



2026-27

PLAYING CONDITIONS

About this document

This document was issued for the 2026-27 season by Bathurst and Orange Inter-District Cricket (BOIDC) on 1 September 2026.

Amendments for the 2026-27 season are shown in red.

Any subsequent amendments are shown in the revision register below.

REVISION REGISTER

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1	4.10.2 & Appendix C	Revised DLS calculation tools	2/10/2026



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SECTION 1: GENERAL

1.1 INTRODUCTION

1.1.1 Application

This document covers the specific Playing Conditions for all matches played in the Bathurst & Orange Inter-District Cricket (BOIDC) competition.

Except as varied hereunder, the *Laws of Cricket 2017 Code (4th Edition – 2026)* shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the BOIDC.

1.1.2 Definitions

The following terms within these Playing Conditions have the following meaning:

BDCA means the Bathurst District Cricket Association.

BOIDC Club means a cricket club that has a team in the BOIDC competition.

Committee means the BOIDC Committee of Management.

Finals series means all matches in the finals of a competition and includes semi-finals, preliminary finals and grand finals.

Grade competition means the regular (graded) competition of a cricket association.

Home Association means the Bathurst District Cricket Association or the Orange District Cricket Association as the context may require.

ODCA means the Orange District Cricket Association.

Preliminary round/s means the round/s of a competition played for competition points and excludes the finals series.

1.1.3 Authority of the Committee

As part of its responsibilities, the Committee has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

The Committee has the authority to enquire into and determine any alleged breach of these Rules, even though no dispute or protest has been lodged, and the time for lodging such dispute or protest has expired and shall have the same powers in dealing with such alleged breach as if the dispute or protest had been lodged in accordance with these Rules.

1.1.4 Alteration to these Playing Conditions

After the commencement of the competition, these Playing Conditions may only be changed with the written consent of at least two thirds of the member Clubs.

The BOIDC Committee whose decision will be final may deal with rules not covered.

1.1.5 Written notification

Unless specified otherwise in these Rules:

(a) any document required to be submitted in writing to the BOIDC, must be either:

(i) sent by email to the BOIDC Secretary (secretary@boidc.com.au), or

(ii) given by hand to the President or Secretary of either the BDCA or the ODCA, and



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- (b) any notification required to be given to the BOIDC can be either given verbally or by text message (as appropriate for the situation), to either the Secretary or the Chairman of the BOIDC.

1.2 PLAYER REGISTRATION

1.2.1 Registration

All players, including substitute fielders, must be registered with an affiliated Club through the PlayHQ online registration system and paid the applicable fees to be eligible to participate in a cricket match organised by the BOIDC.

Such registration shall be to that Clubs' Home Association. The player shall then be registered to the BOIDC using the Season Permit function in the PlayHQ online registration system. A player registered to their Home Association will be registered to the BOIDC once the BOIDC has approved their Season Permit.

1.2.2 Transfers and Clearances

If a player was last registered to a club outside of the ODCA or BDCA, that player must Transfer to the BDCA or ODCA to be an eligible player. Approval and/or acceptance of transfers and clearances rests with the Home Association for each club and as such the rules of the respective Home Association shall be followed.

Any player that transfers out of the BDCA or ODCA competition after transferring in earlier in that same season may be considered an ineligible player (refer penalties under 1.3 below) unless that transfer is for wholly acceptable reasons (e.g. the player initially moved to the area and has subsequently moved away).

1.2.3 Loan players

A BOIDC Club shall be permitted to use a player on loan from a BDCA or ODCA club that does not have a team in the BOIDC competition.

A loan player may only play for one BOIDC Club in a season and must be registered in the PlayHQ online registration system with the club that they are on loan from.

Note: The player shall be added to the BOIDC Club's playing list using the 'Season Permit' function in PlayHQ.

1.2.4 Dual Registration

(a) Full time students

Full time students are permitted to be registered concurrently to the BOIDC competition and to another competition outside of the BOIDC, ODCA or BDCA competitions (i.e. at the location of either their home or schooling). In this situation the player should register for one club and use a Season Permit in PlayHQ to register to the second club.

(b) Premier Cricket

- (i) Any bona-fide local player registered with a BOIDC Club shall be permitted to play up to 4 Premier Cricket (i.e. NSW Premier Cricket, ACT Premier Cricket etc) grade competition matches.



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- (ii) Any **such** player that plays more than 4 matches in any Premier Cricket grade competition in a season shall no longer be eligible to play in the BOIDC competition in that season.

(iii) For clarity:

- a player **is deemed** to have played in a Premier Cricket grade competition match if they choose that match over a BOIDC match, even if no play occurs.
- these restrictions do not apply to matches played as a 'country player' in other Premier Cricket competitions such as the Kingsgrove Sports T20 Cup, the Poidevin-Gray Shield or the AW Green Shield.

1.2.5 Minimum age

It shall be the responsibility of all clubs to ensure any junior aged players, i.e. under 16 years of age, selected to play first grade are competent to do so.

1.3 USE OF INELIGIBLE PLAYER

- (a) Where a player participates in any match while ineligible including under the provisions of clauses 1.2, 2.1, 5.2.5 and 4.1:
- (i) the team concerned may be regarded as having lost the match/es concerned and may forfeit any points gained;
 - (ii) the opposing team may be awarded up to the maximum points for that match type; and
 - (iii) the BOIDC may take further action against the club or player concerned.

1.4 PLAYING APPAREL

- (a) For two day matches, **including two day matches where no play was possible on day 1**, players must always wear white or cream apparel. Playing shirts must be majority white (or cream) in colour.
- (b) For one day matches, coloured playing shirts shall be worn and must not contain more than 20% of white material. Coloured trousers may be worn, if the whole team is in the same uniform (i.e. must be either all in matching coloured pants or all in white or cream pants).
- (c) Any bowler whose shirt breaches this Rule, in the opinion of either umpire, shall change the offending shirt before being allowed to commence their over.
- (d) Shorts may not be worn, and coloured socks are not permitted.
- (e) Hats must be white or cream unless clubs have a team cap (i.e. cricket or baseball style cap).
- (f) No player shall be permitted to play in flat soled shoes on turf pitches.

1.5 THE UMPIRES

1.5.1 Appointment of umpires

- (a) Unless determined otherwise by the BOIDC, the Mitchell Cricket Umpires Association will be responsible for the appointment of umpires to the BOIDC competition.



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- (b) Unless approved otherwise by the BOIDC, during the preliminary rounds the principle of appointing one umpire to each match shall be adopted.
- (c) Wherever possible during the BOIDC Finals Series, two umpires shall be appointed to each match.
- (d) Where there are insufficient suitable umpires available to fulfil the requirements of this clause, the BOIDC Committee shall determine which match/es are to have an umpire or umpires appointed.

1.5.2 Only one BOIDC appointed umpire present

- (a) Where only one BOIDC appointed umpire is present that umpire shall officiate at the bowler's end only.
- (b) That umpire will, with the assistance of the captains, appoint substitute umpires to officiate throughout the match as required. The final decision as to any such substitute appointments rests with the BOIDC appointed umpire.
- (c) The BOIDC appointed umpire shall be the sole judge for the purposes of Law 2.7 (Fitness for play) and Law 2.6 (Fair and unfair play).

1.5.3 No BOIDC appointed umpires present

- (a) Where there is no BOIDC appointed umpire present, substitute umpires will be agreed upon by the captains. The final decision as to the persons to act as substitute umpires will rest with the captain of the batting side.
- (b) The two captains shall decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (c) Where the captains disagree, the status of the match at the time of the disagreement is to continue until such time as an agreement is reached or the scheduled finishing time for the day is reached, whichever occurs first. When considering such matters, captains must always give the highest consideration to the safety of players.

1.5.4 Substitute umpires

- (a) A substitute umpire:
 - (i) Must act within the spirit of the game.
 - (ii) Must be properly uniformed as a player and be clearly identified from other players by their clothing (a suitable coloured garment or top).
 - (iii) When at the striker's end, will stand at square leg unless the BOIDC appointed umpire allows them to stand at point for an acceptable reason (i.e. not simply to reduce the distance walked between overs).
 - (iv) Must not be involved in discussions with the batters and are not allowed to coach in any way.
- (b) A substitute umpire may not award 5 Penalty Runs, where required under the Laws, except under Law 28.3 (Protective helmets belonging to the fielding side) and Law 28.2.3 (Fielder illegally fielding the ball).



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1.5.5 Replacement of umpires

Law 2.2 (Change of umpire) is varied such that a BOIDC appointed umpire may be replaced for a full day of a preliminary round match and that umpire shall be permitted to act at the bowler's end.

1.6 WET WEATHER

- (a) The Committee, whenever weather and ground conditions warrant, shall have the authority to:
 - (i) cancel or abandon any match or day of a match (including finals series matches), prior to play commencing on any day.
 - (ii) transfer a match to another venue.
- (b) The BOIDC Facebook page (www.facebook.com/BathurstOrangeInterDistrictCricket) will be the primary method used to advise of ground changes or cancellations on the day of the match.

1.7 GROUNDS

1.7.1 Boundary markers

On any ground where the boundary is not clearly defined or only defined by a marked line, the home team (i.e. team listed first on the draw) will be responsible for supplying and setting out suitable boundary markers.

1.7.2 Sight screens

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. If this does not occur, the umpire shall require play to continue without the sight screen being moved.

1.7.3 Fitness for play

- (a) Where the pitch or ground is deemed to be dangerous or unreasonable for play at the scheduled time for commencement of play, the umpires and captains must give every opportunity for play to occur that day.
- (b) Play shall not be abandoned for the day without the agreement of both captains (refer also 2.10.3(b) regarding wash-out draws).
- (c) If rain is falling when play is in progress, or due to commence, or due to resume, then the umpire/s shall decide when play is to commence or be resumed. It should be noted that the Laws of Cricket do not require rain to stop prior to umpires calling on play to be commenced or resumed.

1.7.4 Lightning

- (a) For grounds with covers, play shall cease immediately, if a lightning flash is followed by thunder less than 40 seconds later.
- (b) For grounds without covers, play shall cease immediately, if a lightning flash is followed by thunder less than 30 seconds later.
- (c) Play shall not resume until 30 minutes after the last audible thunder.



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- (d) Immediately following the suspension of play, persons may enter the field of play to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later.

1.8 COVERING THE PITCH

1.8.1 General

All participants in every match are to strive to maximise opportunities to play.

1.8.2 Laying of covers

- (a) The home team (i.e. the team listed first on the draw) shall be responsible for the laying of covers prior to each match day.

Note: For Council grounds in both Bathurst and Orange, covers are normally able to be laid by teams from 4pm on the Friday (or last working day prior to the match), unless advised otherwise by the respective Home Association.

- (b) When covers are laid, the pitch must be fully protected from rain.
- (c) Covers are to be laid as late as possible on the evening before a match unless otherwise approved by the home Association.
- (d) In the event of the pitch being already wet at the time the covers are due to be laid, the home team may exercise discretion as to whether covers should be laid, but they must immediately notify their home Association of any such decision.
- (e) Should covers not be laid for any reason, the home team must notify their Association. Failure to make every possible effort to lay covers, or to advise their Association, may render that team liable to the forfeiture of the match, the loss of points or another penalty deemed appropriate by the BOIDC.

1.8.3 Leading up to Match Day

- (a) In addition to the requirements of 1.8.2(c) above, the home team may also be requested to lay covers by the home Association on any day leading up to match day to either assist the Ground Authority with preparation (*this is usually the case in Orange*), or where the Ground Authority has completed preparation early (*this could be the case in Bathurst*). If the home team is unable to lay covers in accordance with this Rule 1.8.3, but the away team can, then the away team shall be afforded the opportunity to lay covers.

Note: This shall only apply to grounds prepared by the respective local government authority and not privately prepared grounds.

- (b) If, in the opinion of the Committee, the home team is uncooperative or unwilling to act for their advantage or for the disadvantage of their opponent, the following shall apply:
 - (i) If play is possible in the match, the home team will forfeit the toss.
 - (ii) If play is not possible, the home team will be deemed to have lost the match on forfeit.

1.8.4 On Match Day

- (a) On match day the covers should be removed as early as possible.
- (b) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.



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- (c) The umpires shall assume control for the use of covers and make all decisions regarding the use of covers from thirty minutes prior to the scheduled time for play to commence.
- (d) Should the umpires determine that covers be laid during the day's play then it will be the responsibility of both teams to lay covers.

1.8.5 Removal and storage of covers

Removal and storage of covers will be in accordance with the Home Association's requirements, where applicable.

1.9 FORFEITS

- (a) A team winning by forfeit will receive the highest points awarded to any other team in that grade for that round. If both teams declare a forfeit, then both teams shall receive no points.
- (b) Prior to match day any team wishing to forfeit a match shall notify the BOIDC of its intention to forfeit by no later than 7pm on the day prior to the match.

Where such notice is not given, the forfeiting team will be liable for the full umpires' fees for the match. The BOIDC may also impose additional penalties as it deems appropriate.

- (c) On match day a team will be deemed to have forfeited a match where it fails or refuses to play the match.
- (d) A team may be deemed to be refusing to play if they do not or are not ready to take the field to commence play at the scheduled or rescheduled commencement time on any playing day. In circumstances where a team has less than 7 players in attendance at the time play is set to commence, the umpires may permit that team up to 30 minutes to commence play, or they will forfeit the match.

Note: nothing in this rule prevents a team with less than 7 players from commencing a match, however a team will require at least 5 bowlers for a one day match.

- (e) The umpires shall notify the BOIDC within 24 hours:
 - (i) of a forfeit occurring, or
 - (ii) where a forfeit has not occurred, but the start of play has been delayed in accordance with (d) above.

The BOIDC may take action against the team involved, including deducting points.

1.10 PROTECTIVE HELMETS

- (a) A British Standard 7928:2013 compliant helmet must be worn by:
 - (i) any batter aged under the age of 18, at all times when batting, and
 - (ii) any wicket-keeper, when wicket-keeping up to the stumps, and
 - (iii) any fielder when fielding in a position closer than 7 metres from the striker's position on the popping crease on the middle stump line, except for any fielding position wholly behind the popping crease.



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- (b) In the interests of player safety, players aged 18 years and over are strongly advised to wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium paced bowling.
- (c) The match umpires, or where there is no appointed umpire, the team captains, shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet is compliant with British Standard 7928:2013.

1.11 FAST SHORT BOWLING

- (a) A bowler shall be limited to two (2) fast short deliveries per over. A fast short delivery is defined as a ball which, after **landing**, passes or would have passed above shoulder height of the striker standing upright at the popping crease.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short delivery has been bowled.
- (c) For the avoidance of doubt, any fast short delivery called Wide in accordance with **Law 22.1.3**, shall also count as one of the allowable short deliveries in that over.
- (d) In the event of a bowler bowling more than two fast short deliveries in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion.
- (e) If a bowler delivers a third fast short delivery in an over, after the call of No ball and when the ball is dead the umpire shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short deliveries in an over, the umpire shall repeat the procedure in (d) above and advise the bowler that this is his final warning.
- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to suspend the bowler from bowling and inform the other umpire for the reason for this action.
- (h) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.
- (i) The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- (j) The umpires shall then report the matter to the BOIDC who shall take such action as is considered appropriate against the captain and the bowler concerned.
- (k) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short deliveries).
- (l) The warning sequence in this clause is independent of the warning and action sequence under any of the Laws or any other clauses.



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1.12 RESTRICTIONS – YOUTH BOWLERS

1.12.1 Maximum overs

No medium pace or fast bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play, set out below:

Age at 31 August	Maximum overs in a spell	Maximum overs in a day's play
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10
Under 13	4	8

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions in 1.12.3 below.

1.12.2 Rest periods

- The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell.
- A bowler who has bowled a spell of less than the maximum spell permitted for his age may resume bowling prior to the completion of the minimum rest period, but this will be considered an extension of the same spell and the maximum overs in a spell for that age of player shall still apply.
- A break in play due to weather conditions or for a tea or luncheon interval shall count towards the minimum rest period for a bowler. Every completed 3.75 minutes of the break in play shall count as one over for this purpose.

1.12.3 Change of bowling type

- Where a bowler changes between medium pace (or faster) and spin/slow bowling during a day's play:
 - if the bowler begins with medium pace (or faster), the bowler is subject to the above bowling restrictions throughout the day; and
 - if the bowler begins with spin/slow bowling and changes to medium pace (or faster), the restriction applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

1.12.4 Responsibility of fielding captain

- It is the responsibility of the fielding captain to ensure that this clause is upheld. The umpires will assist in maintaining records to enable the enforcement of this clause.



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- (b) If the umpire becomes aware of breaches of this clause, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

1.13 SCORING

1.13.1 General

- (a) Scoring for all matches is to be in accordance with the BOIDC's 'Guidelines for Scoring'.
- (b) Only BOIDC approved scorebooks are to be used.
- (c) A progressive total must be kept for the entire innings.

1.13.2 Electronic scoring (E-scoring)

All matches are to be electronically scored using the PlayHQ E-Scoring system. It is the responsibility of the home team (i.e., the team listed first on the draw, unless noted otherwise) to e-score the match.

Both clubs are to supply a scorebook for the match.

When a match is e-scored, score must also be kept in at least one scorebook, which will provide a backup for corrections and system outages.

If for any reason, the match is unable to be e-scored, then two scorebooks MUST be used.

Note: Teams are to ensure their device is fully charged prior to the start of play, and wherever possible be able to charge their device during the day.

1.13.3 Accuracy of scorebooks and match result

The captains shall be responsible for ensuring that the scorebooks, including the e-score are accurate. At the end of the match and prior to leaving the ground both teams should agree on the match scores and result.

1.14 SUBMISSION OF RESULTS

1.14.1 Entry of Match Scores into PlayHQ

- (a) Match Scores must be entered into PlayHQ by 12noon Sunday.
- (b) For a match that has been e-scored, the team that e-scored the match will be responsible for ensuring that match scores are submitted and finalised in PlayHQ by the time required in (a) above (i.e. 'Submit Match Result' and 'End Session').
- (c) For a two day match that isn't being e-scored, progressive match scores must be entered after the first day's play.
- (d) For any match where the match scores have not been entered by 10pm on the Tuesday following completion of the match, the Committee may declare the match a double forfeit and award no points to either team.

1.14.2 Team selection

- (a) All clubs are required to enter their selected teams into PlayHQ by no later than the Friday evening prior to the match to facilitate e-scoring.



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- (b) Clubs must ensure they have their players correctly recorded in PlayHQ by 10pm Tuesday following the match. After this time, changes will not be permitted.

1.14.3 Player scores

Player scores must be entered into PlayHQ by no later than 10pm Tuesday following the match.

1.15 DISPUTES and PROTESTS

1.15.1 Procedure

- (a) Any club requiring adjudication on any dispute or protest by the BOIDC, shall forward a clear written statement of the matter in dispute or under protest to the BOIDC Secretary within 48 hours of the close of play on the day on which the incident occurred. The statement shall be signed by an office-bearer of that Club and must be accompanied by a fee of \$25, which may be refundable at the discretion of the Committee.
- (b) The Committee may, at their discretion, summon all parties involved to attend a hearing. Hearings shall be open to the presence of all affected parties, who shall be permitted to make oral and written representations in relation to the matter at hand.
- (c) Such notification shall be given at least three working days before the date of the hearing, given a notice specifying the place, date and time of the hearing and the nature of the matter being heard. Should the person, or persons, fail to attend such hearing judgment may be given in their absence.

1.15.2 Appeals

- (a) Appeals against the decision of the Committee must be accompanied by a fee of \$25 which may be refundable at the discretion of the Committee and must be lodged with the BOIDC Secretary by 5pm on the third working day following notification of the Committee's decision.
- (b) The appeal will be forwarded to the Central West Cricket Council, for consideration by that body.

1.16 AWARDS

1.16.1 Player of the year

- (a) Player of the year points shall be awarded in each match during the preliminary rounds except where:
 - (i) A drawn two day match has not had at least half of the minimum overs for the match commenced.
 - (ii) A one day match has not achieved a result.
- (b) Points shall be awarded on a 3-2-1 basis by the umpire, or where no BOIDC appointed umpire is present, by the two team captains.
- (c) Player of the Year points must be submitted to the BOIDC on the Match Report.
- (d) The player with the most points shall be awarded the BOIDC Player of the Year. If players are equal on points, the winner will be determined by:
 - (i) the greatest number of 3 points received, or if equal,



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- (ii) by the greatest number of 2 points received.

Otherwise joint winners will be declared.

1.16.2 Player of the final

The player of the match in the grand final shall be determined by the umpires officiating in that match.

1.16.3 Spirit of Cricket

In every match played, umpires assess each team's performance in terms of the Spirit of Cricket. This award acknowledges the team that has been deemed to have best upheld those values.

The BOIDC Spirit of Cricket award will be presented to the team with the highest average Spirit of Cricket score across the entire season.

1.16.4 Merit Team of the Year

The BOIDC Committee will select a merit team of 12 players, based on player performances during that season's competition, as the BOIDC Team of The Year.

1.16.5 Batting and bowling awards

- (a) Individual awards will also be presented for the:

- (i) highest aggregate of runs, and
- (ii) most wickets taken,

across the preliminary rounds of the competition.

1.17 ALCOHOL AT MATCHES

- (a) No alcohol is allowed on the ground during the hours of play.
- (b) No player or official taking part in the match may consume alcohol between the time the match begins and the time when stumps are officially drawn on that day.
- (c) Any breaches of this Rule shall be reported and handled in accordance with the Code of Conduct.
- (d) The BOIDC may, at its absolute discretion, impose additional penalties, including loss of match points on any team whose player/s repeatedly breach this Rule.

1.18 PLAYERS' CONDUCT

Law 42 shall NOT apply. Matters of unacceptable conduct may be dealt with by the BOIDC under the Code of Conduct.



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

2 TWO DAY MATCHES – PRELIMINARY ROUNDS

2.1 APPLICATION

The Playing Conditions in this Section shall apply to Two Day Preliminary Round matches.

2.2 THE PLAYERS

2.2.1 Number of players

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Eleven players only shall be permitted to bat in an innings, subject to 2.2.4 (replacement players) below.

Note: the non-batter does not need to be nominated prior to the match.

2.2.2 Interchange of fielders

- (a) Interchange of fielders named in the team as defined in 2.2.1(a) above without restriction is permitted provided no playing time is wasted.
- (b) Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in 2.2.1(a) above, i.e. a substitute fielder.

2.2.3 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list) to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made prior to the start of the match without the consent of the opposing captain. Alterations are not permitted once the match has commenced, except in accordance with clause 2.2.5 (Representative replacement players).

Where a BOIDC appointed umpire is not present, the team list shall be retained by the opposing captain.

- (b) Where no play was possible after the toss had been taken on the first day of a match, the second day becomes a new match and new team lists are to be exchanged.
- (c) The ages of all players under the age of 19 must be recorded on the team list.
- (d) Where a team includes a replacement player that player is also to be nominated on the team list.
- (e) A team must name the same number of players for each day of the match (i.e. so if 12 are named for day 1 then 12 must be named for day 2, and so on).

2.2.4 Replacement players

- (a) For the second day of a two day match, a team will be permitted to replace up to 3 players.
- (b) Such a replacement:
 - (i) shall not be permitted for more or less than one day's play; and



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

- (ii) shall be in addition to any representative replacement player permitted in accordance with 2.2.5 below.
- (c) In accordance with Law 1.2, a replacement player shall be considered the same player as the nominated player he/she replaces for the purposes of the Laws of Cricket and these Playing Conditions. In all circumstances, the replacement player shall have the full rights of the nominated player.
- (d) A replacement shall not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.
- (e) If the replaced player is batting at the close of play on day 1, his/her replacement must continue that innings on day 2.

Note: the replaced player's innings shall be recorded as "retired – not out" and the innings of the replacement player shall be their own.
- (f) If the replaced player has begun but not completed an over, his/her replacement must complete that over.
- (g) Any unserved Penalty time, warnings or suspensions that applied to the original nominated player will be inherited by his/her replacement.

2.2.5 Representative replacement players

- (a) Subject to the other provisions of this clause, a player who is unavailable for one or both scheduled days of a two-day match because they are participating as a player or appointed support staff member in a representative match may replace another player when available, or be replaced when unavailable. This clause also applies to any resulting replacements in lower grades. Representative replacements must be clearly marked on the team list.
- (b) If a club wants to change its team for the second day of a match because a player's availability was not known before the match started, it must obtain BOIDC approval. For clarity, this includes a player injured while fulfilling representative commitments.

To allow time for processing, any application must be submitted in writing by 8:00pm on the Thursday before the second day of the match. It must identify the player being replaced, the replacement player, and any related changes to other grades, if applicable.

- (c) Where possible, the replacement player must be of a similar type.
- (d) If BOIDC approves a replacement under (b) above:
 - (i) the team must provide an amended team list before play starts on the second day, and
 - (ii) the captain must inform the opposing team and the umpires of the approved change.

2.3 THE BALL

- (a) The approved ball/s for use in BOIDC two day competition matches are:
 - (i) Red 4 piece Kookaburra Regulation
- (b) All balls shall either be BDCA or ODCA stamped, unless otherwise approved by the Committee.
- (c) If there is no BOIDC appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

2.4 HOURS OF PLAY

2.4.1 Scheduled playing time

(a) The scheduled playing time for two day preliminary round matches is:

(i) Saturday - 1:00pm to 6:20pm.

1st Session	1:00pm to 3:30pm
Tea Interval	3:30pm to 3:50pm
2nd Session	3:50pm to 6:20pm

(ii) Sunday - 11:00am to 4:30pm.

1st Session	11:00am to 1:30pm
Lunch Interval	1:30pm to 2:00pm
2nd Session	2:00pm to 4:30pm

2.4.2 Non Daylight Savings Time

Unless specified otherwise, the times in this clause shall be brought forward one hour for play during the non-daylight saving period.

2.4.3 Quota of Overs

- (a) In two day preliminary round matches, provided there is no interruption to scheduled playing time, the minimum quota is 80 overs for each day, with a maximum of 12 overs to be added to day 2 to make up time lost on either day.
- (b) Each change of innings shall result in a reduction in the minimum quota of overs by two (2) overs, except that no overs shall be deducted if the change of innings occurs wholly during a break in play due to weather, or a luncheon or tea interval, or if the change of innings is the result of a team forfeiting its innings.
- (c) Any over that has commenced will constitute a full over, for the purpose of determining the minimum daily quota of overs.
- (d) Where the minimum quota of overs has been completed prior to the scheduled finishing time, play will continue until that scheduled finishing time.
- (e) In any match, if the required number of overs has not been bowled by the scheduled time for stumps, play shall continue until the required number of overs has been bowled.
- (f) If the last actual over of the first day's play is not completed, it shall be completed at the commencement of the following day's play, prior to commencement of the minimum quota of overs for that day.
- (g) If the MCUA appointed umpire/s determine that the fielding team is solely responsible for the slow over rate causing the last over of that day's play to commence after the scheduled time for stumps on that day, the fielding team shall be liable to be penalised 0.5 points for each over not commenced.

Note: one or both fielding teams could be responsible.

2.4.4 Ending play early day two

- (a) On the second day of a match the two captains may, at any time, agree to end play early if:
 - (i) a first innings result has already been achieved, or



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

- (ii) the umpire is of the opinion that it is highly unlikely that a first innings result will be achieved, or
- (iii) a significant amount of playing time has been, or is likely to be, lost due to conditions of ground, weather or light or exceptional circumstances and the umpire is of the opinion that it is highly unlikely that enough play will be possible for a first innings result to be achieved (refer also 2.10.3(b) regarding wash-out draws).

2.4.5 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

2.5 INTERRUPTIONS TO PLAY

- (a) Where the commencement of play is delayed, or there is any interruption(s) to play due to ground, weather, light or any other unforeseen circumstance the minimum quota of overs to be bowled that day is reduced by one over for each 3.75 minutes of scheduled playing time lost (refer to Appendix A).

Fractions are to be ignored in all calculations of overs lost.

- (b) Where playing time is lost after the scheduled close of play, the deduction will be continued, or commenced, at the same rate.
- (c) Any time lost on either day of a preliminary round match shall be made up by adding that time lost, up to a maximum of 45 minutes to the end of day 2.
- (d) Where there is no play on the first scheduled day of a preliminary round two day match, day 2 will be played as a one day match in accordance with Section 4.

2.6 INTERVALS

2.6.1 Tea interval

- (a) A tea interval shall apply to the Saturday of a two day match and is to be of 20 minutes duration, computed from the end of the over in progress at 3:30pm.
- (b) Where the start of play is delayed by 120 minutes or more there shall be no tea interval on that day.
- (c) Where play commences late by 60 minutes or more the tea interval shall be rescheduled as follows:

Play starts late by	Tea interval rescheduled to
60 – 99 minutes	4:00pm
90 – 119 minutes	4:30pm

2.6.2 Lunch interval

- (a) A lunch interval shall apply to the Sunday of a two day match and is to be of 30 minutes duration, computed from the end of the over in progress at 1:30pm.
- (b) Where the start of play is delayed by 130 minutes or more there shall be no lunch interval on that day.



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

2.6.3 Interval for drinks

- (a) One interval for drinks may be taken each session or after approximately each hour's play for sessions longer than two and a half hours.
- (b) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

2.7 INNINGS

2.7.1 Number of innings

Two day matches shall consist of up to two innings per side.

2.7.2 The toss

- (a) The toss shall not be delayed due to either team having less than 7 players in attendance.
- (b) Where a captain, or his deputy has not made himself available for the toss within the timeframe prescribed by the Laws of Cricket, the opposing captain may claim the toss.

2.8 THE FOLLOW-ON

The side which bats first and leads by at least 75 runs on the first innings shall have the option of requiring the other side to follow their innings.

2.9 DECLARATION AND FORFEITURE

- (a) No team shall be permitted to forfeit its first innings.
- (b) No team shall be permitted to declare its first innings closed until it has avoided the follow-on.

2.10 DETERMINING THE RESULT

2.10.1 Outright result

- (a) An outright result is achieved where either Law 16.1 (A Win – two innings match), Law 16.3 (Umpires awarding a match) or Law 16.5.1 (A tie) are satisfied.
- (b) An outright result, including an outright tie, shall supersede any prior result on first innings.

2.10.2 First Innings result

- (a) A first innings result will be achieved where an outright result has not been achieved in accordance with 2.10.1 and:
 - (i) both teams have completed their first innings, or
 - (ii) the team batting second has scored more runs than the team batting first.
- (b) Where a first innings result has been achieved in accordance with (a) above:



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- (i) The side which has scored more runs in its first innings shall win the match on first innings.
- (ii) If both teams have completed their first innings and the scores are equal, the result shall be a tie on first innings.

2.10.3 Draw

- (a) The result of a match will be a Draw where an outright or a first innings result has not been achieved.
- (b) A drawn match will be considered a wash-out draw if conditions of ground, weather or light or exceptional circumstances have caused the match to end early, and:
 - (i) Play was not possible on day 2 because the ground authority closed the ground or the Committee cancelled play for that day, or
 - (ii) Play was possible on day 2 and the Committee is satisfied that both teams have taken reasonable steps to have play commence or recommence as may be the case.

Note: a ground is considered closed if the ground authority does not hand the ground over to the Association or to the umpires as may be the case (i.e. if it has not been prepared for play or is not fit for play).

2.11 COMPETITION POINTS

- (a) Points shall be awarded for two day competition matches as follows:

Two day matches		
Result		Points
Outright win	after leading on first innings	14
	after tying on first innings	11
	after trailing on first innings	8
Outright tie	after leading on first innings	10
	after tying on first innings	7
	after trailing on first innings	4
Outright loss	after leading on first innings	6
	after tying on first innings	3
	after trailing on first innings	0
Result on first innings	Win	8
	Tie	4
	Loss	0
Other	Wash-out draw (refer 2.10.3(b))	4
	Draw	2
	Bye – refer to (c) below	8

- (b) In two day matches, no points shall be awarded to the team batting second where a declaration by that team results in a tie on the first innings and the team batting first shall be awarded first innings points.
- (c) Win on first innings points will be awarded to the team with the bye except:



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SECTION 2: TWO DAY MATCHES – PRELIMINARY ROUNDS

- (i) when all matches in a round are wash-out draws, in which case the team with the bye shall receive wash-out draw points, OR
- (ii) when all matches in a round are draws, in which case the team with the bye shall receive draw points.



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

3 TWO DAY MATCHES - NO PLAY DAY 1

3.1 APPLICATION

The Playing Conditions in this Section shall apply to Two Day Preliminary Round matches where no play was possible on Day 1.

3.2 THE PLAYERS

3.2.1 Number of players

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Eleven players only shall be permitted to bat in an innings.

Note: the non-batter does not need to be nominated prior to the match.

3.2.2 Interchange of fielders

- (a) Interchange of fielders named in the team as defined in 3.2.1(a) above without restriction is permitted provided no playing time is wasted.
- (b) Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in 3.2.1(a) above, i.e. a substitute fielder.

3.2.3 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list) to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made prior to the start of the match without the consent of the opposing captain. Alterations are not permitted once the match has commenced.

Where a BOIDC appointed umpire is not present, the team list shall be retained by the opposing captain.

- (b) The ages of all players under the age of 19 must be recorded on the team list.

3.3 THE BALL

- (a) The approved ball/s for use in BOIDC two day matches where no play is possible on day 1, are Red 4 piece Kookaburra Regulation
- (b) All balls shall either be BDCA or ODCA stamped, unless otherwise approved by the Committee.
- (c) If there is no BOIDC appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

3.4 HOURS OF PLAY

3.4.1 Scheduled playing time

- (a) The scheduled playing time is 1:00pm to 6:40pm.

1st Session	1:00pm to 3:40pm
Innings Interval	3:40pm to 4:00pm
2nd Session	4:00pm to 6:40pm

- (b) Unless specified otherwise, the times in this clause shall be brought forward one hour for play during the non-daylight saving period.

3.4.2 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

3.5 INTERRUPTIONS TO PLAY

3.5.1 General

- (a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- (b) The calculation of the number of overs to be bowled shall be based on a rate of four minutes per over in the total playing time available (refer to Appendix B). If a reduction in the number of overs is required, any recalculation must not cause the match to finish earlier than the scheduled cessation time.
- (c) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

3.5.2 Time lost before or during the innings of the team batting first

- (a) For any playing time lost before or during the innings of the team batting first, the number of overs in the innings of both teams shall be reduced at the rate of one over for each 8 minutes of playing time lost, and a fixed time will be specified for the completion of that innings as determined by the recalculation of the overs to be bowled.

3.5.3 Time lost after completion of the innings of the team batting first

- (a) For any time lost after the completion of the innings of the team batting first the number of overs to be received by the team batting second shall be reduced at the rate of one over for each 4 minutes of playing time lost.
- (b) Any unused time from the innings of the team batting first shall be used before overs are reduced.

3.6 INTERVALS

3.6.1 Interval for change of innings

- (a) The interval shall always be taken following the completion of the innings of the team batting first.
- (b) The interval shall be of 20 minutes duration.



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

- (c) Where more than 120 minutes of playing time is lost during the innings of the team batting first, the length of the interval is reduced to 10 minutes.

3.6.2 Interval for drinks

- (a) One interval for drinks shall be permitted per innings, to be taken at the end of the 20th over.

Where an innings is reduced to less than 40 overs, the drinks interval shall be taken at the halfway point of the innings notwithstanding that there shall be no drinks interval if the innings is reduced to less than 25 overs.

- (b) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (c) If a wicket falls, or a batter retires during the over which a drinks interval is scheduled at the end of then drinks shall be taken immediately.
- (d) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (e) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

3.7 INNINGS

3.7.1 Number of innings

One day matches shall consist of one innings per side.

3.7.2 The toss

- (a) The toss shall not be delayed due to either team having less than 7 players in attendance.
- (b) Where a captain, or his deputy has not made himself available for the toss within the timeframe prescribed by the Laws of Cricket, the opposing captain may claim the toss.
- (c) A new toss will be taken on day 2, regardless of whether a toss was taken on day 1.

3.7.3 Quota of overs

- (a) The innings of each team shall be limited to 40 six-ball overs.
- (b) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) If the fielding team fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of that innings, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (d) The bowling team must commence its final over for the innings within 160 minutes (i.e. 2 hours 40 minutes) of that innings' commencement, for 40 over matches.
- (e) Failure to bowl the minimum number of overs set out above will render the bowling team liable to penalties determined by the BOIDC in accordance with (f) below.
- (f) If the MCUA appointed umpire/s determine that the fielding team is solely responsible for the slow over rate causing the last over of that day's play to commence after the scheduled



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

time for stumps on that day, the fielding team shall be liable to be penalised 0.5 points for each over not commenced.

Note: one or both fielding teams could be responsible.

3.8 THE FOLLOW-ON

Law 14 (The Follow-On) shall NOT apply to these matches.

3.9 DECLARATION AND FORFEITURE

No team shall be permitted to forfeit its innings or declare its innings closed.

3.10 DETERMINING THE RESULT

3.10.1 Obtaining a Result

- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
- (b) A one day match shall be declared a No Result if both teams have not had the opportunity to bat for at least 20 overs because:
 - (i) the innings of the team batting first could not commence by 3:50pm; or
 - (ii) the innings of the team batting second could not commence by 5:20pm; or
 - (iii) the innings of the team batting second would be reduced to less than 20 overs, because of an interruption to play after its' commencement.
- (c) In any one day match where both teams have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.
- (d) If, due to suspension of play after the start of the match, the number of overs in the innings of either team has been revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of receiving. The revised target is to be calculated using the Duckworth-Lewis-Stern Method. The target set will always be a whole number and one run less will constitute a Tie.
- (e) If the innings of the team batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the Par Score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

3.10.2 Duckworth-Lewis-Stern (DLS) method

It is the responsibility of both teams to perform any DLS calculations and for the team captains to agree on the Par Score or Target Score as applicable. The umpires will oversee the process and will advise of any over reductions.

All captains should make themselves familiar with the DLS calculation process.



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

If a match is being e-scored, then DLS will be available in the PlayHQ e-score application. If a match is not being e-scored, then the DLS function in the MyCricket Live Score App or another suitable DLS App may be used (*Refer to user instructions at Appendix C*).

3.11 COMPETITION POINTS

3.11.1 Points

- (a) Points shall be awarded for **two** day matches **where no play was possible on day 1** as follows:

Two day match, no play day 1	
Result	Points
Win (opposition dismissed)	8
Win (opposition not dismissed)	6
Tie	4
Loss (team not dismissed)	2
Loss (team dismissed)	0
No Result (a.k.a. washout draw)	4
Bye	see (c) below

- (b) The bonus point will **not** apply to these matches.
- (c) **The maximum** win on first innings **points obtained by any team in that round** will be awarded to the team with the bye except when all matches in a round are draws (**i.e. no results**), in which case the team with the bye shall receive draw points.

The maximum win points will be either win (opposition dismissed) or win (opposition not dismissed).

3.12 FIELDING RESTRICTIONS

3.12.1 Fielding restriction area

The fielding restriction area is created by a line, either marked or imaginary, being two semi-circles with their centre the middle stump at either end of the pitch and radius of 30 yards (27.43 metres) linked by two parallel straight lines on the field of play.

Continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals should be used to mark this fielding restriction area.

3.12.2 Fielding restrictions

- (a) At the instant of delivery:
- there shall not be more than five fielders on the leg side, and
 - Powerplay 1 - no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 1 to 10 inclusive,
 - Powerplay 2 - no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive,
 - Powerplay 3 - no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive.

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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

- (b) In circumstances when the number of overs for an innings is reduced, the number of overs within each Powerplay of the innings shall be reduced proportionally in accordance with the table below. For the sake of clarity, the table shall apply to both innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	5	10	5
21	5	11	5
22	5	11	6
23	6	11	6
24	6	12	6
25	6	13	6
26	6	14	6
27	6	14	7
28	7	14	7
29	7	15	7
30	7	16	7
31	7	16	8
32	8	16	8
33	8	17	8
34	8	18	8
35	8	18	9
36	9	18	9
37	9	19	9
38	9	20	9
39	9	20	10

- (c) In the event of an infringement of any of these fielding restrictions, the umpire shall call and signal No ball.
- (d) Where the fielding restriction area is not marked, the umpires will apply the restrictions using a common sense best estimate approach and advise the captain whether any players need to be moved

3.13 MAXIMUM OVERS PER BOWLER

- (a) Each bowler is limited to a maximum of eight (8) overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team 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. This clause shall not exclude a bowler from completing an over already started prior to an interruption.
- If the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (c) Any part over bowled because of a bowler being incapacitated or suspended will count as a full over in so far as each bowler's limit is concerned.



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SECTION 3: TWO DAY MATCHES – NO PLAY DAY 1

3.14 FREE HITS AFTER A NO BALL

- (a) In all one day matches, the delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit:
 - (i) the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide, and
 - (ii) changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or if the No Ball was a result of a fielding restriction infringement, in which case the field may be changed only to the extent of correcting the infringement.
- (c) The bowler's end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

3.15 JUDGING A WIDE

- (a) Any delivery passing the striker on the off side outside the Off Side Wide Line (i.e. more than 750mm wide of the off stump) shall be called a Wide unless the striker, at any point after the ball came into play for that delivery has brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach the umpire shall disregard the Off Side Wide Line and apply a general interpretation consistent with the normal operation of Law 22.
- (b) Any delivery passing the striker's stumps on the leg side, wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, without any contact with the striker's bat or person shall be a Wide unless:
 - (i) the ball passes between the striker and the stumps.
 - (ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have contacted the striker in a normal batting position.
 - (iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.
- (c) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

4 ONE DAY MATCHES

4.1 APPLICATION

The Playing Conditions in this Section shall apply to One Day matches.

4.2 THE PLAYERS

4.2.1 Number of players

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Eleven players only shall be permitted to bat in an innings.

Note: the non-batter does not need to be nominated prior to the match.

4.2.2 Interchange of fielders

- (a) Interchange of fielders named in the team as defined in 4.2.1(a) above without restriction is permitted provided no playing time is wasted.
- (b) Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in 4.2.1(a) above.

4.2.3 Substitute fielders in finals matches

In a finals match, a substitute fielder must be a qualified player.

4.2.4 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list) to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made prior to the start of the match without the consent of the opposing captain. Alterations are not permitted once the match has commenced.

Where a BOIDC appointed umpire is not present, the team list shall be retained by the opposing captain.

- (b) The ages of all players under the age of 19 must be recorded on the team list.

4.3 THE BALL

- (a) The approved ball/s for use in BOIDC one day competition matches are:
 - (i) White 4 piece Kookaburra Regulation
- (b) All balls shall either be BDCA or ODCA stamped, unless otherwise approved by the Committee.
- (c) If there is no BOIDC appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.



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SECTION 4: ONE DAY MATCHES

4.4 HOURS OF PLAY

4.4.1 Scheduled playing time

- (a) The scheduled playing time for a one day match is 1:00pm to 6:40pm.

1st Session	1:00pm to 3:40pm
Innings Interval	3:40pm to 4:00pm
2nd Session	4:00pm to 6:40pm

- (b) Unless specified otherwise, the times in this clause shall be brought forward one hour for play during the non-daylight saving period.

4.4.2 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

4.5 INTERRUPTIONS TO PLAY

4.5.1 General

- (a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- (b) The calculation of the number of overs to be bowled shall be based on a rate of four minutes per over in the total playing time available (refer to Appendix B). If a reduction in the number of overs is required, any recalculation must not cause the match to finish earlier than the scheduled cessation time.
- (c) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

4.5.2 Time lost before or during the innings of the team batting first

- (a) For any playing time lost before or during the innings of the team batting first, the number of overs in the innings of both teams shall be reduced at the rate of one over for each 8 minutes of playing time lost, and a fixed time will be specified for the completion of that innings as determined by the recalculation of the overs to be bowled.

4.5.3 Time lost after completion of the innings of the team batting first

- (a) For any time lost after the completion of the innings of the team batting first the number of overs to be received by the team batting second shall be reduced at the rate of one over for each 4 minutes of playing time lost.
- (b) Any unused time from the innings of the team batting first shall be used before overs are reduced.

4.6 INTERVALS

4.6.1 Interval for change of innings

- (a) The interval shall always be taken following the completion of the innings of the team batting first.
- (b) The interval shall be of 20 minutes duration.

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- (c) Where more than 120 minutes of playing time is lost during the innings of the team batting first, the length of the interval is reduced to 10 minutes.

4.6.2 Interval for drinks

- (a) One interval for drinks shall be permitted per innings, to be taken at the end of the 20th over.

Where an innings is reduced to less than 40 overs, the drinks interval shall be taken at the halfway point of the innings notwithstanding that there shall be no drinks interval if the innings is reduced to less than 25 overs.

- (b) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (c) If a wicket falls, or a batter retires during the over which a drinks interval is scheduled at the end of then drinks shall be taken immediately.
- (d) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (e) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

4.7 INNINGS

4.7.1 Number of innings

One day matches shall consist of one innings per side.

4.7.2 The toss

- (a) The toss shall not be delayed due to either team having less than 7 players in attendance.
- (b) Where a captain, or his deputy has not made himself available for the toss within the timeframe prescribed by the Laws of Cricket, the opposing captain may claim the toss.

4.7.3 Quota of overs

In one day matches:

- (a) The innings of each team shall be limited to 40 six-ball overs.
- (b) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) If the fielding team fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of that innings, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (d) The bowling team must commence its final over for the innings within 160 minutes (i.e. 2 hours 40 minutes) of that innings' commencement, for 40 over matches.
- (e) Failure to bowl the minimum number of overs set out above will render the bowling team liable to penalties determined by the BOIDC in accordance with (f) below.
- (f) If the MUA appointed umpire/s determine that the fielding team is solely responsible for the slow over rate causing the last over of that day's play to commence after the scheduled



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time for stumps on that day, the fielding team shall be liable to be penalised 0.5 points for each over not commenced.

Note: one or both fielding teams could be responsible.

4.8 THE FOLLOW-ON

Law 14 (The Follow-On) shall NOT apply to one day matches.

4.9 DECLARATION AND FORFEITURE

No team shall be permitted to forfeit its innings or declare its innings closed in a one day match.

4.10 DETERMINING THE RESULT

4.10.1 Obtaining a Result

- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
- (b) A one day match shall be declared a No Result if both teams have not had the opportunity to bat for at least 20 overs because:
 - (i) the innings of the team batting first could not commence by 3:50pm; or
 - (ii) the innings of the team batting second could not commence by 5:20pm; or
 - (iii) the innings of the team batting second would be reduced to less than 20 overs because of an interruption to play after its' commencement.
- (c) In any one day match where both teams have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.
- (d) If, due to suspension of play after the start of the match, the number of overs in the innings of either team has been revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of receiving. The revised target is to be calculated using the Duckworth-Lewis-Stern Method. The target set will always be a whole number and one run less will constitute a Tie.
- (e) If the innings of the team batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the Par Score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

4.10.2 Duckworth-Lewis-Stern (DLS) method

It is the responsibility of both teams to perform any DLS calculations and for the team captains to agree on the Par Score or Target Score as applicable. The umpires will oversee the process and will advise of any over reductions.

All captains should make themselves familiar with the DLS calculation process.

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The “Duckworth-Lewis-Stern v6.0 (DLS) Method of Re-calculating the Target Score in an Interrupted Match” shall be applied by using the “Duckworth-Lewis-Stern” Calculator in the PlayCricket website, PlayCricket app or PlayHQ E-Scoring.

4.11 COMPETITION POINTS

4.11.1 Points

(a) Points shall be awarded for one day competition matches as follows:

One day matches	
Result	Points
Win, with bonus point	7
Win	6
Tie	3
Loss	0
No Result	3
Bye – refer to (c) below	6

(b) The bonus point will apply as follows:

- (i) For the team batting first to gain the bonus point, it must achieve victory with a run-rate one and one-third ($1\frac{1}{3}$) times that of the opposition, or
- (ii) For the team batting second to gain the bonus point, it must achieve victory by the end of the 30th over (or in a reduced overs match, in no more than 75% of its maximum number of overs).
- (iii) Where matches are shortened and targets revised through the DLS method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
- (iv) Where a result is achieved under the DLS method, the team batting first will be accredited with the team batting second’s Par Score off the same number of over available to the team batting second.

(c) Win on first innings points will be awarded to the team with the bye except when all matches in a round are draws, in which case the team with the bye shall receive draw points.

4.11.2 One day champion

- (a) Where both two day and one day matches form part of the competition, a separate points table shall be kept for points gained from the scheduled one day rounds. The highest ranked team on this points table will be declared the one day champion. Rankings will be determined by the highest number of competition points. In the event of teams finishing equal on points, positions will be decided by the higher net run rate.
- (b) A team’s net run rate is calculated by deducting from the average runs per over scored by that team throughout the one day competition, the average runs per over scored against that team as follows:

$$\text{Net Run Rate} = \text{Team run rate per over} - \text{opposing team run rate per over}$$

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In the event of a team being all out in less than its full quota of overs, the calculation of its team run rate is based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

In a match in which No Result is achieved, run-rate is not applicable.

Where a result is achieved under the DLS method, the team batting first will be accredited with the team batting second's Par Score off the same number of over available to the team batting second.

4.12 FIELDING RESTRICTIONS

4.12.1 Fielding restriction area

The fielding restriction area is created by a line, either marked or imaginary, being two semi-circles with their centre the middle stump at either end of the pitch and radius of 30 yards (27.43 metres) linked by two parallel straight lines on the field of play.

Continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals should be used to mark this fielding restriction area.

4.12.2 Fielding restrictions

- (a) At the instant of delivery:
- (i) there shall not be more than five fielders on the leg side, and
 - (ii) Powerplay 1 - no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 1 to 10 inclusive,
 - (iii) Powerplay 2 - no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive,
 - (iv) Powerplay 3 - no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive.
- (b) In circumstances when the number of overs for an innings is reduced, the number of overs within each Powerplay of the innings shall be reduced proportionally in accordance with the table below. For the sake of clarity, the table shall apply to both innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	5	10	5
21	5	11	5
22	5	11	6
23	6	11	6
24	6	12	6
25	6	13	6
26	6	14	6
27	6	14	7
28	7	14	7
29	7	15	7
30	7	16	7
31	7	16	8
32	8	16	8

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Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
33	8	17	8
34	8	18	8
35	8	18	9
36	9	18	9
37	9	19	9
38	9	20	9
39	9	20	10

- (c) In the event of an infringement of any of these fielding restrictions, the umpire shall call and signal No ball.
- (d) Where the fielding restriction area is not marked, the umpires will apply the restrictions using a common sense best estimate approach and advise the captain whether any players need to be moved

4.13 MAXIMUM OVERS PER BOWLER

- (a) Each bowler is limited to a maximum of eight (8) overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team 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. This clause shall not exclude a bowler from completing an over already started prior to an interruption.

If the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (c) Any part over bowled because of a bowler being incapacitated or suspended will count as a full over in so far as each bowler's limit is concerned.

4.14 FREE HITS AFTER A NO BALL

- (a) In all one day matches, the delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit:
 - (i) the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide, and
 - (ii) changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or if the No Ball was a result of a fielding restriction infringement, in which case the field may be changed only to the extent of correcting the infringement.
- (c) The bowler's end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

4.15 JUDGING A WIDE

- (a) Any delivery passing the striker on the off side outside the Off Side Wide Line (i.e. more than 750mm wide of the off stump) shall be called a Wide unless the striker, at any point after the ball came into play for that delivery has brought the ball within reach. If, in the opinion



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of the umpire, the striker has brought the ball within reach the umpire shall disregard the Off Side Wide Line and apply a general interpretation consistent with the normal operation of Law 22.

- (b) Any delivery passing the striker's stumps on the leg side, wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, without any contact with the striker's bat or person shall be a Wide unless:
 - (iv) the ball passes between the striker and the stumps.
 - (v) the striker moves toward the off side and, in the umpire's opinion, the ball would have contacted the striker in a normal batting position.
 - (vi) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.
- (c) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

5 FINALS MATCHES

5.1 APPLICATION

The Playing Conditions in this Section shall apply to Finals matches.

5.2 THE PLAYERS

5.2.1 Number of players

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Eleven players only shall be permitted to bat in an innings.

Note: the non-batter does not need to be nominated prior to the match.

5.2.2 Interchange of fielders

- (a) Interchange of fielders named in the team as defined in 5.2.1(a) above without restriction is permitted provided no playing time is wasted.
- (b) Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in 5.2.1(a) above, **i.e. a substitute fielder**.
- (c) In a finals match, a substitute fielder must be a qualified player.

5.2.3 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list) to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made prior to the start of the match without the consent of the opposing captain. Alterations are not permitted once the match has commenced, except in accordance with clause 5.2.4 (Representative replacement players).

Where a BOIDC appointed umpire is not present, the team list shall be retained by the opposing captain.

- (b) Where no play was possible after the toss had been taken on the first day of a match, the second day becomes a new match and new team lists are to be exchanged.
- (c) The ages of all players under the age of 19 must be recorded on the team list.
- (d) Where a team includes a replacement player that player is also to be nominated on the team list.
- (e) A team must name the same number of players for each day of the match (i.e. so if 12 are named for day 1 then 12 must be named for day 2, and so on).

5.2.4 Replacement players

- (a) Replacement players are not permitted for Finals matches.



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SECTION 5: FINALS MATCHES

5.2.5 Player Eligibility for Finals

- (a) A player may not play in a Finals Series match, unless the player has played at least 3 matches with their Club during the season in the BOIDC competition. A player that has not played at least 3 matches in the BOIDC competition, will be eligible for BOIDC Finals if they have played the minimum number of matches **prescribed** by their home Association's **finals qualification rules, with matches played** in ODCA/BDCA and BOIDC competitions **being counted, on the proviso that 3 matches is the absolute minimum number required to be eligible for BOIDC Finals.**
- (b) Matches in separate Twenty20 competitions (e.g. the ODCA Bonnor Cup competition) do not count towards eligibility.
- (c) A player absent on higher representative duty will be considered to have played in their normal grade on that day.
- (d) A player from a team that has received a forfeit **in the BOIDC competition** shall be deemed to have played that day providing the player is named in the team and did not play in another grade on that day.

5.3 THE BALL

- (a) The approved ball/s for use in BOIDC two day competition matches are:
 - (i) Red 4 piece Kookaburra Regulation
- (b) All balls shall either be BDCA or ODCA stamped, unless otherwise approved by the Committee.
- (c) If there is no BOIDC appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.

5.4 HOURS OF PLAY

5.4.1 Scheduled playing time

- (a) The scheduled playing time for all finals matches **other than the grand final** is:

- (i) Saturday - 1:00pm to 6:20pm.

1st Session	1:00pm to 3:30pm
Tea Interval	3:30pm to 3:50pm
2nd Session	3:50pm to 6:20pm

- (ii) Sunday - 11:00am to 6:00pm.

1st Session	11:00am to 1:00pm
Lunch Interval	1:00pm to 1:40pm
2nd Session	1:40pm to 3:40pm
Tea Interval	3:40pm to 4:00pm
3rd Session	4:00pm to 6:00pm

- (b) **The scheduled playing time for each day of a two day grand final match is 11:00am to 6:00pm:**



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1st Session	11:00am to 1:00pm
Lunch Interval	1:00pm to 1:40pm
2nd Session	1:40pm to 3:40pm
Tea Interval	3:40pm to 4:00pm
3rd Session	4:00pm to 6:00pm

5.4.2 Non Daylight Savings Time

Unless specified otherwise, the times in this clause shall be brought forward one hour for play during the non-daylight saving period.

5.4.3 Quota of overs

- (a) In two day finals matches, provided there is no interruption to scheduled playing time, the minimum quota for each day:
- (i) **of a semi final and preliminary final match**, is:
- 80 overs for the first day (Saturday).
 - 96 overs for the second day (Sunday), with a maximum of 16 overs to be added to make up time lost on day 1.
- (ii) **of a grand final match is 96 overs.**
- (b) Each change of innings shall result in a reduction in the minimum quota of overs by two (2) overs, except that no overs shall be deducted if the change of innings occurs wholly during a break in play due to weather, or a luncheon or tea interval, or if the change of innings is the result of a team forfeiting its innings.
- (c) Any over that has commenced will constitute a full over, for the purpose of determining the minimum daily quota of overs.
- (d) Where the minimum quota of overs has been completed prior to the scheduled finishing time, play will continue until that scheduled finishing time.
- (e) In any match, if the required number of overs has not been bowled by the scheduled time for stumps, play shall continue until the required number of overs has been bowled.
- (f) If the last actual over of the first day's play is not completed, it shall be completed at the commencement of the following day's play, prior to commencement of the minimum quota of overs for that day.

5.4.4 Ending play early day two

On the second day of a match the two captains may, at any time, agree to end play early.

5.4.5 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

5.5 INTERRUPTIONS TO PLAY

- (a) Where the commencement of play is delayed, or there is any interruption(s) to play due to ground, weather, light or any other unforeseen circumstance the minimum quota of overs to be bowled that day is reduced by one over for each 3.75 minutes of scheduled playing time lost (refer to Appendix A).



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Fractions are to be ignored in all calculations of overs lost.

- (b) Where playing time is lost after the scheduled close of play, the deduction will be continued, or commenced, at the same rate.
- (c) All finals series matches shall be played under the provisions of this Section, regardless of whether play is possible on day 1.
- (d) Any time lost on day 1 of a finals match **other than a grand final** may be made up by adding that time lost, up to a maximum of 60 minutes to the start of day 2.

5.6 INTERVALS

5.6.1 Tea interval – 80 over day

- (a) The tea interval is to be 20 minutes, computed from the end of the over in progress at 3:30pm.
- (b) Where the start of play is delayed by 120 minutes or more there shall be no tea interval on that day.
- (c) **Where play commences late by 60 minutes or more the tea interval shall be rescheduled as follows:**

Play starts late by	Tea interval rescheduled to
60 – 99 minutes	4:00pm
90 – 119 minutes	4:30pm

5.6.2 Tea interval – 96 over day

- (a) The tea interval is to be 20 minutes, computed from the end of the over in progress at **3:40pm**.
- (b) Where the start of play is delayed by 240 minutes or more there shall be no tea interval on that day.

5.6.3 Lunch interval

- (a) A lunch interval shall apply to:
 - (i) **both days of the grand final, and**
 - (ii) the second day (Sunday) of **all other finals** matches.
- (b) The lunch interval in finals matches is to be 40 minutes, computed from the end of the over in progress at 1:00pm, **unless (c) below applies**.
- (c) Where more than 30 minutes of playing time is being made up on day 2 of a finals match, the lunch interval will commence at the end of the over in progress at 12:30pm.
- (d) Where the start of play is delayed and unable to commence before 1:00pm there shall be no lunch interval on that day.

5.6.4 Interval for drinks

- (a) One interval for drinks may be taken each session or after approximately each hour's play for sessions longer than two and a half hours.



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- (b) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

5.7 INNINGS

5.7.1 Number of innings

Two day finals matches shall consist of up to two innings per side.

5.7.2 The toss

- (a) The toss shall not be delayed due to either team having less than 7 players in attendance.
- (b) Where a captain, or his deputy has not made himself available for the toss within the timeframe prescribed by the Laws of Cricket, the opposing captain may claim the toss.
- (c) Where no play was possible after the toss had been taken on the first day of a match, a new toss will be taken on the second day.

5.8 THE FOLLOW-ON

The side which bats first and leads by at least 75 runs on the first innings shall have the option of requiring the other side to follow their innings.

5.9 DECLARATION AND FORFEITURE

- (a) No team shall be permitted to forfeit its first innings.
- (b) No team shall be permitted to declare its first innings closed until it has avoided the follow-on.

5.10 DETERMINING THE RESULT

5.10.1 Outright result

- (a) An outright result is achieved where either Law 16.1 (A Win – two innings match), Law 16.3 (Umpires awarding a match) or Law 16.5.1 (A tie) are satisfied.
- (b) An outright result, including an outright tie, shall supersede any prior result on first innings.

5.10.2 First Innings result

- (a) A first innings result will be achieved where an outright result has not been achieved in accordance with 5.10.1 and:
 - (i) both teams have completed their first innings, or
 - (ii) the team batting second has scored more runs than the team batting first.
- (b) Where a first innings result has been achieved in accordance with (a) above:
 - (i) The side which has scored more runs in its first innings shall win the match on first innings.



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- (ii) If both teams have completed their first innings and the scores are equal, the result shall be a tie on first innings.

5.10.3 Draw

The result of a match will be a Draw where an outright or a first innings result has not been achieved.

5.11 PREMIERSHIP POSITIONS

- (a) At the completion of the preliminary rounds, teams will be ranked based on their position on the points table.
- (b) Rankings will be determined by the highest number of competition points. In the event of teams finishing equal on points, a team with a higher quotient shall occupy a higher relative position.
- (c) A team's quotient shall be determined by dividing the batting average (total runs scored divided by the total wickets lost) by the bowling average (total runs scored against divided by the total wickets taken), noting:
 - (i) Scores in all matches, whether drawn or otherwise, shall be included when it is necessary to determine a winner by quotient.
 - (ii) Should a team declare its innings closed it shall be deemed to have lost only those wickets which have actually fallen.
 - (iii) A team that is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if batters are absent, ill or injured.

5.12 FINALS SERIES

5.12.1 Teams to qualify and structure

- (a) The 4 highest ranked teams at the completion of the preliminary rounds will contest the Finals Series.
- (b) In the semi-finals:
 - (i) 1st will play 2nd in the qualifying final, and
 - (ii) 3rd will play 4th in the elimination final.
- (c) The winner of the qualifying final will qualify directly for the Grand Final and will be the higher ranking team for the purposes of (f) below.
- (d) The loser of the qualifying final shall play the winner of the elimination final in the preliminary final.
- (e) The winner of the preliminary final shall qualify for the grand final.
- (f) The higher ranked team in the grand final shall be declared premier, unless it is defeated by the lower-ranked team, which shall then be declared premier.
- (g) Where a Finals Series match is declared a No Result or the result is a Draw or a Tie (either on 1st innings or outright), the highest ranked team shall be the winner for the purposes of (c) to (e) above.



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5.12.2 Ground allocation

- (a) The Committee shall determine the venue for each finals match. The highest ranked team in each finals match shall be entitled to have that match played in their home town.
- (b) Should the host town not be able to have a suitable ground prepared for a finals match for any reason, the Committee may determine to shift the match to the other town should a suitable venue be available. It is intended that such a determination would be made by 4pm on the Friday.



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APPENDIX A: LOSS OF PLAYING TIME – TWO DAY MATCH

Minutes Lost	Overs Lost
4	1
8	2
11	3
15	4
19	5
23	6
27	7
30	8
34	9
38	10
42	11
45	12
49	13
53	14
57	15
60	16
64	17
68	18
72	19
75	20
79	21
83	22
87	23
90	24
94	25
98	26
102	27
105	28
109	29
113	30
117	31
120	32

Minutes Lost	Overs Lost
124	33
128	34
132	35
135	36
139	37
143	38
147	39
150	40
154	41
158	42
162	43
165	44
169	45
173	46
177	47
180	48
184	49
188	50
192	51
195	52
199	53
203	54
207	55
210	56
214	57
218	58
222	59
225	60
229	61
233	62
237	63
240	64

Minutes Lost	Overs Lost
244	65
248	66
252	67
255	68
259	69
263	70
267	71
270	72
274	73
278	74
282	75
285	76
289	77
293	78
297	79
300	80
304	81
308	82
311	83
315	84
319	85
323	86
327	87
330	88
334	89
338	90
342	91
345	92
349	93
353	94
357	95
360	96

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APPENDIX B: LOSS OF PLAYING TIME – ONE DAY MATCH

Use Table B1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings of each team by 1 over for each whole 8 minutes lost.

TABLE 2A							
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	48	6	88	11	128	16
16	2	56	7	96	12	136	17
24	3	64	8	104	13	144	18
32	4	72	9	112	14	152	19
40	5	80	10	120	15	160	20

Use Table B2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 4 minutes lost.

TABLE 2B							
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	24	6	44	11	64	16
8	2	28	7	48	12	68	17
12	3	32	8	52	13	72	18
16	4	36	9	56	14	76	19
20	5	40	10	60	15	80	20

APPENDIX C: DLS CALCULATIONS

This appendix shows how to apply DLS stoppages, calculate revised targets and outcomes while using E-Scoring and when not using E-Scoring.

DLS calculation relies on entering **all stoppages that reduce over limits** and knowing the revised over limit (usually provided by the Umpire).

1. WHILE USING E-SCORING

1.1 Stoppage during the 1st Innings

- Actions -> Break -> select the break type -> Apply
- Adjust Parameters -> enter the new over limit -> Resume scoring
- If the Innings has now concluded it's still important to add the stoppage before Ending Innings as this will impact the target in the 2nd Innings:
 - When selecting Adjust Parameters set the Over Limit to the current state as at the stoppage
 - Manually End Innings -> select opening batters and bowler -> set up 2nd Innings parameters

1.2 Setting DLS in the innings break

- Select opening batters and bowler -> on the innings setup page confirm the Over Limit with your Umpire -> select the DLS tab under Target -> Update & Resume
 - The revised DLS target considers all stoppages in the 1st Innings which is why you must include a stoppage that ultimately ended the 1st Innings
- If you can't set the DLS parameters during the innings break -> on the E-Scoring screen select Actions > Parameters to update the Overs / DLS target

1.3 Adding Stoppages in the 2nd Innings

- Actions -> Break -> select the break type -> Apply
- Adjust Parameters -> enter the new over limit -> Resume scoring
- Enter any stoppage that ultimately ends the 2nd Innings / Match

1.4 Understanding 2nd Innings Parameters

- Displayed underneath the team names next to Parameters
 - Over Limit – Maximum overs available in 2nd Innings
 - Par Score – If the match ends now, the batting team score must be above this number
- Par Score will change with each ball and each wicket
- Par Score only applies once the Minimum Over Limit has been met
- Target – Batting team wins the match once this target score is reached, and regardless of how many overs are bowled or wickets lost



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- The Bowling team wins if this target is not reached once all available overs are bowled or all wickets are lost

1.5 Ending the Match

- The scorer is prompted as normal when the over limit is met, all wickets are taken or the target is reached.
- Manually end the match, after entering a final stoppage, by selecting Actions -> End Innings
- Submit Game Result as normal:
 - Match result will be based on the target score if the over limit is reached
 - Match result will be based on the par score if the final stoppage ends the match before the over limit is reached (provided the stoppage has been added)

2. USING DLS WITHOUT E-SCORING

- Available at the Play Cricket website - <https://play.cricket.com.au/dls-calculator?>
- Enter each individual stoppage in both Innings and then -> Generate Target
 - Over-by-over table – Used by teams to track progress / plan innings with potential weather delays imminent
 - Ball-by-ball table – Used to determine a winner / track progress when the stoppage or closure occurs while an over is in progress
 - Minimum overs required for a result are as per the playing conditions
- Par Score – Means the batting team must be above the par score to be ‘winning’ the match. If the batting total is below or equal to the Par Score, then the Bowling team is deemed to be ‘winning’ the match.