



DARWIN AND DISTRICTS
CRICKET

Schedule 2

Senior Cricket Playing Conditions

(revised 5/2/21)

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PLAYING CONDITIONS

1.0 Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions:

1.1 Juniors Playing Senior Cricket

1.1.1 Maximum Overs for Junior Cricketers

1.1.1.1 The competition endorses and adopts the Cricket Australia policy on the maximum overs for and this policy (as updated from time to time) shall form part of the Competition rules.

1.1.1.2 Management

1.1.1.2.1 It is the responsibility of the fielding captain to comply with this playing condition.

1.1.1.2.2 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 forthwith. 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.

1.1.1.2.3 Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

1.1.1.2.4 A breach of this playing condition in the first instance will require a written explanation from said club/captain as to why this rule was breached.

1.1.1.2.5 If playing condition is breached on a second occasion by the club, the captain of the day and junior player in match two will receive an automatic penalty of one match suspension.

1.1.1.2.6 The above penalty will apply to season to season.

1.1.2 Helmets

1.1.2.1 Junior Cricketers must wear a British Standard 7928:2013 compliant helmet, complete with face grill and side protection whilst:

1.1.2.1.1 Occupying the batting crease as a batsman;

1.1.2.1.2 Fielding close to the wicket;

1.1.2.1.3 Acting as wicket keeper and standing up to the stumps for any bowler

1.1.2.2 The DCMC strongly encourages all players to wear a British Standard 7928:2013 compliant helmets from the 2020 season onwards when batting, wicket-keeping up to the stumps and fielding in close to the batter.

1.1.3 Parental Approval to play Seniors

1.1.3.1 Clubs wishing to play juniors aged 13 and under must comply with the following procedure:

1.1.3.1.1 Clubs shall seek written approval from player's parents or guardian. Such approval shall be held by the club, with a copy of the approval being forwarded to the Committee.

1.1.3.1.2 Penalty for non-compliance of above will result in the team playing the junior losing all competition points for that match.

1.2 Interstate Players

1.2.1 Any team in the a-grade competition may have a maximum of 4 (four) interstate players in the starting XI for any competition fixture.

1.2.2 If a club participates in a competition fixture with more than 4 (four) interstate players participating in a match, that match will be deemed a forfeit in accord with rule 8.2 of the Darwin & District Cricket Competition Rules.

1.2.3 For the purpose of these by-laws, an interstate player is defined as a player who has no established a permanent residence in the Northern Territory before 31 January in the year the competition commences.

- 1.2.3.1 Any player that is a genuine migrant to the Northern Territory may apply to the permit committee for a determination on residency. The committee will have reference to, but will not be bound by the residency indicia listed below.
- 1.2.3.2 Any player that has played 30 games (one or two day fixtures only) or more for their club prior to the commencement of the competition, will not be classified as an interstate player for the following season.
- 1.2.3.3 Any players that has played 2 or more seasons in the Darwin and Districts Junior Cricket Competition is not classified as an interstate player.

Residency indicia

1. What is your current address?
2. Can you produce:
 - a. Two recent household documents/bills with your name and current address listed on those documents/bills; or
 - b. Two recent employment documents with your name and current address listed on those documents; or
 - c. One recent household document/bill and one recent employment document with your name and current address listed on those documents.
3. Are you and your Club president prepared to sign a Statutory Declaration and/or Affidavit to support your responses to these questions?

1.3 Sunday Cricket eligibility

- 1.3.1 Any player named in an A-grade side at any time within a season is no longer eligible to play in the D or E grade competitions without express permission from the permit committee.

PLAYING CONDITIONS – ONE-DAY MATCHES

2.0 General Playing Conditions for One-day Matches

2.1 Wide Ball

- 2.1.1 Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side or leg side delivery which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide, a ball on the leg side which maintains its line or goes further away, outside the line of the batsman's person, should be called wide.
Note: The above provisions do not apply if the striker makes contact with the ball with his bat or person.

2.2 Time Wasting

- 2.2.1 Umpires should fully consider in limited-over matches, any deliberate slowing down of tempo by either batsman, or fieldsmen, where it may be seen to be to the disadvantage of an opposition team. This should be reported to the Committee.

2.3 Penalties for Not Achieving Over Rates

- 2.3.1 If either fielding team fails to have commenced the last of its required number of overs by the allocated time for closure of innings, then it shall be penalised as set out below for each over less than the required number. Only whole overs yet to be bowled shall be considered in this calculation.
 - 2.3.1.1 Premier grade penalised 6 runs. Refer also Rule 20.3
 - 2.3.1.2 B and C grades 0.25 match points. Refer also rule 21.2

2.4 Target Score

- 2.4.1 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the result shall be decided as follows:

2.4.1.1 In a rain-interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which is calculated by reference to the Duckworth-Lewis method through the Mycricket platform.

2.5 Games under lights

2.5.1 In any competition fixture where a game is using lights, the lights **must** be on before the commencement of the second innings.

2.5.2 If a game under lights is abandoned due to malfunction, the match result will be determined in accordance with rule 2.4.

3.0 One-day Matches – Premier grade

3.1 Hours of Play and Intervals

First Team Innings: 11 .00 a.m. to 2.15 p.m.

Interval: 2.15 p.m. to 2.45 p.m.

Second Team Innings: 2.45 p.m. to 6.00 p.m.

The interval between innings shall be of 30 minutes duration from the completion of the innings of the team batting first. The cessation time of the innings of the team batting second shall be calculated from the starting time of that innings (3 hours and 15 minutes from the start of the innings, under normal circumstances). Drink breaks shall be taken after 17 and 34 overs have been bowled in each innings. These breaks will be a maximum of three minutes each and shall be taken on the field.

In the event of delayed or interrupted playing time, rule 20.4 shall be applied. In these instances, the two captains may agree on a reduction in time of the interval between innings.

3.2 Winner of the Game

The winner of the scheduled game shall be the team scoring the most runs in that game. In the event of a tied or a drawn game, points shall be allocated as per Rule 7.3. In the event of the team batting first scoring a greater number of runs than the team batting second, that team shall be declared the winner and the game shall cease. In the event of the team batting second passing the target score set by the team batting first, the team batting second shall be declared the winner and the game shall cease.

3.3 Length of Innings

In an uninterrupted match:

3.3.1 Each team shall bat for 50 overs unless dismissed earlier, or the team batting second reaches the target score as per Rule 19.4.

3.3.2 If the team fielding first fails to commence the fiftieth over by the scheduled time for cessation, that team shall be penalised in accordance with Rule 19.3. The over in progress shall count as a completed over). The team fielding first shall complete the allocated 50 overs (unless the batting team is dismissed), prior to the change of innings. The team fielding second shall then only have to bowl the same number of overs that had been bowled at the scheduled cessation time. (e.g. if the team bowling first has only completed 48.4 overs by 2.15 pm it will be penalised 6 runs, be required to bowl the 50th in extra time, but then only receive 49 overs when batting).

3.3.3 If the team fielding second fails to bowl 50 overs, or the number of overs provided in (b) by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result achieved and they shall be penalised as per 19.3.

3.4 Lost Time

In matches where play is delayed or interrupted:

- 3.4.1 The object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 15 overs each team). The calculation of the numbers of overs to be bowled, shall be based on an average rate of 15 overs per hour in the total time available for play, within the scheduled hours of play.
- 3.4.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings.
- 3.4.3 If the team fielding second fails to bowl, if necessary, the reduced number of overs by the scheduled (or re-scheduled) cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- 3.4.4 If the innings of the team batting second is delayed or interrupted and it is not possible for that team 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.
- 3.4.5 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.
- 3.4.6 Fractions are to be ignored in all calculations regarding number of overs.

3.5 Restrictions on the placement of fielders

- 3.5.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 3.5.2 In addition to the restriction contained in playing condition 19.5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 3.5.3 The following fielding restrictions shall apply:
 - o Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
 - o The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
 - o At the instant of delivery:
 - Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect.

For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

Illustrations of above:

Example 1:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs.

The new Powerplays are 7+19+6. Therefore, the middle Powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final Powerplay begins after 26 overs have been bowled.

Example 2:

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs.

The new Powerplays are 5+13+4. When play resumes, the final Powerplay fielding restrictions apply for the remaining 3.1 overs.

At the commencement of the middle and final Powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

3.6 Number of Overs per Bowler

- (a) No bowler shall bowl more than 10 six-ball overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Notes: Where the total overs are not divisible by five, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls of the over in progress will be bowled by another bowler. Such part of an over will count as a full over only in so far as each

bowler's limit is concerned.

3.7 Determining the Result

- (a) A result can be achieved only if both teams have batted for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared no result and points allotted in accordance with the points allocated in these Rules.
- (b) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the Winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

3.8 No Ball: Premier grade One-Day Matches

- 3.8.1** A bowler shall be allowed to bowl one, fast short-pitched delivery per over.
- 3.8.2** A fast short-pitched delivery is defined as a delivery which, after pitching, passes or would have passed, above the shoulder height of the striker standing upright at the crease, but not clearly above his head.
- 3.8.3** The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- 3.8.4** In the event of a bowler bowling more than one fast short pitched delivery in an over, either umpire shall call and signal No Ball on each occasion. In addition, when the ball is dead, the bowlers end umpire shall caution the bowler and inform the fielding captain and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. A second infringement shall incur a final warning, as per law 41.7.
- 3.8.5** For the purposes of this regulation, a ball that passes clearly above head height of the batsman, apart from being immediately called as a Wide, shall be included in the above process.

3.9 Free Hit after a No Ball

- 3.9.1** The delivery following a No ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it. 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. The bowler's end umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- 3.9.2** Field changes are not permitted for free hit deliveries unless:
 - 3.9.2.1** There is a change of striker (the provisions of playing condition 19.5 shall apply); or
 - 3.9.2.2** The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

3.10 Number of players per side

- 3.10.1** In Premier-grade one-day fixtures, a team may consist of up to 11 players only.
- 3.10.2** All players competing in the game must be at the ground at the start of play or normal laws of cricket will apply to absent players.

3.11 One-Day Final

- 3.11.1** A one-day final may be scheduled for the Premier grade competition.
- 3.11.2** The teams involved in this match will be the two highest placed teams on the premiership table after the completion of the one-day rounds.
- 3.11.3** In the event of teams being equal on points, premiership table positions shall be determined on percentage as per rule 7.2.
- 3.11.4** Determination of the winner of this fixture shall be as per the above playing conditions for one-day fixtures.
- 3.11.5** In the event of play being unable to commence, due to weather, ground or other conditions or circumstances, the Committee may re-schedule the fixture.
- 3.11.6** Once play has commenced, the fixture cannot be re-scheduled, and a winner will be determined as per the above playing conditions. Should the minimum over requirements

to constitute “a match” (rule 20.7) not be achieved, the higher placed team on the premiership table after the one-day rounds, shall be declared the winner.

3.11.7 No match points will be awarded from the one-day final. Similarly, runs scored and wickets taken will not be included for the purpose of Competition awards.

3.11.8 Eligibility for One-Day Final

3.11.8.1 In order to be eligible to play in the One-Day Final, a player must have at least three playing days of that grade, or lower grades, during that season, with the Club concerned.

4.0 One-day Matches – B, C, D and E Grades

4.1 Hours of Play and Intervals

First Team Inning 1.00 pm - 3.25 pm
Tea 3.25 pm - 3.45 pm (20 minutes)
Second Team Innings 3.45 pm - 6.10 pm

4.1.1 Each side will be entitled to bat for one half of the available playing time. If the team batting first is not dismissed at the completion of its allocated time or up to a maximum of 40 overs (36 overs in E Grade), the innings must be declared closed. The team batting second must then receive the same number of overs up to a maximum of 40 (36 overs in E grade), unless prior dismissed.

4.1.2 The interval between innings shall be of 20 minutes duration from the completion of the innings of the team batting first. The cessation time of the innings of the team batting second shall be calculated from the starting time of that innings (2 hours and 25 minutes from the start of the innings, under normal circumstances). A drinks break shall be taken at the halfway mark (in overs) of each innings. These breaks will be a maximum of five minutes each.

4.1.3 In the event of delayed or interrupted playing time, rule 3.4 shall be applied. In these instances, the two captains may agree on a reduction in time of the interval between innings.

4.2 Length of Innings

In an uninterrupted match:

4.2.1 Each team shall bat for 40 overs (with the exception of E grade which shall be 36 overs) unless dismissed earlier, or the team batting second reaches the target score as per Rule 2.4.

4.2.2 If the team fielding first fails to commence the fortieth over by the scheduled time for cessation, that team shall be penalised in accordance with Rule 2.3. The over in progress shall count as a completed over. The team fielding first shall complete the allocated 40 (unless in E grade, which shall be 36) overs (unless the batting team is dismissed), prior to the change of innings. The team fielding second shall then only have to bowl the same number of overs that had been bowled at the scheduled cessation time. (for example, if the team bowling first has only completed 38.4 overs by 3.15 pm it will be penalised 0.25 points, be required to bowl the 40th in extra time, but then only receive 39 overs when batting).

4.2.3 If the team fielding second fails to bowl 40 / 36 in the case of E grade overs, or the number of overs provided in (b) by the scheduled (or re-scheduled) cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result achieved and the team shall be penalised as per 2.3.

4.2.4 If the innings of the team batting second is delayed or interrupted and it is not possible for that team 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 sixteen (16) overs per hour, for time lost.

4.2.4.1 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.

4.2.4.2 Fractions are to be ignored in all calculations regarding number of overs.

4.2.4.3 Parts (b) and (c) of this Rule may be relaxed in D-grade and E-grade with the consent of the captains.

4.3 Number of Overs per Bowler

4.3.1 No bowler shall bowl more than eight six-ball overs in an innings in B, C and D Grade. **No bowler shall bowl more than seven six-ball overs in an innings E Grade.**

4.3.2 In a delayed or interrupted match, where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Notes: Where the total overs are not divisible by five, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance. 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 only in so far as each bowler's limit is concerned.

4.4 Retirement

4.4.1 In the E-grade competition, a player shall retire when their scores reaches 50 runs.

4.5 Field Restrictions

At the instant of delivery, there may be no more than five fielders on the on side.

4.6 Determining the Result

4.6.1 A result can be achieved only if both teams have batted for at least 13 overs, unless one team has been all out in less than 13 overs or unless the team batting second scores enough runs to win in less than 13 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 13 overs, shall be declared no result and points allotted in accordance with the points allocated in the Rules.

4.6.2 In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 40 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the Winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

4.7 No Ball: One-Day Matches

4.7.1 Rule 3.8 of the Darwin & Districts Cricket Competition Rules will apply

PLAYING CONDITIONS – TWO DAY MATCHES

5.0 Two-day Matches – Premier-grade and B-grade

5.1 Substitution of Players

5.1.1 Clubs may interchange one player for another in a team during a two-day minor round match, subject to the following conditions:

5.1.1.1 This rule does not apply to major round matches in any grades.

5.1.1.2 There is a limit of one set of interchange players in Premier grade, 2 sets of interchange players in B grade and 3 sets of interchange players in C Grade. Rule 6.1 also applies to each interchange player.

5.1.1.3 The interchange players must be named on the team sheet prior to the toss and must show who is to play on day 1 and who is to play on day 2. Players must also be entered as interchange players in "MyCricket". Once named as an interchange, a player cannot participate in the game on their respective other day of play other than as a substitute fielder.

5.1.1.4 Neither interchange player can play in any other match during the two-day match in which they have been named as an interchange player, except where the other match is a match in the junior competition.

5.1.1.5 Each interchange player can bat in any innings of the match. If the interchange player is not out at the end of day 1, the day 2 interchange player will commence batting on day 2 in place of the not out batsman, however should a player be dismissed in an innings the other player cannot commence batting in that innings. Each player may bowl in the same innings if it takes place over two days but only one interchange player from each set can bowl on any given playing day. The two players cannot bowl consecutive overs between them in the match (i.e. last over of the first day and first over of the second day).

5.1.1.6 For the purposes of eligibility and qualifications for semi-finals and finals matches, each interchange player shall be considered to have played one playing day each.

5.2 Hours of play and Intervals

Premier-Grade

Session 1 12.30 pm – 3.00 pm (Drinks 1.45 pm)

Tea 3.00 pm – 3.30 pm (20 mins)

Session 2 3.30 pm - 6.00 pm (Drinks 4.45 pm)

B-grade

Session 1 1.00 pm - 3.20 pm (Drinks 2.10 pm)

Tea 3.20 pm - 3.40 pm (20 mins)

Session 2 3.40 pm - 6.00 pm (Drinks 4.50 pm)

5.2.1 Lunch and Tea Intervals

The interval shall be of the nominated duration from the scheduled time or at the conclusion of the over in progress at the above time. If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for any interval, the interval shall be taken immediately. The interval shall be of the agreed length and, if applicable, shall include the 10-minute interval for change of innings. However, if play is suspended due to an interruption after the scheduled completion of the day's play, play shall cease for the day.

5.2.2 Day night fixtures

If a day night fixture is scheduled, the committee will provide the hours of play to all participating clubs 7 days prior to the commencement of play.

5.3 Objective Number of Overs and Minimum Over Calculation

5.3.1 The objective minimum number of overs each day shall be 80. Play shall continue on each day until the completion of the minimum number of overs or until the scheduled cessation time, whichever is the latest.

5.3.2 Where playing time is lost due to weather or light, or in the event of play being suspended for any reason other than normal intervals, the minimum number of overs to be bowled in the day, shall be recalculated. The objective minimum overs being reduced at the rate of one over for every 3.75 minutes of playing time lost in Premier-grade, and one over for every 3.5 minutes of playing time lost in B-grade.

5.3.3 When there is a change of innings during a day's play, the minimum number of overs to be bowled in the remainder of the day will be calculated by taking the remaining time, in minutes, left in the day (ie actual playing time excluding the break for the change of innings and any other scheduled breaks) and dividing it by 3.75 for Premier-grade and 3.5 for B-grade. The cessation of the days play will then be the completion of the calculated number of overs or 6.00 pm, whichever is the latest.

For clarity, any recalculation of overs remaining in the day in (b) and (c) above is to be calculated to an objective 6.00 pm finish time.

5.4 Length of Innings

5.4.1 The first innings of the team batting first, shall be subject to compulsory declaration at the end of the objective minimum number of overs, or the scheduled cessation time, whichever is the latest.

5.4.2 The team batting second shall be entitled to receive, in its first innings, at least the same number of overs as the team batting first received, or the objective minimum number of overs, whichever is the greater, unless dismissed earlier.

5.4.3 When the first innings of the team batting first terminates other than by compulsory declaration, the team batting second may bat until the scheduled completion of the match.

5.5 Extra Playing Time

5.5.1 In Premier grade and B-grade matches, where the objective number of overs is not attained on the first day for any reason, including weather or light conditions or slow over rates, extra playing time may be added to the second day's play up to a maximum of one hour. Such extra playing time is to be added before the scheduled starting time.

5.6 Last Hour

5.6.1 Law 12.6, 12.7 and 12.8 will not apply.

5.7 Determining the Result

5.7.1 In the event of a two-day fixture being adversely affected by weather conditions on the first or second day, the match shall continue as a two-day fixture irrespective of the amount of time lost.

5.7.2 Should playing time be lost that cannot be recovered, the respective innings of each team shall be restricted by allowing equal division of available overs.

- 5.7.3** A result can be achieved only if both teams have batted for at least 40 overs, unless one team has been all out in less than 40 overs or unless the team batting second scores enough runs to win in less than 40 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 40 overs, shall be declared no result and points allotted in accordance with the points allocated in the Rules.
- 5.7.4** A match in which the team batting second is not dismissed in its first innings and is not able to receive the minimum number of overs to which it is entitled, because of weather, light or other factors, shall be declared no result and points allotted in accordance with the points allocated in the Rules.
- 5.7.5** In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the Winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- 5.8 Penalties for slow over rates**
- 5.8.1** The penalty for slow over rates in two-day matches shall be calculated at the rate of 6 penalty runs per over.
- 5.8.2** The fielding team will be liable for slow over rate penalties:
- 5.8.2.1 in the first and second innings of the match – when the duration of that innings reaches the objective time calculated to have completed 60 overs;
- 5.8.2.2 in the third and fourth innings of the match – when the duration of that innings reaches the objective time calculated to have completed 20 overs.
- To clarify: In Premier Grade, penalties become applicable once the innings reaches:
- 225 minutes in duration in the first innings of either team; or
 - 75 minutes in duration in the second innings of either team;
- In B and C Grade, penalties become applicable once the innings reaches:
- 210 minutes in duration in the first innings of either team;
- and
- 70 minutes in duration in the second innings of either team;
 - This rule applies to an innings which commences on the first day and continues into the second day.
- 5.8.3** Penalties will only be calculated at the end of the innings.
- To clarify:
- The fielding team might “make up time” after the liability for penalties comes into play, throughout the remainder of the innings (*eg they have bowled 58 overs at the 225 minute mark, but by the time the innings ends, in the 66th over, they are back at the required rate, overall – therefore no penalty applies*);
 - An innings ends either by the batting team being bowled out, by declaration by the batting team, by compulsory declaration at the end of the first day’s play or by time being called at the end of the match (*ie stumps on day 2*).
- 5.8.4** **If an innings ends by the batting team being bowled out, no penalty will be imposed.**
- 5.8.5** Only whole overs shall be taken into consideration when applying penalties.
- 5.8.6** Umpires shall be diligent in recording and allowing for extraordinary stoppages in play as well as time wasting by the batting side when applying these penalties but shall not allow for fall of wickets (Law 40 will apply).
- 5.8.7** Under no circumstances will any playing overs commence after 6.20 pm on the first day of a minor round match.
- 5.9 Short-Pitched Deliveries – Two-day matches**
- 5.9.1** A bowler shall be limited to two fast, short-pitched deliveries per over. A fast, short-pitched delivery is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above his head.
- 5.9.2** The umpire at the bowler’s end shall advise the bowler and the striker when each fast, short-pitched delivery has been bowled.
- 5.9.3** In the event of a bowler bowling more than two fast, short-pitched deliveries in an over, either umpire shall call and signal No Ball on each occasion. In addition, when the ball is

dead, the bowler's end umpire shall caution the bowler and inform the fielding captain and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. A second infringement shall incur a final warning, as per law 41.6.

5.9.4 For the purposes of this Rule, any ball that passes clearly above head height of the batsman, apart from being immediately called as a Wide, shall be included in the above process.

5.10 High-Pitched Deliveries

5.10.1 The bowling of high-pitched balls is dangerous and unfair. Therefore, any high-pitched delivery shall be called and duly signalled No Ball. A high-pitched ball shall be defined as any ball that passes, or would have passed, on the full, above waist height of a batsman standing upright at the crease.

5.10.2 Should a bowler bowl a high-pitched ball, either umpire shall call and signal No Ball. In the event of such unfair bowling, the umpire at the bowler's end shall adopt the procedures of caution, and final warning action against the bowler and reporting as set out in Law 41.7 of the Laws of Cricket.

5.10.3 If an umpire considers that a bowler deliberately bowled a high, full-pitched delivery, the caution and warning, above will be dispensed with and the bowler will be suspended from bowling again in the innings and will be subject of report to the Disciplinary Panel.

6.0 Major Round Matches

6.1 Eligibility for Major Rounds

6.1.1 In order to be eligible to play in the major round of any open-age grade, a player must, unless permission is obtained from the Committee, have played in at least six playing days of that grade, or lower grades, during that season, with the Club concerned. For the purpose of this Rule, a player named as twelfth man on a match report shall be deemed not to have participated in that match.

6.1.2 If a player has played more than ½ there total number of playing days in a grade above, they are not eligible to play in a major round (subject to 6.1.5)

6.1.3 A Club may seek approval from the Committee to have players who have qualified under 6.1.1 downgraded for major round matches. Approval must be sought in writing to the Permit Committee by 4 pm on the Thursday before the round commences.

6.1.4 Any playing days a player may have played in representative fixtures during the domestic season (such as Calder Shield, Strike League or One-Day Final) will not be considered as eligible playing days towards the six playing days stated in 6.1.1.

6.1.5 A Club may downgrade players, regardless of their eligibility, if that Club has two or more teams in consecutive grades playing during that major round. A player may only drop one grade under this Rule (for example, from Premier grade to B-grade where the Club has teams in both grades of the major round). Any Club wishing to downgrade a player further than one grade must seek separate approval from the Committee under 6.1.2. A player downgraded under this Rule will be eligible for further major round matches in that grade or higher. If a player is promoted and that higher-grade team is subsequently eliminated from the finals, the player will be ineligible for the lower graded team unless approval under 6.1.2 is given.

6.2 Final Four

6.2.1 In each of the grades, the four teams leading on competition points (the sum of match points and performance points) at the completion of the minor round of matches shall compete in the finals to decide the premiership, as follows:

Semi Finals: (a) 1 v 4 (b) 2 v 3

Grand Final: Winner (a) v Winner (b)

Above applies to Premier, B, C and Women's grades

D & E grades (permissible when grade has ten teams or more)

Elimination Finals: (a) 3 v 6 (b) 4 v 5

Semi Finals: (a) 1 v W (4 v 5) (b) 2 v W (3v6)

Grand Final: Winner (a) v Winner (b)

6.3 Major Round Grounds

- 6.3.1** Major round matches shall be played on grounds as allocated by the Committee and matting used for these matches will be the best available at the discretion of the two Captains.
- 6.4 Major Round Dates**
- 6.4.1** The dates of all major round matches to be determined by the Committee prior to the start of the season and notified to all Clubs.
- 6.5 Major Round Draw or Tie**
- 6.5.1** In the event of a draw or tie, the team finishing higher on the premiership table at the end of the minor rounds will be declared the winner.
- 6.6 Rescheduling of Major Rounds**
- 6.6.1** In the event of a major round fixture being unable to be commenced on either day due to extraordinary events, the Committee shall have the discretion to re-allocate the match or the remainder of the match.
- 6.7 Playing Conditions for Major Round matches**
- 6.7.1** The Rules set out in these Rules for two-day matches (Premier-grade and B-grade) and one-day matches (C-grade, D-grade and E-grade) shall apply to major round matches in those respective grades, except where varied in this Rule, below.
- 6.7.2 Substitution of Players**
- 6.7.2.1** Rule 5.1 does not apply for major round matches.
- 6.7.3 Penalties for slow over rates**
- 6.7.3.1** All grades – Rule 5.8 will apply.
- 6.7.4 Penalty for Late Start**
- 6.7.4.1** If for any reason, other than time lost due to pitch, ground, weather or light conditions, play does not begin at the time appointed for the commencement of each day's play, or the resumption after any interval, the umpires shall order play to continue beyond the normal time for drawing stumps on the day on which the loss of time occurred up to the extent of such time lost and the team or teams responsible **may** be liable to a fine of \$100.
- 6.7.5 Extra Playing Time**
- 6.7.5.1** In Premier-grade, B-grade matches – Rule 5.5 will apply.
- 6.7.5.2** Under no circumstances will any playing overs commence after 6.20 pm on the first day of a major round match.
- 6.7.6 Early Finish**
- 6.7.6.1** When a first innings result has been reached, the match will continue in the second innings until the scheduled conclusion of the match, unless both captains agree that no further result can be achieved, whereupon play may be terminated.