



Senior A

Player Numbers

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

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

Clothing

Approved coloured clothing to be worn. Please note this includes the requirement to wear coloured pads or "clads" coloured pad-coverings to provide a contrast with the white balls being used.

One Day

1. Duration

The match will consist of one innings per side and each innings shall be limited to 50 six-ball overs. In the event of play starting late for any reason, the number of overs in each innings shall be reduced on the basis of one over for every 4 minutes of play time lost, or part thereof, and that number of overs shall be deducted evenly between the two teams.

2. In Delayed or Interrupted Match

In the event of rain interrupting play, after 30 minutes off the field, an over will be for every 4 minutes that the teams are off the field. The Duckworth Lewis Stern (DLS) method (easiest way to access is through the scoring on CricHQ) will be used to determine the re-calculation of the overs/targets required. When an official umpire is not present the Captains of both sides will hold sole discretion and need to agree on stopping or resumption of play. In the case of official umpire/s being present, they will hold sole discretion as to the stopping or resumption of play.

3. Hours of Play

12.00pm - 3.20pm

3.20pm-3.40pm—LUNCH

3.40pm - 7.00pm

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

4. Ball

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



5. Points for all round robin matches

Win - 6 points

Tie or no result - 3 points

Bonus point - 1 point

Loss - 0 points

Bonus Points

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

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

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

6. Rules of Play

- A) If the side bowling fails to bowl the allocated number of overs by 3.20 they will continue to bowl until they have completed the required number of overs. That team will then receive only the number of overs it bowled by 3.20 in their turn to bat. The interval time taken will still be 20 minutes.
- B) At the end of the first innings, captains are required to work out the run-rate for that innings, that is, divide the number of runs scored by the total of available overs, not the number of overs faced.
- C) If the side batting second does not have the chance to receive all of the allocated overs by 7.00pm, then the side with the greater run rate per over shall be the winner.

E.g. Side A : 250 from 50 overs =5 runs per over
Side B 240 from 46 overs =5.2 runs per over
Side B would be the winner

7. Limitation of Overs

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

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

No bowler shall participate in consecutive overs, or part thereof.

NOTE: For the team batting second, there must be 20 overs available to become a match.

8. Drinks

Drinks must be taken on the playing field and not last longer than 5 minutes.



9. No Balls

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

10. Short Pitch Delivery

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

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

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

SENIOR A - T20

1. Points

The 2024/25 points system for the round robin matches is as follows:

Win - 6 points
No result – 3 points
Loss – 0 points

2. Duration

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

(a) Interval between Innings

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

(b) Intervals for Drinks

No drinks intervals are permitted.

(c) Extra Time

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



3. Scheduled Hours of Play

Will depend on whether one or two games are played in the day

4. Length of Innings

A) If the side bowling fails to bowl the allocated number of overs by 3.20 they will continue to bowl until they have completed the required number of overs. That team will then receive only the number of overs it bowled by 3.20 in their turn to bat. The interval time taken will still be 20 minutes.

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

C) If the side batting second does not have the chance to receive all of the allocated overs by 5.00pm, then the side with the greater run rate per over shall be the winner.

5. In Delayed or Interrupted Match

In the event of rain interrupting play, after 30 minutes off the field, an over will be for every 4 minutes that the teams are off the field. The Duckworth Lewis Stern (DLS) method (to be accessed through the scoring on PlayHQ TBC) will be used to determine the re-calculation of the overs/targets required. When an official umpire is not present the Captains of both sides will hold sole discretion and need to agree on stopping or resumption of play. In the case of official umpire/s being present, they will hold sole discretion as to the stopping or resumption of play

6. The Ball

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

7. Restrictions on the Placement of Fielders

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

Team Batting First

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

Fractions are to be ignored in all calculations re: the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).



Team Batting Second

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

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

8. Number of Overs per Bowler

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

9. LAW 24.12 - No Ball - Penalty

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

Free Hit after a No-ball

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



10. Law 31 Timed Out

Law 31 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket, or he will be dismissed on appeal from the Fielding side, Timed Out.

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

11. Tied Matches

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

Super Over Procedure

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

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



from its two innings in both the main match and the one over per team eliminator shall be the winner.

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

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

Example

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

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