



Senior B

Player Numbers

Teams can be made up of no more than 12 players, with only 11 players allowed on the field at any one time.

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).

Clothing

All players are required to wear **white batting pads** or use **white pad clads (pad coverings)** to ensure clear contrast with the red ball being used. This requirement helps maintain visibility for players and umpires and is consistent with standard playing conditions.

1. Duration

The match will consist of one innings per side and each innings shall be limited to 40 six-ball overs.

In Delayed or Interrupted Match

In the event of rain interrupting play, after 30 minutes off the field, an over will be 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. When an official umpire is not present the captains of both sides will hold sole discretion and need to agree on stopping or resumption of play. In the case of official umpire/s being present, they will hold sole discretion as to the stopping or resumption of play.

In any situations where official umpires are not present and both Captains are not in agreement over any of the games timings (eg: the time an innings finished), CMCA encourages Captains to record the timings factually to the best of their ability.

2. Hours of Play

It is the Captains' responsibility to ensure matches begin on time and keep to the following scheduled hours of play.

- A) The toss should be completed between 12:00 and 12:15pm
- 1:00pm - 3:50pm
- 3.50pm - 4.10pm — LUNCH
- 4:10pm - 7:00pm

Play can be extended until 7:30 ONLY in order to make up for lost time and allowances as agreed by both Captains under Clause 5A (see below). No play shall continue after 7:30pm FOR ANY REASON.



3. Ball

Each club shall provide a new CMCA approved Kookaburra 156 gram 2 piece red ball for each game they play.

4. 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.

5. Rules of Play

A) If the side bowling fails to bowl the allocated number of overs by 3.40pm, it will continue to bowl until it has completed the required number of overs. That team will then receive only the number of overs it bowled by 3.40pm, in its turn to bat. The interval time taken will still be 30 minutes. Captains should discuss, **and agree on** any time allowances which are to be made for time lost, for example, for injuries or lost/replacement of balls. The interval between innings can be shortened to help make up for these AGREED allowances, but the interval will be a minimum of 20 minutes.

B) At the end of the first innings, captains are required to work out the run-rate for that innings, that is, divide the number of runs scored by the total of available overs, not the number of overs faced.

C) If the side batting second does not have the chance to receive all of the allocated overs by 7:00pm, then the side with the greater run rate per over shall be the winner..

Eg: Side A 200 from 40 overs = 5 runs per over
Side B 185 from 35 overs = 5.2 runs per over
Side B would be the winner

D) The team batting second must have batted a minimum of 20 overs to constitute a match. If they cannot complete 20 overs, the match is deemed a draw.

6. Limitation of Overs

A) No bowler shall bowl more than 8 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.

7. Drinks

Drinks must not last longer than 5 minutes, and should be taken at the mid-point of the innings in progress.

8. Short Pitch Delivery

Any delivery that bounces over shoulder height of the batter in a standing position shall be called a no ball. Any delivery that travels over waist height of the batter on the full shall be called a no ball.
