PLAYING CONDITIONS FOR CMCA SENIOR A AND SENIOR B COMPETITIONS

2026—2027

GENERAL PLAYING CONDITIONS

These General Playing Conditions apply to all CMCA Senior A and B competitions.

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. 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**, who will also be the 12th player.

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

No replacements are permitted during any club final, except in extenuating circumstances and must be applied for and approved by CMCA prior to the replacement taking the field.

3. Player Absence

A default will automatically apply to any team which commences or attempts to commence a session of play with fewer than eight players present.

The captain or vice-captain of the batting team shall notify the umpires at the earliest opportunity before play resumes of the absence of any batter due to recommence their innings, and the reason for that absence.

If a batter does not recommence their innings for any reason other than illness, injury, or another reason accepted by the umpires as wholly acceptable, that batter's innings may be resumed only if:

- the opposing captain consents; and
- the resumption occurs after the fall of a wicket or the retirement of another batter.

If the retired batter's innings is not resumed, the batter shall be recorded as Retired – out.

4. 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.

5. 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.

6. Clothing

Red ball fixtures: 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.

White ball fixtures: Players must wear CMCA-approved coloured playing kits, including trousers and pads or clads that provide a clear contrast to the white ball. Umpires may require players to change pads or clads if they deem the contrast insufficient.

7. 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.

8. 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.

9. Drinks

Unless specified below, timing and frequency are at the discretion of the official umpires.

Drinks breaks must be taken on the field of play and last no more than five minutes.

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.

Senior A–One Day Competition

1. Duration and interruptions

Each match shall consist of one innings per side, with each innings limited to a maximum of 45 overs.

Delayed or Interrupted Matches

If the start of play is delayed for any reason, the number of overs in each innings shall be reduced at a rate of one over for every four minutes of lost playing time (or part thereof**)**. The reduction shall be applied evenly between both teams. Where the total number of overs lost results in an odd number, it shall be rounded up to ensure an even split between the two innings.

If play is interrupted after commencement (eg due to ground, weather, or light conditions), no overs shall be deducted for the first 30 minutes of interruption. After that period, one over will be lost for every four minutes of further delay, deducted equally from both sides.

The Duckworth-Lewis-Stern (DLS) method, accessible through PlayHQ scoring, shall be used to calculate revised overs and target scores where applicable.

Authority to Suspend or Resume Play

Official appointed umpire(s) have the authority to suspend or resume play. If no official umpire has been appointed, this responsibility falls to the team captains, who must reach a mutual agreement on whether to stop or restart play.

Minimum Overs

For a result to be possible, the team batting second must have the opportunity to face a minimum of 20 overs unless an outright win or a tie is achieved prior (in which case competition points will be awarded).

2. Hours of play

First innings	12:30 pm – 3:30 pm
Interval	3:30 pm – 4.00 pm
Second innings	4.00 pm – 7.00 pm

However, a 30-minute lunch interval shall be taken after the first innings, regardless of when that innings ends. The start time for the second innings shall be adjusted accordingly.

If no official umpires are present and the captains disagree about a match time—for example, when an innings ended—each captain should record the timing accurately and as factually as possible.

Drinks breaks will be permitted after the 15th and 30th overs of each innings, unless official umpire(s) decide otherwise. In extreme heat or cold, the umpire(s) may permit additional drink intervals at their discretion.

3. Ball

Each team must provide a new white CMCA-approved Kookaburra 156g Senator ball per innings. In any given match, both teams are to use the same specification ball where possible.

Official umpire(s), if appointed, will retain possession of the match ball during any break in play.

4. Points

Result	Points
Win	6
Tie or no result	3 each team
No result	2 each team
Bonus point	1
Loss	0

Bonus point

A team that achieves a run rate at least 1.25 times that of the opposition shall be awarded one bonus point**.** A team's run rate is calculated by dividing the total runs scored by the number of overs faced. If a team is all out**,** its overs faced shall be deemed to be the maximum number of overs it was otherwise eligible to receive.

In shortened matches, where targets are revised, bonus point eligibility will be determined based on the adjusted target and the maximum overs allocated.

Examples:

1. **Team A** scores 150 runs in 45 overs (run rate = 3.33).
   Team B chases the target, scoring 151 runs in 32 overs (run rate = 4.72).
   1.25 × 3.33 = 4.16.
   Team B earns the bonus point, as their run rate exceeds 4.16.

2. **Team A** is all out for 160 runs in the 40th over.
   Their run rate is calculated over 45 overs: 160 ÷ 45 = 3.56.
   Team B scores 161 in 45 overs (run rate = 3.58).
   Neither team earns a bonus point, as Team B's run rate does not exceed 1.25 × 3.56

3. **Team A** scores 160 in 45 overs (run rate = 3.56).
   Team B scores 110 in 45 overs (run rate = 2.44).
   1.25 × 2.44 = 3.05.
   Team A earns a bonus point, as their run rate exceeds 3.05.

5. Over-rate and completion of the innings

A. Bowling side does not complete its overs on time
If the bowling side has not completed its allocated overs by 3:30 pm, it must continue until all those overs have been bowled.

When that team bats, its innings will be limited to the number of overs it had completed by 3:30 pm. The interval remains 30 minutes.

B. Second innings cannot be completed by 7:00 pm
If the team batting second has not had the opportunity to receive all its allocated overs by 7:00 pm, determine the result by comparing the teams' run rates:

- For the team batting first, divide its total runs by the number of overs available to it, not the number of overs it faced.
- For the team batting second, divide its total runs by the number of overs it received.

The team with the higher run rate wins.

Example calculations

Team	Calculation
Side A	250 from 45 overs = 5.56 runs per over
Side B	240 from 36 overs = 6.67 runs per over
Result	Side B wins

At least 20 overs must be available to the team batting second for the match to constitute a result. This minimum applies whether the result is determined by DLS or by the run-rate calculation above.

If the minimum is met, DLS will determine the result where it applies because of a delay or interruption.

6. Fielding restrictions

- No more than five fielders may be on the leg side at any time.
- No more than two fielders may be behind square on the leg side at any time.
- No powerplays apply.
- If any fielding restriction is breached, the umpire at the striker's end shall call and signal a No ball.

7. Bowler limits

No bowler may bowl more than 9 overs in an uninterrupted 45-over innings. If the innings is shortened, the maximum number of overs per bowler shall be 1/5 of the total overs allowed (unless a bowler has already exceeded this before the interruption).

If the total number of overs is not divisible by five, 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 the 7-over mark, 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.

8. 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.

9. 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.

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

Senior A—T20 Competition

1. Points

Result	Points
Win	6
No result	3 each team
Loss	0

2. Duration

Each match shall consist of one innings per team, with each innings limited to a maximum of 20 overs**.**
A minimum of 5 overs per team is required to constitute a match.

3. Hours of Play and Intervals

Match start times will be advised by CMCA.

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.

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

There is no provision to make up time lost due to delays, except as provided under the Length of Innings regulations.

4. Length of Innings

A. Bowling side does not complete its overs on time

If the bowling side has not completed its allocated overs by (11.50am, 10.30am start) (3:50 pm 2.30pm start), it must continue until those overs are completed. When that team bats, it will receive only the number of overs it had bowled by (11.50am) (3:50 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 1.30pm or 5:30 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.

5. 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.

6. Ball

Each team must provide a new white CMCA-approved Kookaburra 156g Senator ball per innings. In any given match, both teams are to use the same specification ball where possible.

Official umpires, if appointed, will retain possession of the match ball during any break in play.

7. Fielding restrictions

The fielding restriction area is defined by two semicircles with a radius of 30 yards (27.43 metres) from the middle stump at each end, joined by two parallel lines.

If fielding circles are not marked (or incorrectly marked), umpires will determine the restriction area at their sole discretion before play starts.

At the time of delivery:

- No more than five fielders are permitted on the leg side.
- During the first 6 overs**,** only two fielders may be outside the restriction area.
- For the remaining 14 overs, up to five fielders may be outside the restriction area.

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

8. Batting innings and reduction in overs

Team Batting First

If the innings is reduced, the Powerplay (fielding restrictions) shall also be reduced in proportion, 30% of total overs (rounded down). See the Powerplay Fielding Restriction Adjustments table below for reference.

If, at the resumption of play, the number of overs already bowled exceeds the revised Powerplay length, the fielding restrictions for the next phase shall have immediate effect.

Team Batting Second

If the innings is reduced, the same proportional application of fielding restrictions (30% of overs) shall apply as was applied in the first innings.

Fractions are ignored in all over calculations.

Total overs in innings	Overs with fielding restrictions
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

9. Overs per bowler

No bowler may bowl more than 4 overs in a 20-over innings.

When overs are reduced due to delay or interruption, no bowler may bowl more than one-fifth of the total number of overs allowed—unless this limit has already been exceeded before the interruption**.**

If the total number of overs is not divisible by five, an additional over shall be allocated to the minimum number of bowlers necessary to make up the balance.

Example:
Play is interrupted after 8 overs, with Bowlers 1 and 2 having bowled 4 overs each. The innings is reduced to 12 overs.

On resumption, two bowlers may bowl 3 overs, and three bowlers may bowl 2 overs.

Bowlers 1 and 2, having already bowled 4 overs, are deemed to have bowled their full allocation (ie 3 overs), and other bowlers are restricted to 2 overs.

If an interruption occurs mid-over and the bowler has exceeded the new maximum allocation, they shall be allowed to complete the current over**.**

If a bowler cannot complete an over, another bowler must deliver the remaining balls from the same end. For over limits, both portions of the over will count as full overs for the respective bowlers involved.

No bowler may bowl consecutive overs, or part thereof.

10. Short-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. 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.

13. Tied matches

If the scores are tied after the allotted overs, decide the winner by a Super Over.

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.

Senior B Playing Conditions

1. Duration

Each match shall consist of one innings per side, with each innings limited to a maximum of 40 overs.

Delayed or interrupted matches

Once a rain interruption has lasted 30 minutes, reduce the match by one over for every four minutes 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.

If no official umpires are present and the captains disagree about a match time—for example, when an innings ended—each captain should record the timing as accurately as possible.

2. Hours of play

The captains are responsible for starting the match on time and keeping to the scheduled hours below.

First innings	1:00 pm – 3:50 pm
Interval	3:50 pm – 4:10 pm
Second innings	4:10 pm – 7:00 pm

Play may continue until 7:30 pm only to recover lost time or allowances agreed by both captains under clause 5A. Play must not continue after 7:30 pm for any reason.

3. Ball

Each team must provide a new red CMCA-approved Kookaburra 156g 2-piece red ball (Red King) ball per innings. In any given match, both teams are to use the same specification ball where possible.

4. Points

Result	Points
Win	6
Tie	3 per team
No result	2 per team
Bonus point	1
Loss	0

A team that achieves a run rate at least 1.25 times that of the opposition shall be awarded one bonus point**.** A team's run rate is calculated by dividing the total runs scored by the number of overs faced. If a team is all out**,** its overs faced shall be deemed to be the maximum number of overs it was otherwise eligible to receive.

In shortened matches, where targets are revised, bonus point eligibility will be determined based on the adjusted target and the maximum overs allocated.

Examples:

1. **Team A** scores 130 runs in 40 overs (run rate = 3.25).
   Team B chases the target, scoring 131 runs in 30 overs (run rate = 4.37).
   1.25 × 3.25 = 4.06.
   Team B earns the bonus point, as their run rate exceeds 4.06.

2. **Team A** is all out for 140 runs in the 35th over.
   Their run rate is calculated over 40 overs: 140 ÷ 40 = 3.50.
   Team B scores 141 in 40 overs (run rate = 3.52).
   Neither team earns a bonus point, as Team B's run rate does not exceed 1.25 × 3.50.

3. **Team A** scores 160 in 40 overs (run rate = 4.00).
   Team B scores 110 in 40 overs (run rate = 2.75).
   1.25 × 2.75 = 3.44.
   Team A earns a bonus point, as their run rate exceeds 3.44.

5. Innings duration

A. Bowling side does not complete its overs on time

If the bowling side has not completed its allocated overs by 3:50 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 3:50 pm.

The interval is normally 20 minutes. The captains should discuss and agree any allowances for time lost, including time lost through injury or while finding or replacing a ball. They may shorten the interval to recover agreed lost time, but the interval must be at least 10 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 faced.

C. Second innings not completed by 7:00 pm

If the team batting second has not had the opportunity to receive all its allocated overs by 7:00 pm, the team with the higher run rate per over wins.

Example calculation

Team	Calculation
Side A	200 from 40 overs = 5.0 runs per over
Side B	185 from 35 overs = 5.2 runs per over
Result	Side B wins

D. Minimum overs for a match

The team batting second must complete at least 20 overs for the match to constitute a result. If it cannot complete 20 overs, the match is a draw.

6. Bowler limits

A bowler may bowl no more than eight overs. If the innings is reduced, a bowler may bowl no more than one-fifth of the available overs, subject to the necessary adjustment when the total is not divisible by five.

If a bowler cannot complete an over, another player must bowl the remaining deliveries from the same end. For each bowler's limit, the part-over counts as a full over.

A bowler may not bowl consecutive overs, or parts of consecutive 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.

7. Short-pitched and full-pitched deliveries

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.