

CMCA & WVCA Premier Limited Overs Competition

2026-27 Playing Conditions



1. Preliminary Competition

The CMCA-WVCA Premier Limited Overs Competition will consist of 10 teams, divided into two pools of five. Teams will be allocated to the pools based on their final positions in the previous season:

Pool 1: 1st, 3rd, 5th, 7th and 9th

Pool 2: 2nd, 4th, 6th, 8th and 10th

If two or more teams shared a final position in the 2025/26 season, CMCA and WVCA will conduct a random draw to assign those teams the relevant seedings for pool allocation. The draw will be used only to allocate the teams to pools and will not change their official placing for the 2025/26 season.

The Preliminary Competition will be played over five rounds so that each team plays every team **in the opposite pool** once.

Pool rankings

At the end of the Preliminary Competition, teams will be ranked within their pool based on competition points.

If two or more teams in a pool finish on equal points, their positions will be decided in the following order:

- the most wins;
- the highest Net Run Rate (NRR);
- the fewest losses; then
- a random draw conducted jointly by CMCA and WVCA.

NRR will be calculated by PlayHQ once all relevant scorecards have been uploaded and marked as complete.

Semi-Finals

The teams finishing 1st and 2nd in each pool will qualify for the Semi-Finals.

Match	Date	Fixture
Semi-Final 1	23 January 2027	Pool 1 1st v Pool 1 2nd
Semi-Final 2	23 January 2027	Pool 2 1st v Pool 2 2nd

Saturday 30 January 2027 will be the Reserve Day for both Semi-Finals.

If a Semi-Final is tied, the winner will be decided by a Super Over.

If no result can be achieved, including on the Reserve Day, the team that finished higher in its pool at the end of the Preliminary Competition will be declared the winner.

The winner of each Semi-Final will qualify for the Competition Final.

Playoffs

The remaining six teams will play crossover Playoffs against the team finishing in the same position in the opposite pool:

Playoff	Fixture	Final placings
5th/6th Playoff	Pool 1 3rd v Pool 2 3rd	5th and 6th
7th/8th Playoff	Pool 1 4th v Pool 2 4th	7th and 8th
9th/10th Playoff	Pool 1 5th v Pool 2 5th	9th and 10th

The winner of each Playoff will receive the higher of the two placings.

If a Playoff is tied, the winner will be decided by a Super Over.

If a Playoff is abandoned or no result can be achieved, the teams will share the two placings covered by that Playoff.

2. Competition Final

The winners of Semi-Final 1 and Semi-Final 2 will play in the Competition Final.

The Final will be played on Saturday 6 February 2027 at a venue determined by CMCA and WVCA. Monday 8 February 2027 will be the Reserve Day.

If the Final is tied, the winner will be decided by a Super Over.

If no result can be achieved, including on the Reserve Day, the team with the most points from the Preliminary Competition will be declared the winner.

If the teams earned the same number of points, the winner will be decided in the following order:

- I. the winner of the match between the two teams during the Preliminary Competition;
- II. if that match was tied, abandoned or produced no result, the team with the higher NRR at the end of the Preliminary Competition;
- III. the team with the fewest losses in the Preliminary Competition; then
- IV. if the teams remain equal after these steps, they will be declared joint winners and will share the Competition title.

3. Competition Points

Result	Points
Win	4
Tie	3
Abandoned / No result	2
Loss	0

4. Hours of Play

Session one	10.30 am — 2.00 pm
Lunch	2.00 pm — 2.45 pm
Session two	2.45 pm — 6.15 pm.

5. Delays and interruptions

If the scheduled start of play is delayed or the match is interrupted, the latest permissible finish time for the match shall be 7.00 pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed before a result, the match shall be declared abandoned.

6. Drinks

Two drinks per session are permitted, each at 70-minute intervals or otherwise as the umpires may determine. A player may be given a drink on the boundary edge or at the fall of a wicket, on the field, provided no time is wasted. No other drinks may be taken onto the field without the permission of the umpires.

Any player taking drinks onto the field during play should be appropriately dressed in team uniform and bib.

7. Allowances

For the purposes of determining penalties, the umpires shall take the following allowances into account:

Actual time taken for an injured player on the field
Actual time taken for a player leaving the field in the event of a serious injury
Actual time taken to dry a wet ball or recover a ball
Time-wasting by the batting team.

8. The Ball

Each team must provide a **new Kookaburra 156g 4-piece** Regulation or Club Match white ball per innings. In any given match, both teams are to use the same specification ball where possible.

9. Limitation of Innings

Each match shall consist of two innings on a single day. Each team shall bat once and each innings shall consist of a maximum of 50 overs.

If the fielding team in the first innings fails to bowl 50 overs before the expiry of 3½ hours from the start of the innings, that innings shall continue until 50 overs have been bowled, but their subsequent batting innings shall be limited to the same number of overs as they bowled in the 3½-hour period from the commencement of the first innings. An over in progress at expiry shall be deemed completed.

If the last wicket falls within the final two minutes of the 3½-hour limit from the start of the innings, the second innings will be restricted to the same number of overs as the first innings (the over in which the last wicket fell will count as a complete over).

If the team batting first is dismissed in fewer than 50 overs and the last wicket did not fall within two minutes of expiry of the 3½ hours from the start of the innings, the team batting second shall be entitled to bat for 50 overs.

If the fielding team during the second innings fails to bowl 50 overs (or the revised number of overs due to delay or interruption) by the scheduled time for completion, play shall continue until the required number of overs have been bowled or a result has otherwise been achieved, but not later than 7.00 PM.

If the innings of the team batting first is concluded more than 30 minutes before the scheduled interval, a 10-minute change of innings break will occur, and the second innings will commence correspondingly earlier. The interval will then occur as scheduled.

10. Reduced Overs and Bowling Restrictions

Reduced Overs

If either innings is reduced to a lesser number of overs than originally scheduled:

- (a) The total number of overs to be bowled shall be calculated by allocating one over for every complete four minutes of remaining playing time. This revised total shall be evenly divided between the two innings, with fractions ignored.

- (b) Bowling restrictions shall be adjusted in proportion to the reduced number of overs.
- (c) A revised target score for the team batting second shall be calculated using the Duckworth-Lewis-Stern (DLS) method on PlayHQ.

Bowling Restrictions

No bowler may bowl more than 1/5 of the total overs allowed (unless a bowler has already exceeded that number before the interruption). If the total number of overs is not divisible by five, the additional overs shall be allocated to the minimum number of bowlers required to balance the total.

Example:

After 25 overs, play is interrupted due to rain. Bowlers 1 and 2 have already bowled 9 overs each. The innings is reduced to 37 overs. The revised bowling limits allow:

- Two bowlers to bowl up to 8 overs; and
- Three bowlers to bowl up to 7 overs.

Since Bowlers 1 and 2 have already exceeded 7 overs, they are deemed to be the bowlers permitted the extra over (8 instead of 7). All other bowlers are limited to 7 overs.

If a bowler is unable to complete an over for any reason, the remaining deliveries must be completed by another bowler from the same end. The partial over will count as a full over for both bowlers for their limits. No bowler may bowl consecutive overs or parts thereof.

11. Result

Each match shall be completed within a single day. The team batting second shall continue until it either surpasses the first innings' score, or ten wickets have fallen, or the maximum number of overs for that innings has been bowled, whichever occurs first.

If play has been abandoned in a match and the team batting second has faced fewer than 20 overs, the match shall be declared abandoned. Such matches shall be replayed if a reserve day has been allocated. If the match has been abandoned and the team batting second has faced 20 or more overs (but fewer than 50) and has not completed its innings, its target score shall be calculated according to the Duckworth-Lewis-Stern method on PlayHQ.

If a match ends with both sides tied on the same number of runs, the match shall be declared a tie (regardless of wickets lost). If the match is a Final, the result will be decided by a Super Over.

12. Short-Pitched Deliveries

A bowler may bowl up to two short-pitched deliveries per over that pass above the shoulder of the batter standing upright at the crease.

Any delivery that passes clearly above the batter's head shall be called a Wide. If it is the third such short delivery in the over, it shall instead be called a No ball.

Any full-pitched delivery that passes above the waist height of a batter standing upright at the crease shall be called a No ball.

13. Free Hit

Every No ball shall be followed by a Free Hit.

During a Free Hit, the batter may only be dismissed under the laws applicable to a No ball (ie Run Out, Hit the Ball Twice, or Obstructing the Field).

Fielders may not change position for the Free Hit unless:

- There is a change of striker; or
- The No ball was called for a fielding infringement (in which case only adjustments to correct the infringement are permitted).

The Free Hit must be completed with a legal delivery; otherwise, the Free Hit remains in effect.

14. Fielding Restrictions and Powerplay

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

Fielding Restriction Area

Defined by two semicircles (radius: 30 yards / 27.43m) centred on the middle stump at either end, connected by parallel lines.

If incorrectly marked or absent, the umpire(s) will define the area at their discretion before play begins.

Powerplays

In a 50-over innings, the fielding restrictions will apply as follows:

Powerplay 1 (Overs 1–10): Maximum **2 fielders** outside the restriction area.

Powerplay 2 (Overs 11–40): Maximum **4 fielders** outside the restriction area.

Powerplay 3 (Overs 41–50): Maximum **5 fielders** outside the restriction area.

If the innings is shortened, the revised Powerplay schedule (as set out in the Powerplay Table attached) will take effect immediately on resumption—even if the interruption occurs mid-over.

At the commencement of the middle and final phases, the umpire shall signal to the scorers by rotating their arm in a large circle.

If any fielding restriction is breached, the umpire at the striker's end shall call and signal a No ball.

Powerplay Examples

Example 1:

A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The revised Powerplay phases are: **7 + 19 + 6**.

When play resumes, the middle phase fielding restrictions take immediate effect and continue for the next 17.3 overs (until 26 overs have been bowled). The final phase begins after the 26th over.

Example 2:

A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The revised Powerplay phases are: **5 + 13 + 4**.

When play resumes, the innings is already within the final Powerplay phase, which will apply for the remainder of the innings.

Powerplay Table

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
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

15. Scoring

All players and teams must be properly loaded into any digital device used for scoring before the match begins.

If no official scorer is appointed:

- Each team must provide one scorer, or
- The batting team must provide two scorers.

Scorers must record runs, wickets and overs, and acknowledge all umpire signals.

The batting team shall keep a scoreboard up to date at all times.

All match results must be entered into PlayHQ within 48 hours of match completion.

16. Approved Scoring Methods

A minimum of two must be used from the following:

- **Live scoring on PlayHQ** (mandatory for all Premier matches when suitable WIFI is available)
- PlayHQ on a digital device with a suitable backup battery/power supply available
- Linear run sheet
- Paper score sheet.

If digital scoring is to be used exclusively during a match, a paper-based backup must always be available.

17. Team Composition

Teams may consist of up to 12 players, with a maximum of 11 on the field at any time. Team members not in the playing XI or not actively fielding (eg substitutes) must wear a training bib when on or near the field.

If a team plans to use 12 players, the captain must confirm this to the opposing captain and any appointed umpire before the toss.

- The **non-bowler** (cannot be the wicket-keeper), and
- The **non-batter**.

If no official umpires are present, confirmation must be made verbally and via electronic message (eg text) to the opposition captain, and the players physically identified.

18. Underage Bowling Loads

Bowling load restrictions for pace bowlers (ie bowlers where the keeper would normally stand back):

Player Age	Restrictions
15 years	5 overs per spell
16 years	6 overs per spell
17 years	6 overs per spell
18 years	8 overs per spell

If play is interrupted for a continuous period of 60 minutes or longer, a bowler may commence a new spell. If a bowler exceeds their allowed overs, all results of those deliveries will stand. The bowler must be immediately replaced, and another must complete the over. Any partially bowled over counts as a full over against both bowlers' limits.

19. Helmets

Helmets with a face guard are **mandatory** during matches and training for:

- Batting
- Wicket-keeping within 5m of the stumps
- Fielding within 7m of the stumps (except behind the wicket on the offside).

Helmets must be replaced:

- After a severe impact
- If any visible or felt damage is present
- After any indentation from a hard knock.

British Standard helmets (BS7928:2013) are strongly recommended.

20. Super Over Procedure:

- a) The Super Over will be played on the same day, ideally starting 10 minutes after the Final match ends, subject to weather and conditions.
- b) It will take place on the same pitch as the match.
- c) If two official umpires are present, they shall stand at the same ends as they did to finish the match.
- d) The fielding team may choose the end from which to bowl.

- e) Only players nominated in the main match may participate.
- f) Any penance time being served will carry into the Super Over.
- g) Standard last-over fielding restrictions apply.
- h) The team batting second in the match will bat first in the Super Over.
- i) The same match balls will be used.
- j) The Super Over ends once two wickets fall.
- k) If the Super Over is tied:

A countback from the final ball of the Super Over is used to determine the winner, based on which team had the higher scoring delivery. If a team loses two wickets before facing all six deliveries, the unbowled deliveries count as dot balls. All runs scored from a delivery, including extras and penalties, are included.

If the teams remain tied after the countback, the winner is the team that scored more boundaries (fours and sixes combined) across both the main match and the Super Over.

If still tied, the team that hit more boundaries in the main match alone is declared the winner.

Example:

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example, both teams scored the same number of runs from the 6th and 5th balls of their Super Over innings. However, on the 4th ball, Team 1 scored 2 runs while Team 2 managed only a single. As a result, Team 1 is declared the winner, having the higher-scoring delivery at the earliest point of difference.