



PREMIER & PREMIER 2 GRADE

Team Composition

Teams can be made up of no more than 12 players, with only 11 players allowed on the field at any one time. Any sub-fielders are to wear a bib off the field.

In the event of a team playing twelve players, the captain must inform the opposing captain and the official umpires who the non-bowler (cannot be the wicketkeeper) and non-batter are, before the toss. When official umpires are not present, the captain must electronically inform the opposing captain (eg: text message) who the non-batter and non-bowler are prior to the toss being made (in addition to informing them verbally, and identifying the players).

TWO DAY COMPETITION

TWO DAY

1. Hours of Play

10:30 am - 1:00 pm

1:00pm - 1:40pm -LUNCH

1:40 pm - 3:50 pm

3.50pm - 4.10pm -TEA BREAK

4:10 pm - 6:10 pm (or 100 overs, whichever comes last)

Day 1

Can play up to 7.00pm if required to make up any lost time e.g. for weather or slow over rate.

Ten minute break at the end of each innings and no reduction of overs required. No play shall continue after 7:00pm.

Day 2

Can play up to 7.00pm if required to make up any lost time (ground, weather and light).

A minimum of 17 overs shall be bowled in the last hour which commences at 5:10pm irrespective of how many overs have been bowled before 5.10pm. Play must cease on completion of the 17 overs, or at 6:10pm, whichever happens last.

NOTE: If a first innings finishes or players are off the field for any reason (e.g. rain) within 30 minutes prior to the tea interval, tea will be taken immediately. Play will continue for a period of not more than 30 minutes, if nine wickets are down at the time of the lunch or tea interval, or until the last wicket falls, whichever comes first.

2. Ball

Each club shall provide a new CMCA approved Kookaburra 156 gram 4 piece red 'Regulation' or 'Club Match' ball for each game they play. The Umpire's are to retain possession of the match ball during any break in play including between each days play.

3. Declarations

No team shall be allowed to declare its first innings closed until at least one hour of playing time has elapsed since the start of the innings. Any time lost through weather conditions or other interruptions shall be excluded when assessing the first hour of any team's innings.



4. Short Pitched Deliveries

A bowler may bowl two short pitched balls an over before evoking a penalty.

Any delivery that travels over waist height of the batter ON THE FULL shall be called a no ball.

Any short pitched delivery which passes clearly above the head of the batter standing upright at the crease, shall be called a wide. If such a delivery is the third bouncer of the over, it will instead be called a no ball.

5. Overs

There must be a minimum 100 overs to be bowled on the first day (No reduction is required for change of innings).

6. Points

A) Outright win (plus any bonus or first innings points obtained)	10
B) First innings lead	4
C) Tied match (in addition to any bonus or first innings points obtained) each team	5
D) Completed first innings where scores are equal	2
E) Drawn match where neither side has gained first innings points – each team	2
F) Abandoned match without a ball being bowled – each team	2

7. Bonus Points

- A) One point for every 40 runs up to 200 runs (first innings only)
- B) One point for every two wickets (first innings only)

8. Interrupted Match

When weather interrupts any game in any grade, both captains must agree, after consultation with a groundsperson, if they are present, before play can resume. If official umpire/s are appointed, then the decision of whether play will start or continue shall be made by the umpire/s. If day 1 is a wash out for all games in that round/competition, then the CMCA One Day Modified rules will apply for day 2.

If 1 game is started on day 1, then all games will continue as per a standard 2 innings match on day 2.

9. Player Changes

There can be unlimited player replacements (not including CMCA reps) on the second match day. If the player being replaced has already batted or bowled his replacement can't bat or bowl in that innings. Captains must give changes, in writing, to each other, or to the umpire/s, at the start of both days' play.

On day 2 any nominated 12th player must continue as 12th man if being played from day 1 (regardless of innings played).

If the day 1, 12th player is changed to be a replacement on day 2 (only if 11 players or less are available on day 2), then the standard day 2 replacement restrictions will apply.

N.B. Any laws not covered above will revert to the ND Senior Competition Regulations 2023-24.



One Day Modified Cricket

Hours & time restrictions:

10.30am – 6.30pm

- o 30-minute lunch break
- o 20-minute tea break
- o Drinks break as/when required

* **Minimum** of 100 overs to be played in a day (weather permitting) with a minimum of 15 overs to be bowled in the final hour (from 5.30 pm)

- Failure to adhere to the overrate will continue with the same penalties, meaning teams are to be deducted points.
- Expected overrate: 15 overs per hour

Hours Of Play:

Session one: 10.30am - 1.00pm with a 5-minute drink at 11.45am

Lunch: 1.00pm – 1.30pm

Session two: 1.30pm - 4.00pm with a 5-minute drink at 2.45pm

Tea: 4.00pm - 4.20pm

Session three: 4.20pm – 6.30pm with a 5-minute drink at 5.25pm

Points:

- 'Outright' win - 10
- Draw - 2
- o Drawn match: If the 2nd batting team is above the run rate, 2 bonus points
- Abandoned / no result - 2 points each
- o In order for teams to be eligible for the draw / outright points, the match must have had a minimum of 50 overs played with the second batting team having at least 15 overs to bat. **If 50 overs isn't reached, or the second batting team isn't given the opportunity to bat 15 overs (1 hour)**, the match is considered to be abandoned / no result and each team is awarded 2 points.
- 'Outright' loss – 0
- o Bonus points apply, see below

- Drawn match:

- o If the 2nd batting team is above the run rate, 2 bonus points

ONE DAY PREMIER 2

1. Duration

The match will consist of one innings per side and each innings shall be limited to 50 six-ball overs. In the event of play starting late for any reason, the number of overs in each innings shall be reduced on the basis of one over for every four minutes of play



time lost, or part thereof, and that number of overs shall be deducted evenly between the two teams (see accompanying table).

In Delayed or Interrupted Match

In the event of rain interrupting play, after 30 minutes off the field an over will be deducted for every 4 minutes that the teams are off the field. The Duckworth Lewis Stern (DLS) method will be used to determine the re-calculation of the overs/targets required. The official umpire/s hold sole discretion as to the stopping or resumption of play. If there is ever an occasion where an official umpire is not present the captains of both sides will assume this role and need to agree on stopping or resumption of play.

2. Hours of Play/Breaks

11:00am - 2:20pm
2.20pm - 2.50pm –LUNCH
2:50pm - 6:10pm

Teams can play up to 7.00pm if required, to make up any lost time e.g. for weather. Drinks must be taken on the playing field and not last longer than five minutes.

3. Ball

Each club shall provide a new CMCA approved Kookaburra 156 gram 4 piece white ball for each game they play.

4. Clothing

Approved coloured clothing to be worn.

Please note this includes the requirement to wear coloured pads or “clads” coloured pad-coverings to provide a contrast with the white balls being used.

5. Points

Win - 6 points
Tie or no result - 3 points
Bonus point - 1 point
Loss - 0 points

Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

6. OVER-RATE PENALTIES

Each side is expected to have completed their 50th over within the allotted 3 hours 20 minutes allowed for each innings. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 8 runs for each over or part thereof that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or rescheduled cut-off time, no over- rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation



time for that innings the Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, the Umpire shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

7. Fielding Restrictions

Restrictions on the placement of fielders

7.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

7.2 In addition to the restriction contained in clause 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.

7.3 The following fielding restrictions shall apply:

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.

At the instant of delivery:

a) 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.

b) 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

c) 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

7.4 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



7.5 If play is interrupted during an innings and the table in 6.4 applies, the powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 7.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

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

7.7 The scoreboard shall indicate the current powerplay in progress.

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

8. Limitation of Overs

A. No bowler shall bowl more than 10 overs. If the number of overs in each innings has been reduced no bowler may bowl more than 1/5 of the available overs, except where an odd number of overs occurs.

B. In the event of a bowler being unable to complete an over for any reason, the remaining balls shall be bowled by another player at the same end. Such part of an over will count as a full over, only in so far as each bowler's limit is concerned.

C. No bowler shall participate in consecutive overs, or part thereof.
NOTE: For the team batting second, there must be 20 overs available to become a match.

9. No-balls

Any No Ball will be followed by a free hit ball. During a free hit ball the batter can only be dismissed in the circumstances of a no-ball, i.e. Run Out, Hit Twice, Obstructing the Field. The fielders cannot change position unless there has been a change of striker or when the no ball has been called for a fielding infringement, in which case the change is made to correct the infringement. The free hit delivery will only be completed if a legal ball is bowled, if an illegal (no ball, wide) ball is bowled the free hit remains.

10. Short Pitch Delivery

A bowler is allowed 2 short pitched deliveries (bounced over the shoulder of the batter standing upright at the crease) per over before getting a penalty.

Any delivery that travels over waist height of the batter ON THE FULL shall be called a no ball. Any short pitched delivery which passes **clearly above the head** of the batter standing upright at the crease, shall be called a wide. If such a delivery is the third bouncer of the over, it will instead be called a no ball.

T20 COMPETITION (INDER LYNCH)

1.POINTS

Win - 6 points

No result – 3 points

Loss – 0 points

2.DURATION



The match will consist of one innings per side, each innings being limited to a maximum of 20 overs. A minimum of 5 overs per team shall constitute a match.

3. HOURS OF PLAY AND INTERVALS

Start times TBC depending on competition structure

(a) Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

(b) Intervals for Drinks

No drinks intervals are permitted.

(c) Extra Time

There is NO provision to make up for time lost, other than in the "LENGTH OF INNINGS" regulation below.

4. LENGTH OF INNINGS

In uninterrupted matches (i.e. the match is neither delayed nor interrupted):

Each team shall bat for 20 overs unless all out earlier. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. 8 penalty runs shall be added to the batting side per over not completed by the finish time for the innings. Any queries shall go through the appointed Umpire(s).

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and the same 8 penalty runs per over not bowled will apply.

5. IN DELAYED OR INTERRUPTED MATCH

In the event of rain interrupting play, an over will be deducted for every 4 minutes that the teams are off the field. The Duckworth Lewis Stern (DLS) method **(to be accessed through the scoring on PlayHQ)** will be used to determine the re-calculation of the overs/targets required. The umpires hold sole discretion as to the stopping or resumption of play.

6. THE BALL

Each club shall provide a new CMCA approved Kookaburra 4 piece white ball for each game they play.

7. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

At the instant of delivery there shall not be more than five fielders on the leg side. For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

8. TEAM BATTING FIRST

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions shall be reduced proportionately for that innings only, ie restrictions are in place for 30% of the total innings. See Table below
Fractions are to be ignored in all calculations re: the number of overs.



(If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

TEAM BATTING SECOND

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions for the **same proportion (30%)** of the second innings that they were maintained for the first innings (fractions to be ignored). See Table below

Total Overs in the Innings	No. of overs for which Fielding Restrictions apply
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19. - 20	6

9. NUMBER OF OVERS PER BOWLER

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over. 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.

10. LAW 24.12 - NO BALL – PENALTY

Law 24.12 will apply, the penalty for a No ball will be 1 run

11. FREE HIT AFTER A NO BALL

Any No Ball will be followed by a free hit ball. During a free hit ball the batter can only be dismissed in the circumstances of a no-ball, i.e. Run Out, Handled Ball, Hit Twice, Obstructing the Field. The fielders cannot change position unless **there has been a change of striker** or when the no ball has been called for a fielding infringement, in which case the change is made to correct the infringement. The free hit delivery will only be completed if a legal ball is bowled, if an illegal (no ball, wide) ball is bowled the free hit remains.

12. LAW 31 - TIMED OUT

Law 31 will apply except that 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, or he will be dismissed on appeal from the Fielding side, Timed Out.



The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket. The umpires can also impose a 5 run penalty for time wasting by a batter. The batter will be required to be ready as soon as the bowler is ready.

13.OVER-RATE PENALTIES

Each side is expected to have completed their 20th over within 1 hr 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 8 runs for each over or part thereof that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings the Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, the Umpire shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

14.TIED MATCHES

In the event of a tie at the end of the allotted overs, a Super Over will be used to determine the winner.

Super Over Procedure

The following procedure will apply should the provision for a Super Over be required in any match.

- (a) Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match
- (b) The Super Over will take place on the pitch allocated for the match
- (c) The Umpires shall stand at the same end as that in which they finished the match.
- (d) In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- (e) Only nominated players in the main match may participate in the Super Over.
- (f) Any penance time being served in the main match shall be carried forward to the Super Over.
- (g) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- (h) The team batting second in the match will bat first in the Super Over.
- (i) The same balls as used in the main game shall be used in the Super Over.
- (j) The loss of two (2) wickets in the over ends the team's one over innings.
- (k) In the event of the team's having the same score after the Super Over has been completed, if the original match was a tie, clause (m) immediately applies. Otherwise, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the one over per team eliminator shall be the winner.



(l) If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.

(m) If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

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 an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

Warin Cup (Premier)

Warin Cup is the overall premiership trophy incorporating all formats.

- Points are to be awarded on final ranking position in the Spark Cup, **Inder Lynch T20** and W.H Taylor Shield.