

Colac & District Cricket Association Incorporated

Senior Playing Rules

2023-2024 edition

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Colac & District Cricket Association Incorporated

SENIOR PLAYING RULES

The Colac and District Cricket Association is referred to as the CDCA throughout these rules. The use throughout the text of pronouns indicating the male gender is purely for the sake of brevity. Except where specifically stated otherwise, every provision of these Rules is to be read as applying equally to women as to men.

Rule 1 - Application of Laws and Rules

1.1 Laws of Cricket

The MCC Laws of Cricket (Current Edition), shall apply to all matches, except as hereinafter modified.

1.2 Board of Management Powers and Emergency Rulings

1.2.1 The Board of Management shall have the power to take any action deemed appropriate against a club or player breaking a CDCA rule or a Law of Cricket or for any other matter.

1.2.2 Subject to the By-Laws of the CDCA Board of Management shall have the power to decide all questions arising out of CDCA matches not provided for in these Rules.

Rule 2 - Fixture of Matches

2.1 Determination of Fixture

All clubs shall compete in fixtures as arranged by the Board of Management prior to the commencement of the season.

2.2 Variation to the Fixture

The CDCA Board of Management may, if necessary, alter the program in respect of dates or grounds on which any of the matches shall be played.

2.3 Duration of Season

The Board of Management shall determine the start & finish date of the season.

2.4 Reserve Day

In Division 1 only, should an entire round be cancelled due to adverse weather conditions prior to Christmas, then the first such cancelled round shall be replayed on a date to be determined by the CDCA Board of Management.

Rule 3 - Points and Team Rankings

3.1 Allocation of Match Points – Division One and Two

Win	12
Tie	6
Draw	6

Division One and Two will be using percentage (NET RUN RATE) that will be calculated on the

following formula:

$$(\text{Runs scored} / \text{overs faced}) - (\text{runs against} / \text{overs bowled})$$

3.2 In the event of unequal number of byes in the Division during the season, each team with the bye will receive the average number of match points gained in the Division during the round.

3.3 Allocation of Match Points – Divisions Three

Win	12
Tie	6
Draw	6

Bonus Premiership Points shall be awarded for all runs scored and all wickets taken on the following basis:

- ALL Innings in all games.
- Runs .01 points per run
- Wickets .2 points per wicket taken.

3.4 Forfeit

In the event of a match being forfeited through any cause, the opposing team shall receive the average number of match points gained by the winning teams in that Division. In addition the offending club shall be fined an amount not exceeding \$100. Any forfeit given must be by the lowest Division team in that club.

3.5 CDCA Premiership Series Rankings: Team Percentages

3.5.1 All premiership points obtained count towards the CDCA Premiership Series ladder.

3.5.2 Determination of Wickets Lost

A wicket shall be recorded as lost or taken when an innings terminates with any batsman unable to commence, continue, or resume his innings within the scheduled playing time or compulsory number of overs; but a team declaring an innings closed or having it terminated or forfeiting an innings shall be deemed to have lost only those wickets which have actually fallen.

3.6 Finals Series

3.6.1 Semi Finals: At the conclusion of the home and away matches the teams finishing first to fourth shall play finals as follows: 1 v 2 (qualifying final), 3 v 4 (elimination final). Should there be a tie, a draw or abandonment without play, the higher ranked team at the conclusion of the home and away season shall be declared the winner.

3.6.2 Preliminary Final: The loser of qualifying final (1v2) shall play the winner of elimination final (3v4). Should there be a tie, draw or abandonment without play, the higher ranked team at the conclusion of the semi-finals shall be declared the winner.

3.6.3 Grand Final: The winner of qualifying final (1 v 2) shall play the winner of Preliminary Final. Should there be a tie, draw or abandonment without play, the higher ranked team at the conclusion of the semi-finals shall be declared the winner.

3.6.3.1 The Grand Final will be a one day game in all divisions; with an additional spare day reserved in case of loss of time due to adverse conditions.

3.6.6 The winner of the Finals, in ALL divisions, in the event of a tie, draw or abandonment without play is the team ranked higher after the home & away rounds.

Rule 4 - Teams in More Than One Division

4.1 Any club which has a team in more than one senior Division in the Association shall have the right to play any of its players in any of those senior Divisions during the home and away matches.

- 4.1.1 Where the Club's higher ranked eleven team does not play (due to a BYE/washout), a maximum of two 'over age' players may drop back. An 'over age' player means a player 18 years of age, or older on September 1st of the current season.
- 4.1.2 There shall be no restriction on the number of players under 18 years of age that may play in a lower grade on that day.

Rule 5 - Investigations, Disputes/Protests, Contrived Results and Appeals

5.1 Board of management Investigations

5.1.1 The Board of Management shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, CDCA Premiership matches, CDCA Official function and any other CDCA related matter.

5.1.2 If a member of the Board of Management is, or has been, affiliated with any club or persons involved in an investigation, he shall cease to act on the Board of Management for the duration of the investigation.

5.2 Disputes/Protests

5.2.1 Any club referring a dispute to the Board of Management shall, by no later than 72 hours following the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute with the CDCA Secretary together with a fee of \$250.00; to be returned (unless the dispute/process be deemed frivolous).

5.2.2 The Board of Management Chairman shall call on the disputing clubs to appear before the Board of Management, which, after hearing evidence, shall decide thereon.

5.2.3 In the event of a member of the Board of Management being a past or present representative of either of the clubs involved, he shall cease to act on that Committee for the hearing of the dispute/protest.

5.2.4 In the event of a dispute in the scores, the books of each team shall be immediately handed conjointly by a representative of each team concerned to an umpire or in his absence the Secretary, who will deliver them to a Member of the Board of Management who will bring

the books for the consideration of the Board of Management at the next meeting.

5.2.5 The CDCA Board of Management may elect to refer the matter in question directly to an independent tribunal.

5.3 Contrived Results

5.3.1 The Board of Management shall have power to investigate a game or the actions of the captains of the clubs, any players involved in a match, and the competing clubs.

5.3.1.1 The investigation will be done with or without the assistance or cooperation of any other person or club/s.

5.3.1.2 If the Board of Management 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 any person the opportunity to be heard.

5.3.2 If the Board of Management finds that the clubs, captains or players have colluded to contrive the outcome of a match the Board of Management may in its absolute discretion do one or more of the following:

5.3.2.1 fine a club, captain or player;

5.3.2.2 suspend a captain or player/s from playing in any match or matches;

5.3.2.3 disallow any points earned by a club in respect of the match;

5.3.2.4 amend any points earned by a club in the match; or

5.3.2.5 take any action it deems appropriate.

5.4 Appeals Against Board of Management Decisions

5.4.1 Clubs may appeal against a Board of Management decision. Such an appeal must be made in writing to the Secretary of the CDCA together with a fee of \$250.00 (to be returned unless the dispute/protest is deemed frivolous) within 72 hours after receipt of the decision.

5.4.2 All appeals against Board of Management decisions shall be heard by an Independent Tribunal, as appointed by the CDCA Board of Management. The decision of the Independent Tribunal shall be final.

Rule 6 - Instructions to Clubs

Match Report and Results Forms

6.1. Match results

HOME sides must enter Match Results AND Player Scores by 12.00pm on the day following the days play.

AWAY sides must confirm or dispute the Match Result by 6.00pm on the day following the days play.

6.1.1 In the event of the inability to reach this deadline, clubs must contact the CDCA Secretary prior to 11.00am on the day following the days play.

6.2 Captains Reports

Captains Reports must be lodged on mycricket no later than 48 hours after the completion of the match. These reports must be completed by both home and away captains.

6.3 Non-Compliance with Requirements

A club failing to comply with any regulation requiring submission of a report or submitting an incomplete or incorrect report may be fined by the CDCA Board of Management.

Any Club in default of Rule 6 will be liable to the loss of 3 premiership points for Divisions 1, 2 & 3. This penalty may be altered to monetary fine, should the board of management deem that the loss of premiership points is not a sufficient impost.

Rule 7 - Grounds and Turf Pitch Preparation and Maintenance

7.1 Preparation of Turf Pitches

The ground may be rolled, watered, mown, or beaten prior to each day's play and the pitch may also be rolled and/or beaten and/or swept for seven minutes before the commencement of each innings.

7.2 Maintenance of Turf Pitches during Play

During play on any day a batter may beat the pitch with his/her bat and clear debris, and players may secure their footholds, including the use of sawdust, provided no damage to the pitch is caused.

7.3 Use of Covers

The pitches for all matches shall be covered subject to the conditions laid down for the use of covers.

7.3.2 Covering Prior to Match Day

7.3.2.1 CDCA Board of Management approved covers, properly laid and pegged, shall be laid by dusk on the day preceding a match day. The use of underlay material shall be optional.

7.3.2.2 At all other times the curator shall be permitted to use the covers at his discretion to obtain the best possible conditions for play on a match day.

7.3.2.3 The CDCA Board of Management shall have power to waive the provision in 7.3.2.1 and instruct clubs that covers need not be laid on any specific day.

7.3.3 Removing Covers on Match Day

7.3.3.1 In good conditions the covers shall be removed no later than 8.30am.

Otherwise removal shall be at the discretion of the Curator or Ground Manager.

7.3.3.2 Dependant on prevailing weather conditions, covers may be re-laid if necessary.

7.3.4 Umpires' Control of Covers

The umpires shall assume control immediately after the toss or 30 minutes prior to the scheduled start of each day's play, whichever is the earlier, and make all decisions regarding the use of the covers until the end of play. At all interruptions they shall direct and supervise the laying and removal of covers and report any failure of either side to comply with 7.3.5.

7.3.5 Labour for Laying or Removing Cover

Until the scheduled starting time the home club shall provide any labour required for the laying or removal of the cover. After that time both sides shall assist with the laying and removal until the end of play.

7.3.6 Conditions for Final Series Matches

7.3.6.1 The provisions of 7.3 shall apply to final series matches in the absence of any specific direction from the Board of Management.

7.3.6.2 The Board of Management shall be empowered to inspect finals venues and monitor prevailing and predicted weather conditions and to direct the home or host clubs to use covers at any time in the week proceeding any day of a match.

7.3.6.3 The Board of Management has control of the allocation of responsibility to individual clubs to cover turf wickets prior to finals. Failure to do so by an allocated club will incur a fine of \$100.00.

7.3.7 Failure to Comply with Directions

A club failing to comply with the directions in 7.3 may be dealt with under Rule 1.2.

Rule 8 - Grounds and Pitches

8.1 Match Day

8.1.1 Grounds must be adequately prepared by the home club for each days play to the satisfaction of the umpires and captains.

8.1.2 Boundaries must be clearly defined with flags, cones or other appropriate methods and such boundary must be at least one meter inside the arena fence.

8.1.2.1 For one-day matches (Divisions One & Two only), a 27.5 metre (30 yard) semi-circle must be marked from middle stump at each end and joined by straight lines parallel to the pitch. This area shall define fielding restrictions described in Rule 12.7.

8.1.3 All turf and hard wicket creases must be marked before the commencement of each days play.

8.1.4 Hard wicket stump cavities must be completely filled with damp earth before the commencement of each days play.

8.1.5 On all grounds, the home club must supply:

8.1.5.1 A fully equipped first aid kit;

8.1.5.2 Two sets of stumps, bails, chalk and bowling markers and shall place them at the pitch

8.1.5.3 A broom and sawdust. Umpires may request the use of any of the aforementioned at any time. Batters may request the use of any of the aforementioned at reasonable intervals.

8.1.6 Captains must complete and sign the Match Day Ground Declaration / Risk Assessment report (as required by JLT Insurance), and present it to the opposing captain for acknowledgement prior to the tossing of the coin. The umpire **MUST** sign this form before the game can commence.

Rule 9 - Adverse Pitch, Ground, Weather & Light Conditions

9.1 Adverse Weather Committee

The Adverse Weather Committee shall comprise of three members appointed by the Board of Management. A decision as to whether play will be cancelled shall be made at or before 9am on any day of play, and the decision shall be announced over 3CS at that time.

The Captain of each home team shall notify the Adverse Weather Committee if his team's ground is unsuitable for play before 9am.

In Finals matches, the Board of Management shall be the Adverse Weather Committee.

9.1.1 A match shall be regarded as played if all named players are present at the ground at the scheduled time of commencement and the relevant team sheet is completed (as per 10.1) and signed by both captains and the official umpire (if appointed). If the match commences then any batting and bowling bonus points shall be counted even if the match is abandoned.

9.2 Determining Fitness for Play

9.2.1 If the CDCA Board of Management has not cancelled all matches the fitness of conditions shall be determined as below.

9.2.2 The Umpires shall be the sole judges of the fitness of the ground, weather and light for play.

9.2.3 Before commencement of play on any day the umpires shall ensure that all possible steps are taken to improve the ground or pitch to expedite play and shall not abandon play before the scheduled cessation time unless the conditions make play impossible.

9.2.4 The umpires shall suspend play when they consider that the conditions are so bad that it would be unreasonable or dangerous for play to take place.

9.2.5 After any suspension of play, the umpires, unaccompanied by any of the players or officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Immediately the umpires decide that play is possible they shall call upon the players to resume the game.

9.2.6 In the event of an interruption to play being caused through rain, a club can take any reasonable measures possible to dry the pitch, including the use of any absorbent materials, absorbent roller or by sweeping to remove surplus water so that the pitch can be made fit for the continuation of play.

9.2.7 The weather committee retains the right to call games off at their discretion on account of forecast extreme heat and associated fire risk (no specific temperature is nominated). The decision shall be made as early as practicable and conveyed to all affected.

9.3 Fitness of Ground

The umpires shall consider the ground as unfit for play when it is too wet or slippery as to deprive the bowlers of a reasonable foothold, the fieldsmen of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets.

9.4 Fitness of Light

9.4.1 The umpires will suspend or continue to suspend play for bad light when they consider that there is a risk of serious physical injury to, batters, fielders and umpires. Amongst the factors to be considered are background, sightscreens and the type of bowling.

9.4.2 Before deciding to suspend play, or not to resume play after an interval on account of unsuitable light (but for no other reason), the umpires shall establish whether the captain of the batting side (the batter at the wicket may deputise for their captain) wants to continue in unsuitable light conditions, and shall agree to his/her wishes.

9.4.3 After agreeing to continue to play in unsuitable light conditions, the captain of the batting side may later appeal against the light to the umpires, who shall uphold the appeal only if, in their opinion, the light has deteriorated since the agreement to continue was made.

Rule 10 - General Provisions

10.1 The Toss, Nomination of Team, Player Participation

10.1.1 Toss for Choice of Innings

Captains shall toss on the field of play no earlier than 30 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. Immediately after the toss the winning captain must notify the other captain of his decision to bat or field. The winner of the toss may not alter his/her decision to bat or field once it has been notified to the opposing captain.

10.1.2 Nomination of Teams

Each team has the right to name 12 players who will play in that grade in the particular round.

Selected teams must be made at least 30 minutes prior to the start of the match on mycricket

A list of these players must be handed to the opposing captain prior to the toss. After the toss and before play commences, the captain must indicate in writing on the team sheet the name of the player who will bat and not bowl or wicket keep and the name of the player who will bowl or wicket keep and not bat.

The 12 players named in that grade are not eligible to play in another grade on either day of that match. This rule does not relate to players who are not available for part of one day only. Only eleven fieldsmen shall be on the field at any one time. With the consent of the umpires unlimited interchange of fielders from the twelve nominated players shall be allowed between overs or after intervals and interruptions

Before the commencement of play the captain shall nominate his players in writing, including,

10.1.2.1 The full first and last names of all registered players participating in the match

10.1.2.2 The age of any junior players including Under 18, as of 1 September of the current season

10.1.2.3 Signatures of the captains and umpires who have sighted and acknowledged all details as correct.

10.1.3 In completing their team sheet, Captains are reminded of the following points:

10.1.3.1 Players named on a team sheet must be ready, and available at the ground, to play at some stage during the game

10.1.3.1 No alterations may be made once complete and signed without the consent of the opposition captain and the umpires.

10.1.4 Substitutes

Any registered player may act as a substitute for their club. Substitutes may not bat, bowl or keep wicket but are regarded as a player for the purposes of all CDCA rules and by laws.

10.1.5 In all Divisions, a nominated player may take the field up to 1.00 p.m. without timing restrictions being applied to his bowling eligibility as otherwise required by the MCC Laws of Cricket. As per the MCC Laws of Cricket, the umpire must be advised when a player leaves or enters the playing field.

10.1.5.1 Where a player arrives after 1pm, they will be required to wait the same amount of time as they were late (after 1pm), until they are permitted to bowl. (ie. If a player takes the field at 1.20pm, they must wait a further 20 minutes before they are eligible to bowl)

10.1.6 Where a club has more than one team in the same division, at the conclusion of round 3 players are NOT eligible to swap between the two sides.

10.2 Delay in Start or Continuation

In the event a club is responsible for play not starting within fifteen minutes of the time appointed that team shall forfeit the right of the toss, on appeal to the umpires. In the event of a team not being ready to commence within 30 minutes of the appointed starting time, the team shall forfeit the match, on appeal to the umpires.

10.3 Insufficient Players: Forfeiture of Match

A side which has fewer than seven players in attendance at 30 minutes after the time appointed for a match to commence shall be deemed to have forfeited the match. The Board of Management shall have power to award appropriate points and/or impose a maximum fine of \$200.00 on the forfeiting club.

10.4 Late Start Report by Umpires

At the conclusion of each match the umpires shall, complete a match report stating the time the match commenced on each day of play. If play did not commence within ten minutes of the time appointed and there is no explanation deemed satisfactory by the Board of Management, an offending club shall be fined \$20.00.

10.5 Use of Balls

10.5.1 Each team shall supply one new ball (to the satisfaction of the umpires) for each match.

10.5.2 RED Four-piece CDCA approved balls must be used in club matches in Division One. All other divisions shall use CDCA approved two-piece balls.

10.5.3 If required by either captain, the umpire shall determine whether the ball in play is unfit and whether a substitution ball is necessary. Any substituted ball is to be of similar, or lesser condition.

10.6 Unauthorised Person within the Field of Play

If an unauthorised person enters the playing area and handles the ball, the umpire at the bowler's end shall determine, whether the boundary allowance be scored, the ball be treated as still in play, or be called "dead ball" if a batsman is liable to be put out as a result of the unauthorised person handling the ball.

10.7 Umpires : Five Run Penalty

10.7.1 Officially approved umpire/s or Unofficially approved umpire/s appointed to a match shall have sole responsibility for the awarding of all 5 runs penalties under Law 28.1 (Protective Equipment), 28.2 (Fielding the ball), 28.3 (Hitting the Helmet) (MCC Laws of Cricket). All other 5 Run Penalties in Laws 41 and 42 (MCC Laws of Cricket) shall apply.

10.8 Underage Players

10.8.1 Age of Player

A player's age shall be determined as that at 1 September preceding a cricket season and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

10.8.2 No player under the age of 12 years shall be permitted to play in any senior grade match unless such player has been approved **in writing** by the Secretary. Once given, such approval shall apply for the whole current season.

10.8.3 Notification of Age

Captains must notify the umpires on the team sheet for the match those players to whom this playing condition applies and the ages of such players, as per Rule 10.1.2.2.

10.9 Helmet Policy

In all *Colac & District Cricket Association* sanctioned competitions and training sessions the following regulations must be adhered to:

Batting: A batter must wear a compliant helmet at all times when batting.

Wicketkeeping: A wicketkeeper must wear a compliant helmet at all times when keeping up to the stumps.

Fielding: A fielder must wear a compliant helmet at all times when fielding in a position closer than five (5) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

**A compliant helmet (British Standard recommended) is one which is deemed in good condition without cracks and dents and has an attached face grill.*

10.10 Counting of Over Bowled in Parts

An over bowled in accordance with Law 22.8 (MCC Laws of Cricket) and treated under 10.9.3 as one full over for each bowler concerned, shall be counted as a single over for All/any over requirements.

10.11 On-Field Attire

10.11.1 All players must wear club playing shirts, Cricket Pullovers or plain white collared shirts.

10.11.1.1 In the case of Board of Management Approved playing shirts, a one-in, all-in policy is to be followed.

10.11.2 Socks must be white or light grey in colour for all Divisions.

10.11.3 Shoes must be appropriate for cricket

10.11.4 White or club colour cricket sunhats or caps in club colours apply in all Divisions.

10.11.5 The wearing of any cricket attire that does not meet the above description will be reported to the CDCA Board of Management by the umpires and a penalty of \$50.00 per offence will apply.

10.12 Scoreboard

Home clubs in all senior Divisions who do not display scores on an appropriate scoreboard, during each match, shall be fined \$100.00 per playing day.

10.13 Scorebook

10.13.1 Each team shall keep in its scorebook or other approved scoring device the full match details (batting, bowling & fielding) of both competing teams.

10.13.2 At the completion of each days play the umpires shall inspect the scorebooks or other approved scoring device and sign as correct.

10.14 Batting and Bowling Averages AND Wicket Keeping Results

Batting, Bowling Averages and Wicket Keeping results will be taken from the approved electronic medium. Clubs are responsible for ensuring the accurate and up-to-date nature of this data.

See By-Laws Rule 9 Perpetual Trophies

10.15 Games called off due to wet weather.

10.15.1 One day games

Unless cancelled by the Adverse Weather Committee under Rule 9, each match may be played unless abandoned by agreement of both captains or if so decided by the official umpire (where appointed) on the basis of player safety. In accordance with Rule 9.1 the match will be regarded as played for the purposes of player eligibility for finals and all batting and bowling bonus points accrued will count.

10.16 Lost time

If up to 30 minutes of play is lost at any time during a match then the finishing time may be extended to 7.00 p.m. (from 6.30 p.m.). Play must be in progress at the scheduled finishing time for this rule to take effect. If no result has been achieved by 7.00 p.m. then the match shall be declared DRAWN.

10.16.1 Completion of final over

The final over may be completed as long as it is commenced before the (re)scheduled finish time.

10.17 Calculation Table

Any calculation of overs, except where otherwise specified, shall be made from this table. Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times. For times exceeding 438 minutes the overs shall be 125 plus the number listed for the excess minutes.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 4	1	89 - 91	26	176 - 179	51	264 - 266	76	351 - 354	101
5 - 7	2	92 - 95	27	180 - 182	52	267 - 270	77	355 - 357	102
8 - 11	3	96 - 98	28	183 - 186	53	271 273	78	358 - 361	103
12 - 14	4	99 - 102	29	187 - 189	54	274 - 277	79	362 - 364	104
15 - 18	5	103 - 105	30	190 - 193	55	278 - 280	80	365 - 368	105
19 - 21	6	106 - 109	31	194 - 196	56	281 284	81	369 - 371	106
22 - 25	7	110 112	32	197 - 200	57	285 - 287	82	372 - 375	107
26 - 28	8	113 116	33	201 203	58	288 - 291	83	376 - 378	108
29 - 32	9	117 119	34	204 - 207	59	292 - 294	84	379 - 382	109
33 - 35	10	120 - 123	35	208 - 210	60	295 - 298	85	383 - 385	110
36 - 39	11	124 - 126	36	211 214	61	299 - 301	86	386 - 389	111
40 - 42	12	127 - 130	37	215 - 217	62	302 - 305	87	390 - 392	112
43 - 46	13	131 133	38	218 - 221	63	306 - 308	88	393 - 396	113
47 - 49	14	134 - 137	39	222 - 224	64	309 - 312	89	397 - 399	114
50 - 53	15	138 - 140	40	225 - 228	65	313 - 315	90	400 - 403	115
54 - 56	16	141 144	41	229 - 231	66	316 - 319	91	404 - 406	116
57 - 60	17	145 - 147	42	232 - 235	67	320 - 322	92	407 - 410	117
61 63	18	148 - 151	43	236 - 238	68	323 - 326	93	411 413	118
64 - 67	19	152 - 154	44	239 - 242	69	327 - 329	94	414 - 417	119
68 - 70	20	155 - 158	45	243 - 245	70	330 - 333	95	418 - 420	120
71 74	21	159 - 161	46	246 - 249	71	334 - 336	96	421 - 424	121
75 - 77	22	162 - 165	47	250 - 252	72	337 - 340	97	425 - 427	122
78 - 81	23	166 - 168	48	253 - 256	73	341 343	98	428 - 431	123
82 - 84	24	169 - 172	49	257 - 259	74	344 - 347	99	432 - 434	124
85 - 88	25	173 - 175	50	260 - 263	75	348 - 350	100	435 - 438	125

10.17.1 Completion of Final Over

An over shall be started if the scheduled or advanced time for the end of a day's play has not been reached and shall be completed unless adverse conditions prevent it.

10.18 Fast Short Pitched Deliveries Limit

10.18.1 Fast Short Pitched Limit Per Over

10.18.1.1 A bowler shall be limited to two fast short pitched deliveries per over. A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease.

10.18.1.2 Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 41.6 (MCC Laws of Cricket).

10.18.1.2.1 The officiating umpire has the final decision

10.18.1.3 If the bowler is no balled for the same offence a second and third time in the innings the final warning and removal procedures of Law 41.6 (MCC Laws of Cricket) shall be invoked as applicable.

10.18.2 Fast Short Pitched Limit Delivery Not Within Striker's Reach

Any fast short pitched delivery, not being a no ball otherwise, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signaled wide by the umpire at the bowler's end. Such a delivery shall be counted in the fast short pitched limit of two allowed in 11.8.1.

10.19 Dangerous and Unfair Bowling

10.19.1 High Full Pitched Deliveries

Either umpire shall call and signal no ball for any high full pitch delivery in breach of Laws 41.7 (MCC Laws of Cricket). Any cautionary or other action is to be implemented by the bowler's end umpire as required.

10.19.2 Slow High Full Pitched Deliveries

The dangerous and unfair bowling provisions of Law 41.7 (MCC Laws of Cricket) shall apply except that a slow high full pitched delivery above shoulder height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signaled no ball only. No cautionary or other action shall be taken.

Rule 11 - One Day Matches

11.1 Hours of Play

11.1.1 Start of Play

11.1.1.1 Division One 12:00pm.

Divisions Two and Three 12:30pm

11.1.2 Interval Time and Length

11.1.2.1 All Divisions: An interval of 15 minutes shall be taken at the end of the innings of the side batting first.

11.2 Compulsory Closure: Length of Innings

11.2.1 Uninterrupted Innings

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after;

11.2.1.1. 40 overs in division 2 and division 3

11.2.1.2 50 overs in division 1

11.2.2 Delayed Start

If the start of a match is **delayed** by more than 30 minutes, the overs available shall be reduced according to time remaining by referring to the Calculation Table (10.17).

A match must consist of a minimum of fifteen overs per team plus three overs for a change of innings. ie. If play has not begun by 5.00 pm the game is abandoned.

The calculation can only be an equal number of **complete overs** per team(not part of an over).

If more time is lost once a match has commenced after a **delayed start**, no further adjustment to overs can be made.

11.2.3 Finish Time

If NO time has been lost to adverse weather conditions or any other circumstance where the match play is caused to be suspended e.g. serious injury, air ambulance landing (as ruled by the umpire), then play shall cease at 6.30 p.m. and the match shall be declared DRAWN.

11.2.3.1 Completion of final over

The final over may be completed as long as it is commenced before the scheduled finish time.

11.3 One Day Finals Matches

11.3.1 One Day Finals matches shall be played as per Rule 11.

11.4 Wide Ball – All One Day Matches

11.4.1 The Law 22 (MCC Laws of Cricket) applies.

11.4.2 – Legside Wides

In Division 2 and Division 3, a line shall be marked on both sides 60cm from middle stump. Any delivery which passes the batter on the legside outside of this line shall be called a wide by the umpire.

In Division 1, a line shall be marked on both sides 30cm from middle stump. Any delivery which passes the batter on the legside outside of this line shall be called a wide by the umpire.

11.5 Batting / Bowling Restrictions

Division 2 and Division 3 (40 overs per side matches)

11.5.1 In matches which have not been reduced in overs due to weather, no bowler shall bowl more than 8 overs.

11.5.2 After each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled.

11.5.3 Individual Bowlers are restricted to not more than 20% of the total scheduled number of overs to be bowled in the innings.

Division 1 (50 overs per side – 100 overs per day matches)

11.5.4 In matches which have not been reduced in overs due to weather, no bowler shall bowl more than 10 overs.

11.5.5 In shortened matches, after each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled.

11.5.6 Individual Bowlers are restricted to not more than 20% of the total scheduled number of overs to be bowled in the innings.

Division Three Batting Restrictions

In Division Three matches, batters must retire upon reaching 50 runs. They are eligible to resume their innings following the dismissal of remaining batters.

11.6 Fielding Restrictions

In Divisions 1 & 2, no more than five fielders shall field outside of the area as described in 8.1.2.1 (27.5 metre fielding restriction area) for the entire innings. Should more than five fielders be outside this area at the point of the bowler's delivery then either umpire shall call and signal NO BALL.