. Call and signal No Ball;
- b. Caution the bowler when the ball is dead. This caution shall apply throughout the innings; and
- c. Inform the other umpire, the batter at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

47.1.3 If either umpire considers that after such caution, a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out above, indicating to the bowler and the captain of the fielding side that this is a final warning.

47.1.4 This warning shall also apply throughout the innings.

47.1.5 If either umpire considers that a further delivery by the same bowler in that innings is thrown:

- a. The umpire concerned shall call and signal No Ball.
- b. When the ball is dead, the umpire shall inform the other umpire, the batter at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.
- c. The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith.

- d. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
- e. The bowler thus taken off shall not bowl again in that innings.
- f. The umpires together shall report the occurrence as soon as possible to the Executive of the fielding Club and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the fielding captain and bowler concerned.

47.2 Definition of fair delivery – the arm

- 46.2.1 A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.
- 46.2.2 The International Cricket Council and Cricket Australia have procedures relating to the above Law's application. It is appropriate that the NDCA also develops, promotes, and applies a procedure for application in its own competitions. Such a procedure should be in the best interests of both the player, and the competition as a whole.

47.3 Objectives

- (1) To ensure that every bowler playing in an NDCA competition has a delivery action that complies with the Laws of Cricket - Law 21.
- (2) To assist any bowler with an "illegal" action to comply with the Laws of Cricket - Law 21.

47.4 Application

This procedure shall automatically apply in the event that:

- 47.4.1 An NDCA-appointed umpire formally "reports" to the NDCA a player who has bowled what the umpire considers to be a "illegal" delivery in breach of Laws of Cricket - Law 21, three (3) times during the same innings; and/or
- 47.4.2 Two (2) different NDCA-appointed umpires, during at least two (2) different matches during any twelve (12) month period, each formally "mention" to the NDCA a player who has bowled what each umpire considers to be one (1) "illegal" or "doubtful" delivery during a match.
- 47.4.3 In forming an opinion as to whether a bowler's delivery is clearly "illegal", or is "doubtful", an umpire shall be guided by the Laws of Cricket - Law 21.2.
- 47.4.4 The NDCA particularly notes that under the provisions of the Laws of Cricket - Law 21, an umpire must call and signal "no ball" for each delivery that, in the umpire's opinion, a bowler has delivered illegally.

47.5 Review Process (Report to NDCA)

- 47.5.1 Following a match, an umpire shall formally "report" or "mention" to the NDCA any "illegal" or "doubtful" delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances, and nature of any such delivery.

- 47.5.2 An umpire must advise the player's club, as Laws of Cricket 21.3.3 requires.
- 47.5.3 The NDCA shall immediately provide the player's club with a copy of each such "report" or "mention".
- 47.5.4 Upon the NDCA's receipt of one (1) "report" or two (2) "mentions", that player shall not bowl again in an NDCA competition match, for a period of one (1) month from the date of that report or 2nd mention.
- 47.5.5 Following that one (1) month period, a player may re-commence bowling in NDCA matches until such time as he has accumulated another "report" or a further two (2) "mentions."
- 47.5.6 Upon the NDCA's receipt of a second (2nd) "report" or a further two (2) "mentions", that player shall not bowl again in an NDCA competition match, for a period of three (3) months from the date of that report or 2nd mention.
- 47.5.7 Following that three (3) month period, a player may re-commence bowling in NDCA matches until such time as he has accumulated another "report" or a further three (3) "mentions."
- 47.5.8 Upon the NDCA's receipt of a third (3rd) "report" or a further two (2) "mentions", that player shall not bowl again in an NDCA competition match, for a period of twelve (12) months from the date of that report or 2nd mention.

47.6 Notes to Process

- 47.6.1 Laws of Cricket - Law 21 makes officiating umpires solely responsible, on a delivery-by-delivery basis, for the determination of each individual delivery's fairness during a match.
- 47.6.2 Accordingly, there is no limit on the number of times that an umpire may provide the NDCA with a "report" or "mention" for the same player, or on the number of times that an umpire may "no-ball" the same bowler during a match, except as limited by Laws of Cricket - Law 21.3
- 47.6.3 Neither the NDCA nor any other person or body can certify that a player has a permanently "fair" bowling action, on the basis of an assessment of a bowler's delivery action.
- 47.6.4 The NDCA cannot undertake biomechanical analysis of a bowler's delivery action, such as the ICC or CA would undertake in corresponding circumstances.
- 47.6.5 By continuing to bowl with an "illegal" action", a player delays the process of rendering that action "fair", and thereby satisfying the provisions of Laws of Cricket - Law 21.
- 47.6.6 Accordingly, the NDCA strongly encourages a player's club, during any period in which that player is not permitted to bowl under this Rule 40, to assist the player by all means possible to develop a delivery action that is more likely to, in the opinion of umpires, comply with the provisions of Laws of Cricket - Law 21.
- 47.6.7 The NDCA will prepare, and regularly update, a register of "reports" and "mentions" of bowlers arising from Laws of Cricket - Law 21. The NDCA will provide the NSWCUandSA, with a copy of that updated register, following each such update.

47.6.8 A player has no right of appeal to any course of action by an umpire or the NDCA relating to this procedure, other than on a point of law.

48 Contrived Results

48.1.1 The NDCA has the authority to investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing team has unreasonably declared, forfeited an innings in the match or unreasonably declared a ground unfit for play. If the NDCA decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams / clubs involved.

48.1.2 After carrying out such an investigation, the NDCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:

- a. was unfair and could have influenced the outcome of the match; or
- b. was unfair to any teams in the same competition; or
- c. was unfair, in the context of the Club Championship, to any of the clubs in the same competition.

48.2 The NDCA's powers include, but are not limited to, the power to:

- a. award a match to one team, or both teams jointly;
- b. deduct such competition points from, or award competition points to, either team in a match, as the NDCA in its absolute discretion thinks fit;
- c. fine, suspend or disqualify a player, a Team or club.

49 Duckworth Lewis App

Appnote: You only need to use DLS App after play has commenced.

If play is interrupted in the 1st innings, then you must use DLS to ensure correct target scores are calculated for the 2nd innings.

PLEASE NOTE: You need to take note at every interruption to input for each Suspension Period – i.e., Overs bowled including part overs, runs scored, wicket lost, and overs remaining after suspension.

Step One: Open App

Step Two: Select Tools > D/L Calculator > Duckworth-Lewis-Stern

Step Three:



- a First Innings – Ensure the correct number of allocated overs are input when the innings commenced.
- b Add a suspension period as needed if this occurred during the 1st innings. Select ‘Done.’
- c Input total runs scored for team batting 1st.

Step Four:

- a Select the second innings. This will reveal the Target Score for Team Batting 2nd.
- b Add a suspension period as needed if this occurred during the 2nd innings. Select ‘Done.’

Step Five:

- a This will reveal a Target Score required for the remaining overs and a par score should there be no further play.
- b To view the Par score simply enter the number of overs completed and wickets taken in the text boxes, the par score will automatically adjust.
- c Par score plus 1 run is the total that a chasing team should have reached – when they are ‘X’ wickets down – at the time of interruption; target is the revised score that a team is required to get after an interruption.

50 Approved Balls

Match Type	Team	Permitted Ball
Two-day	1 st and 2 nd Grade	Kookaburra Regulation Red Ball 156g
	3 rd and 4 th Grade	Kookaburra Senator Red Ball 156g
One-day	1 st and 2 nd Grade	Kookaburra Regulation White Ball 156g
	3 rd and 4 th Grade	Kookaburra Senator Red 156g
	Suburban Districts Division One	Kookaburra Senator White 156g
	Suburban Districts – Other Divisions	Kookaburra NDCA Stamped Red 156g (2 piece)
T20	Summer Bash	Kookaburra Senator White 156g
	Gilmour Cup (Masters)	Kookaburra Senator White 156g
	Denis Broad OAM Cup	Kookaburra Senator White 156g
	SG Moore Cup	Kookaburra Senator White 156g
	Women’s – All Divisions	Kookaburra NDCA Stamped White 142g (2 piece)