



PLAYING CONDITIONS FOR CMCA's T20 COMPETITION

2026—2027



GENERAL PLAYING CONDITIONS

1. Umpire Appointments

Law 2.2 shall not apply.

CMCA can appoint official umpires or change umpire appointments before the match starts or at any time during the match. Official umpires appointed during a match take full responsibility as umpires and do not require captains' agreement to do so.

2. Underage Bowling Loads

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

Player Age	Bowling Restrictions
15 years	12 overs per day 5 overs per spell
16 years	14 overs per day 6 overs per spell
17 years	16 overs per day 6 overs per spell
18 years	20 overs per day 8 overs per spell

A spell is the number of overs bowled consecutively by a pace bowler from one end. A pace bowler who, for the first time in a spell, skips a single over to change ends shall be deemed to continue the same spell; any longer interruption or further omission of overs from that end ends the spell.

If play is interrupted for a continuous period of 60 minutes or longer, a bowler may commence a new spell. A spell also ends at the close of play and may restart the following day. In follow-on situations, normal breaks between spells apply.

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.

3. Helmets

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

4. Clothing

White clothing must be worn, including white pads or clads that provide a clear contrast to the red ball. Umpires may require players to change pads or clads if they deem the contrast insufficient.



5. 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.

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

6. Approved Scoring Methods (minimum of two must be used):

- **Live scoring on PlayHQ**
- Digital device with a suitable backup battery/power supply available
- Linear run sheet
- Paper score sheet.

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

10. Laws

CMCA competitions follow the Northern Districts Senior – Tuakana Competition Regulations 2026-27, unless otherwise specified in these Playing Conditions.

Where a matter is not addressed in these Playing Conditions or the Northern Districts Senior – Tuakana Competition Regulations 2026-27, the MCC Laws of Cricket shall apply.



T20 Competition Playing Conditions 2026-27

1. Players

A team may field no more than eight players and must field at least six players.

2. Duration

Each match shall consist of one innings per team, with each innings limited to a maximum of 20 overs.

3. Delayed or interrupted matches

Once a rain interruption has lasted 30 minutes, reduce the match by one over for every four minutes of playing time the teams have been off the field.

Use the Duckworth-Lewis-Stern (DLS) method on PlayHQ to recalculate the available overs and target.

If official umpires are present, they decide when play must stop and when it may resume. If no official umpires are present, the two captains must agree.

4. Hours of Play and Intervals

First innings	2:00 pm – 3:20 pm
Interval	3:20 pm – 3:40 pm
Second innings	3:40 pm – 5:00 pm

If the team batting first completes its innings before the scheduled interval, the interval will commence immediately, and the innings of the team batting second shall begin earlier.

The interval is normally 20 minutes. In a reduced-overs match, it can be shortened to ten minutes.

No drinks intervals are permitted, unless deemed necessary by the umpire(s) due to extreme heat or cold.

5. Length of Innings

A. Bowling side does not complete its overs on time

If the bowling side has not completed its allocated overs by **3:20 pm**, it must continue until those overs are completed. When that team bats, it will receive only the number of overs it had bowled by **3:20 pm**. The interval remains 20 minutes.

B. First innings run rate

At the end of the first innings, calculate the run rate by dividing the runs scored by the total number of overs available, not by the number of overs actually faced.

C. Second innings not completed by **5:00 pm**

If the team batting second has not had the opportunity to receive all its allocated overs by the scheduled close of play, the team with the higher run rate per over wins.

6. Delayed or interrupted matches

When playing time has been lost, the total number of overs for the match shall be calculated at a rate of **4 minutes per over**, based on the remaining time available for play.

If play is suspended during an over, the total overs shall be calculated as if that over had been completed, and the innings of the team batting shall resume from the point of interruption.

The revised number of overs shall allow both teams the opportunity to bat for the same number of overs. If the total overs calculated is an odd number, one additional over shall be added and divided equally between the teams.

The Duckworth-Lewis-Stern (DLS) method on PlayHQ shall then be used to recalculate overs and target scores.



If official umpires are present, they decide when play must stop and when it may resume. If no official umpires are present, the two captains must agree.

5. Ball

Each club must provide one new CMCA-approved Kookaburra 156-gram, two-piece red ball for each match.

6. Points

Result	Points
Win	6
Tie	3 per team
No result	2 per team
Loss	0

7. Timed out

Law 40 applies, except the incoming batter must be in position to take guard (or their partner ready to receive the next ball) within 1 minute and 30 seconds of the previous wicket falling. Failure to do so, upon appeal, will result in the batter being Timed Out.

The incoming batter is expected to jog immediately to the crease upon the fall of a wicket.

The batter must be ready as soon as the bowler is ready to deliver.

Official umpires may impose a 5-run penalty for time-wasting by the batting side.

8. Result

Each team must have faced, or had the opportunity to face, at least five overs for the match to constitute a result.

If due to interruption the match cannot be completed, the result will be decided by the Duckworth-Lewis-Stern (DLS) method on PlayHQ.

9. Overs per bowler

A bowler may bowl no more than four overs. In a delayed or interrupted match, a bowler may bowl no more than one-fifth of the revised total overs unless the bowler had already exceeded that limit before the interruption.

10. Short-pitched and full-pitched deliveries

A bowler may bowl one short-pitched delivery per over that passes 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 second such short delivery in the over, it shall instead be called a No ball.

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

11. Free Hit

A Free Hit will follow every No ball.

During a Free Hit, the batter can only be dismissed under the conditions applicable to a No ball (ie Run Out, Hit the Ball Twice, 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.

12. Over-rate and time-wasting penalties

Apply a six-run penalty for each over not bowled within the required time. For a 20-over innings, the fielding side must be ready to bowl the first ball of the 20th over within one hour 20 minutes of playing time.

In a reduced-overs match, the fielding side has one over of leeway, in addition to any time allowed by the umpires for stoppages.

Umpires must apply the time-wasting rule strictly. Batters must be ready for the first ball of a new over as soon as the bowler is ready. A five-run penalty may be imposed for time-wasting by a batter.