



Orange District Cricket Association

2026-27

Playing Conditions

2026-27 PLAYING CONDITIONS

About this document

This document was approved by the Orange District Cricket Association for the 2026-27 season on 4 October 2026.

Changes for season 2026-27 are marked in red.

Any subsequent amendments are shown in the revision register below.

REVISION REGISTER

Revision No	Clause No	Revision Description	Date

2026-27 PLAYING CONDITIONS

APPLICATION

These Playing Conditions apply to matches played in the Orange District Cricket Association (ODCA) premiership (grade) competitions.

The term 'Committee' within these Playing Conditions means the governing committee of the Orange District Cricket Association.

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 Orange District Cricket Association.

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1.1 INTRODUCTION

1.1.1 Definitions

appointed umpire - means an umpire appointed to a match by the Mitchell Cricket Umpires Association or the Orange District Cricket Association.

Association – means the Orange District Cricket Association (ODCA).

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

finals series round – means a round in the finals series such as a semi-final, preliminary final or grand final.

participant - means any person involved in the match as a player, substitute fielder, umpire (including substitute umpire), scorer or in an any other official capacity for a team.

preliminary rounds – means the rounds of a competition played for competition points and excludes the finals series.

1.1.2 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 Playing Conditions, 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 Playing Conditions.

1.1.3 Alteration to these Playing Conditions

After the commencement of the competition, any changes to these Playing Conditions that alters the intent of any part must be approved by a two thirds majority at a General Meeting of the Association or as otherwise permitted under the constitution.

Situations not covered or clauses requiring clarification may be dealt with by the Committee of Management whose decision will be final.

Note: The Committee may make amendments to correct errors or anomalies that do not alter the intent of the clause/s concerned.

1.1.4 Written notification

Unless specified otherwise in these Playing Conditions:

- (a) any document required to be submitted in writing to the Association, must be either:
 - (i) sent by email to the official email address of the Association (i.e. Secretary@orangecricket.com.au), or
 - (ii) given by hand to an Office-Bearer of the Association (i.e. President, Vice President, Secretary or Treasurer), and
- (b) any notification required to be given to the Association can be either given verbally or by SMS message (as appropriate for the situation), to either the Secretary or the President of the Association.

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1.2 PLAYER REGISTRATION and GRADING

1.2.1 Registration

- (a) 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 association.
- (b) Any club that permits a player to repeatedly participate in matches whilst unregistered will be subject to the penalties included at clause 1.6 below for playing an ineligible player.

1.2.2 Minimum age

To be eligible to play in ODCA competitions, a player must be:

- (i) a minimum of 13 years of age to play in Centenary Cup, and
- (ii) a minimum of 14 years of age to play in all other grades.

The age of a player will be determined as their age at the date of the match.

1.2.3 Player transfers and clearances

- (a) A transfer is required for any player who is changing their affiliation, i.e. leaving one club and moving to another club.
- (b) A player who has played for an ODCA club and transfers to another club during a season may not transfer again in that season without ODCA approval.
- (c) Any player transferring from another club must obtain a clearance from their previous club in the PlayHQ system before that player will be permitted to register to their new club.
- (d) The Committee reserves the right to grant conditional approval to a player's registration where it believes a Transfer Request is being delayed by a club without proper cause, or where a dispute has arisen between clubs regarding that player's clearance.

1.2.4 Dual Registration

- (a) Full time students can be registered concurrently for an ODCA club and a club in another association (i.e. at the location of either their home or schooling).
- (b) A player may register to a different club for ODCA competitions than the club they are registered in junior cricket.
- (c) In both situations above the player should register for one club and use a Season Permit in PlayHQ to register to the other club.

1.2.5 Dropping more than one grade

- (a) During the season, a player is not permitted to play more than one grade below the grade in which the player last played except as follows:
 - (i) A player playing two grades above the player's previous match shall be permitted to return to their original grade provided the player has only played one match in the higher grade.
 - (ii) Where a club does not have a team in the grade immediately below, a player is permitted to drop more than one grade to the club/s next lowest grade.
- (b) Any player who was a regular First Grade player in the preceding season, cannot play lower than Second Grade in the current season without the prior written approval of the ODCA.

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1.2.6 Grading of Players

- (a) The Committee may at any time before or during the competition grade or re-grade any player.
- (b) A club may apply in writing to the ODCA in accordance with clause 1.5 below, to have a player re-graded. The application must clearly set out reasons why the player should be re-graded.

1.2.7 Bye in a grade

A club having a bye in a grade, including a general bye, shall be permitted to select no more than 2 players who last played in that grade, in the grade immediately below for the preliminary rounds only.

1.2.8 Club with multiple teams in a grade

- (a) Where a club has more than one team in a grade, in the last 5 competition rounds a player:
 - (i) shall not be permitted to change between each team in that grade, and
 - (ii) may only play in the team in which they played the majority of their matches prior to the last 5 competition rounds. If the majority of a player's matches have been in a higher or a lower grade that player can initially be selected in either team but shall not be able to change teams thereafter,unless the permission of the ODCA has been granted.
- (b) An application for approval under this clause must be made in accordance with clause 1.5, clearly setting out the reason/s for the request and whether the proposed change of team is for one or multiple matches.

1.3 PLAYERS

1.3.1 Players per team

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Interchange of fielders named in the team as defined in this clause without restriction is permitted provided no playing time is wasted.

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 (a) above.
- (d) Only eleven players shall be permitted to bat in an innings.

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

1.3.2 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 without the consent of the opposing captain.
- (b) Alterations may only be permitted for a player who has not already entered the field of play to bat or field, under the following circumstances:
 - To replace a named player who has not attended the ground.
 - To add player/s to fill vacant places on the team list but only up to a maximum of 11 players (i.e., a 12th player cannot be added).

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- To replace a named player who has become injured or ill or who has had to leave the match for another wholly acceptable reason (such as an emergency).
- (c) Where an appointed umpire is not present, the opposing captain shall retain the team list.
- (d) The ages of all players under the age of 19 must be recorded on the team list.

1.3.3 Centenary Cup player requirements

Any **senior male** batter (i.e. aged 19 or over), except for the batters at the crease for the last wicket, must retire once their score has reached 50 and cannot resume their innings under any circumstance.

Any such batter who retires prior to their score reaching 50 for any reason other than illness or injury shall not be permitted to resume their innings and shall be recorded as 'Retired – out'.

In both cases the batter shall be recorded as 'Retired – out'.

Note: In the interests of providing development opportunities for junior players, such players should, wherever possible, have an active role within their team, as a batter (e.g. bat in the top 6), a bowler or a wicket-keeper.

1.3.4 Substitute fielders in finals matches

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

1.3.5 Playing in different grades on same day

No player is permitted to play in two different grades on the same day except:

- where the second or subsequent grade/s is as a substitute fielder, and
- **where permitted for T20 matches (refer Section 4).**

1.4 PLAYER ELIGIBILITY FOR FINALS

1.4.1 Qualification of players

- (a) A player must play at least 5 matches with their club in eligible competitions during the season to be eligible to play in the finals for that club.

Finals series matches shall not constitute previous matches for the purpose of this part.

Eligible competitions include all grade and T20 competitions played on Saturdays. Bonnor Cup is not an eligible competition.

- (b) Play must have started in a match to count as a match played.
- (c) For T20 matches, each day played shall count as 1 match, regardless of how many matches that player plays on the day.
- (d) A player from a team that has received a forfeit shall be deemed to have played that day providing that the player concerned is named on the team list handed to the appointed umpire/s or on the submitted match report where there were no appointed umpire/s and did not play in another team on that day.
- (e) For a club with two teams in a grade any player that qualifies for finals in that grade, shall only be eligible for one team in that grade, and not for both teams (also refer clause 1.2.8).
- (f) Where a club does not have 12 available qualified players for a finals match, that club may apply to the Committee in writing for permission to play unqualified players in that match. Players that are closest to meeting the qualification requirements must be considered first

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(for example a player that played 4 matches must be considered before a player that only played 2 matches).

1.4.2 Player Grading for Finals

- (a) For the finals, a player's grade will be the grade in which that player played the majority of their last 5 preliminary round matches. A player will be eligible for a grade if they played no more than 2 of their last 5 matches in higher grade/s, unless otherwise permitted by this rule 1.3.5.
- (b) A qualified player is eligible to play in their grade, or a higher grade for the finals.
- (c) If a club has consecutive grades playing finals on the same day, then a qualified player may play in the grade immediately below their grade.
- (d) Once a higher grade has commenced its finals series all lower grades will be subject to this clause 1.4.2, irrespective of whether their finals series has started, notwithstanding clause 1.2.7 will still apply for a team with a bye.
- (e) Where the grand final/s are not all being played on the same day/weekend, the following shall apply to the selection of teams.

Where a higher grade (eg First Grade) has qualified for the Grand Final directly and is therefore not playing on the weekend of the lower grade Grand Finals, a player that is qualified as a first grade player may not play in the 2nd Grade Grand Final unless otherwise approved by the Committee.

The Committee will review all available and relevant information, including whether that player is expected to be required for first grade the following week, whether that player had played 2nd Grade in the week/s leading up to the Grand Final and any other relevant information that the Committee deems relevant.

This rule does not imply that a player who plays in the second grade grand final cannot also play in the first grade grand final, however that should only occur where a player that was expected to play in the first grade grand final becomes unavailable at some time after the second grade grand final has commenced.

1.4.3 Dispensation for clubs with a First Grade side

- (a) Any first grade matches played by a player during the last 5 rounds of the ODCA competitions will not be counted toward their grading for finals **under** the following conditions:
 - (i) The player must have already played enough matches to be eligible for finals in accordance with 1.4.1(a) above, and
 - (ii) The player must have played at least 70% of their matches in Second Grade and/or a lower grade, and
 - (iii) The player cannot be either directly or indirectly taking the place of a first grade player to allow that first grade player to play in a lower grade for any reason.

1.4.4 Unqualified and Ineligible Players

- (a) A club may apply to the ODCA for **dispensation** to play an unqualified or an ineligible player in a finals series match.

The application must clearly set out the reason/s for requesting such permission and be submitted in accordance with 1.5 below.

- (b) **Should dispensation be given, it:**

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- (i) will be made in writing and, if requested, should be made available to the opposing captain prior to the toss, and
- (ii) shall only apply to the finals round in question and shall not automatically extend to subsequent finals series rounds unless expressly stated in the ODCA's written approval.

1.5 APPLYING FOR DISPENSATION

To enable sufficient time for processing, an application for dispensation must be made in writing on the prescribed form and submitted to the ODCA by 6pm Wednesday prior to the match concerned.

1.6 PENALTIES FOR INELIGIBLE PLAYERS

- (a) Where a player participates in any match while ineligible the team concerned may be regarded as having lost the match/es concerned and may forfeit any points gained.
- (b) If the Committee is satisfied that the offending team has played the ineligible player to seriously disadvantage the opposing team, the opposing team may be awarded up to the maximum points available for that match.

An example of seriously disadvantaging another team would be for the purpose of trying to prevent that team from qualifying for the finals.

- (c) the ODCA may take further action against the club or player concerned, including banning a player from further participation for breaches of 1.2.1 above.

1.7 PLAYING APPAREL

- (a) All playing apparel is to be in accordance with the ODCA Apparel Guidelines.
- (b) Shorts may not be worn under any circumstances.
- (c) Any offences reported by captains or umpires will be referred to the ODCA who may, at their discretion fine the offending club in accordance with the Fees and Fines Schedule for each offence.
- (d) No player shall be permitted to bat or bowl in spikes on any synthetic surface, or to play in flat soled shoes on a turf pitch.
- (e) Any club allowing any of its players to used spiked or banned footwear on an artificial pitch shall be fined the amount specified on the Fees and Fines Schedule and may be suspended from playing in the ODCA competition until such time as the fine is paid. The club concerned will be responsible for the cost of repairs to the pitch.

1.8 THE UMPIRES

1.8.1 Appointment of umpires

- (a) Unless determined otherwise by the ODCA, the Mitchell Cricket Umpires Association will be responsible for the appointment of umpires to ODCA competitions.
- (b) Unless requested otherwise by the ODCA, during the preliminary rounds the principle of appointing one umpire to each match shall be adopted.
- (c) Wherever possible during the finals series, two umpires shall be appointed to each match.
- (d) Where there is an insufficient number of suitable umpires available to meet the requirements of (b) or (c) above, the ODCA shall determine which matches are to have umpire/s appointed.

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1.8.2 Only one appointed umpire present

- (a) Where only one 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 appointed umpire.
- (c) The 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).

1.8.3 No appointed umpires present

- (a) Where there is no 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) Where there is no appointed umpire present, 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.
- (d) The two captains shall also be responsible for ensuring that a helmet is worn when required by these Playing Conditions but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

1.8.4 Substitute umpires

A substitute umpire:

- (i) must act within the spirit of the game.
- (ii) shall be properly uniformed as a player and be clearly identified from other players by their clothing (i.e. wearing suitably coloured clothing or top) or carry a bat if acting at the striker's end (i.e. square leg) only.
- (iii) must only stand on the leg side of the striker when at the strikers end unless permitted by the appointed umpire to stand on the off side.
- (iv) must not be involved in discussion with the batters.
- (v) must not coach the players in any way.
- (vi) may only award Penalty Runs under Law 28.3 (Protective helmets belonging to the fielding side) and under Law 28.2.3 (Fielder illegally fielding the ball).

1.9 WET WEATHER

1.9.1 Powers

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 (Note: any match on synthetic will only be cancelled in exceptional circumstances),
- (ii) transfer a match to another venue, and

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- (iii) adjudicate on the fitness of the ground for play, where the two teams disagree and an appointed umpire is not present.

1.9.2 Ground transfer policy

- (a) Where a ground is unplayable, the Committee may transfer the match set down for that ground to another ground, where available. The choice of ground will rest with the Committee and any match previously set down for that ground will either be moved to another ground or declared a No Result.
- (b) If a turf pitch cannot be prepared due to weather or other exception circumstance, the Committee may transfer that match to another ground, where available.
- (c) If a turf pitch has been prepared and the pitch becomes unplayable due to covers not being laid on the Friday evening, that match:
 - (i) will not be transferred to another ground, and
 - (ii) the team responsible for laying covers shall lose the match, unless determined otherwise by the ODCA.

1.9.3 Notifications

The ODCA will notify teams by any suitable means, including by posts on its website and/or social media channels of any abandoned or transferred matches as soon as possible after a decision has been made.

1.9.4 Matches not cancelled

Unless a match has been cancelled by the ODCA, teams must proceed to their allocated ground, unless representatives have mutually agreed on the match day that play be abandoned. The ODCA and the officiating umpires must be immediately informed of any abandonment.

1.10 GROUNDS

1.10.1 Tidiness of grounds and facilities

- (a) All grounds, including change rooms need to be left in a clean and tidy state at the completion of the day's play. All rubbish should be placed in the bins provided.
- (b) Any fines issued by the ground owner for excessive rubbish shall be passed on to the club/s responsible.
- (c) The ODCA reserves the right to take any action deemed appropriate against any club for any proven breaches of this clause, which may include:
 - (i) A fine in accordance with the Fees and Fines Schedule, in addition to any fine issued by the ground owner.
 - (ii) Loss of match points.

1.10.2 Boundary markers

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

1.10.3 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.

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1.10.4 Fitness for Play

If the pitch or ground is deemed to be dangerous or unreasonable for play (refer Law 2.7) at the scheduled time for commencement of play, the day's play may only be abandoned with the agreement of both captains.

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.

1.10.5 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.
- (d) Immediately following the suspension of play, persons may enter the field of play in order 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.

1.11 COVERING THE PITCH

1.11.1 General

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

1.11.2 Responsibility

- (a) Where covers are available at a ground, 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 including at the end of play on the first day of Saturday/Sunday matches, the removal of covers on match day and the safe storage of covers once their use is no longer required.

The away team must assist the home team with packing away covers after their use.

For clarity, the home team at Wade Park maintains responsibility for laying covers even when a Bonnor Cup match is scheduled on the Friday night. The two teams participating in the Bonnor Cup match will take responsibility for covers from the time they arrive at the ground until the match has been completed, after which the responsibility will revert to the Saturday home team.

- (b) 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.
- (c) Should the umpires decide that the covers be used then it will be the responsibility of both competing teams to assist with any labour required.
- (d) The Association reserves the right to fine any team or club for not correctly storing covers after use.

1.11.3 Laying of covers

- (a) When covers are laid, the pitch and run ups must be protected from rain as much as possible.
- (b) Covers are to be laid on the Friday evening before a match unless otherwise approved by the ODCA (contact the Secretary in the first instance). Covers are to be laid by dusk where possible.

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- (c) In the event of the pitch being already wet at the time the covers are due to be laid, the responsible team may exercise discretion as to whether covers should be laid, but they must immediately notify the ODCA of any such decision.
- (d) Should covers not be laid for any reason, the home team must notify the ODCA. Failure to make every effort to lay covers, or to advise the ODCA, may render that team liable to forfeiture of the match, the loss of points or another penalty as deemed appropriate by the ODCA.
- (e) If covers are not laid as required by the home team and playing time is lost, the away team shall claim the toss.
- (f) On the morning of the match the covers should be removed as early as possible, and no later than 9:00am:
 - (i) unless prevailing weather conditions are unfavourable, and it would be prudent to leave covers on, or
 - (ii) unless directed otherwise by the ground authority or by the ODCA.

1.12 PROTECTIVE HELMETS

- (a) A British Standard 7928:2013 compliant helmet must be worn:
 - (i) By players under the age of 18:
 - at all times when batting.
 - when fielding in a position closer than 10 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.
 - (ii) By players aged 18 or older:
 - 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.

Note: In the interests of player safety, such players are strongly advised to always wear a compliant helmet when batting against fast or medium pace bowling.
 - (iii) By all wicket-keepers when wicket-keeping up to the stumps.
- (b) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that match.

The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.
- (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.

1.13 RESTRICTIONS – YOUTH BOWLERS

1.13.1 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 days' play, set out below:

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Age at 31 August	Maximum overs in a spell
Under 19	8
Under 18	7
Under 17	6
Under 16	6
Under 15	5
Under 14	5
Under 13	4

Note:

These restrictions:

- DO NOT apply to spin/slow bowling, subject to the conditions in 1.13.3 below, and
- Are subject to any over limits imposed on bowlers in limited overs matches.

1.13.2 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.

1.13.3 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.

1.13.4 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.

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.

1.14 INNINGS

1.14.1 Number of innings

Each team is limited to one innings.

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1.14.2 The toss

The toss shall not be delayed by either team having a lack of players in attendance.

Where a match has an appointed umpire and one captain, or his deputy does not make himself available for the toss within the required timeframe, the opposing captain may claim the toss.

1.15 THE FOLLOW-ON

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

1.16 DECLARATION AND FORFEITURE

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

1.17 FAST SHORT BOWLING

- (a) A bowler shall be limited to one (1) fast short delivery 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 one fast short pitched delivery has been bowled.
- (c) For the avoidance of doubt, any fast short delivery called Wide in accordance with Law 22.1.3, shall count as one of the allowable deliveries in (a) above.
- (d) In the event of a bowler bowling more than one fast short delivery in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. In addition, 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.
- (e) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short delivery in an over, the umpire shall repeat the procedure in (d) above and advise the bowler that this is his final warning.
- (f) 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.
- (g) 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.
- (h) The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- (i) The umpires shall then report the matter to the ODCA who shall take such action as is considered appropriate against the captain and the bowler concerned.
- (j) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short deliveries).
- (k) The warning sequence above is independent of the warning and action sequence under any of the Laws.

1.18 FORFEITS

- (a) Any team wishing to forfeit a match shall notify the ODCA of its intention to forfeit no less than 24 hours prior to the match.

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- (b) Where such notice is not given, the forfeiting team will be liable for the full umpires' fees for the match. The ODCA 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) Each team must be ready to commence play at the scheduled or rescheduled commencement time on any playing day, otherwise it could be considered a refusal to play.
- (e) A team that does not have at least 7 players in attendance at the scheduled starting time may request that the umpires, or opposing captain where there is no appointed umpire, permit the start of play to be delayed by up to 30 minutes or until they have at least 7 players in attendance, whichever occurs sooner. Such a request shall not be reasonably denied.

Note: the toss for choice of innings shall not be delayed under these circumstances, and team lists must still be given to the umpire before the toss.

- (f) Where a team has forfeited a match, the umpire, or if there is no appointed umpire, the captain of the team receiving the forfeit, shall notify the ODCA within 24 hours of the scheduled start of the match.

1.19 DETERMINING THE RESULT OF A MATCH

1.19.1 Obtaining a result

- (a) In any match where both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs shall be the winner, except where the maximum number of overs to be faced by either team is reduced after a match has commenced, in which case the DLS method shall apply.
- (b) If, due to suspension of play after the innings of the team batting first has been completed, the number of overs in the innings of the team batting second is revised to a lesser number than originally allotted, then a revised target score (to win) should be determined by the DLS method for the number of overs which the team batting second will have the opportunity of receiving.
- (c) Where the innings of the team batting second is suspended (with at least the minimum number of 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. If the score is equal to the DLS 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 DLS Par Score.

1.19.2 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.

It is important to understand that the Target Score is always 1 run more than the Par Score, as the Target Score is the score that the team batting second needs to win the match.

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

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.

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1.20 COMPETITION POINTS

- (a) Points shall be awarded as follows:

Result	Points 1 day matches	Points T20 matches
Win	6	4
Win, with bonus point	7	NA
Win by forfeit	Refer (d)	Refer (d)
Tie	4	2
Loss	2	1
Loss by forfeit	0	0
No Result	4	2

- (b) Bonus point

- (i) For the team batting first to gain 1 bonus point, it must achieve victory with a run-rate one and two-third times that of the opposition.
- (ii) For the team batting second to gain 1 bonus point, it must achieve victory:
 - by the end of the 24th over in a 40 over match, or
 - by the end of the 21st over in a 35 over match, or
 - in no more than 60% of the maximum number of overs in a reduced overs match.
- (iii) Where matches are shortened and targets are 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 credited with the team batting second's Par Score off the same number of over available to the team batting second.

- (c) Bye

- (i) For a grade with a bye, points will not be awarded for the bye unless all teams do not receive the same number of byes, in which case the team with the bye shall receive **their average points from all completed cycles of the draw**.
- (ii) **In any grade**, where more than one team has a bye in a round **and all teams do not play the same number of matches in the preliminary rounds**, the teams having the additional byes will receive **their average points from all completed cycles of the draw**.

Bye points will be rounded to the nearest **0.5** of a point.

A completed cycle of the draw is where all teams have played each other once across a set number of rounds. For example, in a 6 team competition this would be typically 5 rounds.

- (d) Forfeits

- (i) A team which receives a forfeit will receive the highest points awarded to any other team in that grade for that round.
- (ii) If both teams forfeit, then no points will be awarded to either team.
- (iii) A team which forfeits a match, may be subject to the loss of up to 5 points pending the outcome of the Committee's investigation into the circumstances surrounding the forfeit.

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1.21 THE FINALS

1.21.1 Venues for finals matches

The Committee shall determine the venues for all finals series matches.

1.21.2 Team qualification for finals

- (a) Except for grades that have less than 5 teams, the 4 highest placed teams will qualify for the finals, to be played as follows:
- (i) Semi Finals
 - The highest ranked team will play the second highest ranked team in the Qualifying Semi Final. The winner qualifies directly for the Grand Final.
 - The third highest ranked team will play the fourth highest ranked team in the Elimination Semi Final. The losing team is eliminated.
 - (ii) Preliminary Final
 - the loser of the Qualifying Semi Final will play the winner of the Elimination Semi Final in the Preliminary Final.
 - (iii) Grand Final
 - the winner of the Qualifying Semi Final will play the winner of the Preliminary Final in the Grand Final.
- (b) If a grade has 4 teams, the 3 highest placed teams will qualify for the finals, to be played as follows:
- (i) Preliminary Final – The second highest ranked team will play the third highest ranked team.
 - (ii) Grand Final – The highest ranked team will play the winner of the Preliminary Final.
- (c) If a grade has 3 teams, the 2 highest placed teams will qualify for the Grand Final.
- (d) Where a finals series match is a No Result or the result is a Tie, the highest ranked team shall be the winner of the match for the purpose of this part.

1.21.3 Competition placing

- (a) At the completion of the preliminary rounds, teams will be ranked based on their position on the points table. The highest number of competition points will determine rankings.
- (b) In the event of teams finishing on equal points, a team with a higher net run rate shall occupy a higher relative position.
- (c) The team occupying the highest position on the competition points table at the conclusion of the preliminary rounds shall be the minor premiers.

1.21.4 Net Run Rate

- (a) A team's run rate is calculated by dividing the total runs scored by the total number of overs received.

For the purposes of run-rate calculations, each fair delivery bowled counts as one-sixth of an over.
- (b) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. That is:

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

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- (c) Where the innings of the team batting second is suspended and it is not possible for the match to be resumed, but a result is achieved under DLS, for net run-rate purposes the team batting first will be credited with the team batting second's Par Score on abandonment off the same number of overs faced by the team batting second.
- (d) Where a match is concluded but with DLS having been applied at an earlier point in the match, the team batting first will be credited with 1 run less than the final Target Score for the team batting second off the total number of overs allocated to the team batting second to reach the target.
- (e) 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.

1.21.5 Premiers

The higher ranked team in a Grand Final shall be declared premier, unless it is defeated by the lower-ranked team, which shall then be declared premier.

1.21.6 Grand Final player of the match

The player of the match in the Grand Final, will be determined by the umpires officiating in that match, unless otherwise approved by the Committee.

1.22 SCORING

1.22.1 Team Selection

- (a) Teams should be selected in PlayHQ by no later than the Friday evening prior to the match to facilitate e-scoring on match day.
- (b) Following the toss, the e-scoring team shall ensure all nominated players are correctly recorded in PlayHQ.

Any player unable to be found in a team's list must be recorded as a Fill-In player. That club must notify the ODCA of such an occurrence and the ODCA will make any necessary corrections in PlayHQ.

1.22.2 General

- (a) Only official ODCA scorebooks shall be used.
- (b) Scoring for all matches is to be in accordance with the ODCA's 'Guidelines for Scoring'.
- (c) A progressive total must be kept for the entire innings (i.e. the team score is to be recorded at the completion of each over.

1.22.3 Electronic scoring (E-scoring)

- (a) **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) to provide a suitable device to e-score the match. The away team may provide a device where the home team is unable or unwilling to.**

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

- (b) **Each team is to supply a scorebook for the match.**
- (c) 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.**
- (d) If for any reason, the match is unable to be e-scored, then two scorebooks **MUST** be used.

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- (e) The ODCA may award no points to either or both teams in any match where the requirements of (b), (c) or (d) above have not been followed and there is not a suitable record available to verify the match score and/or result.

1.22.4 Accuracy of scorebooks and match result

The captains shall be responsible for ensuring that the scorebooks, including e-scores are accurate.

At the conclusion of the match any discrepancies in match scores should be thoroughly investigated to ensure both teams reach agreement on the match result prior to leaving the ground.

Should teams be unable to reach agreement, then a Dispute must be lodged in accordance with clause 1.25 below.

1.23 SUBMISSION OF MATCH RESULTS

1.23.1 Submission of team lists

For all matches, each team must submit **their opponents team list** to matchreports@orangecricket.com.au by **11pm Sunday**. The email subject line must include **grade, date and team name**.

1.23.2 Entering match results and data

- (a) All match scores and data must be finalised in the PlayHQ system by no later than **11pm Monday**.
- (b) E-scored matches must be finalised as soon as possible following completion of the match by the e-scoring team.
- (c) For any match that was not e-scored, the home team will be responsible for ensuring the match result, including overs received by each team is entered.
- (d) Both teams shall be responsible for ensuring **their player data is correct** in PlayHQ, as changes will not be permitted after this time.

1.23.3 Penalties for non-compliance

For any match where the match result has not been entered in PlayHQ by the time required in 1.23.2 above, the ODCA may declare the match a double forfeit and award no points to either team.

1.24 CLUB CHAMPIONSHIP

- (a) The McCarthy Cup will be awarded to the club with the highest total club championship points each season.
- (b) The competition points earned in each grade will be multiplied by the following factor to determine the club championship points for each grade:

First Grade	x 4
Second Grade	x 3
Third Grade	x 2
Lower Grade T20	x 2
Centenary Cup	x 1

First grade points will be increased by 50% to cater for the lesser number of matches played, before the above weighting is applied.

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- (c) Where points are not awarded for a bye in a grade (refer 1.20(c) above, 4.13.4(b) and the BOIDC Playing Conditions), for the purposes of the club championship, bye points will be added to each team's competition points before the weighting is applied.
- (d) Where a club has more than one team in a grade the points of the highest placed team in that grade will be used for that grade.

1.25 DISPUTES and PROTESTS

1.25.1 Procedure

- (a) Any club requiring adjudication by the ODCA on any dispute or protest, shall forward a clear written statement of the matter in dispute or under protest to the Secretary within 48 hours after the scheduled close of play from the match which the dispute or protest has arisen. The statement shall be signed by an office-bearer of that club and must be accompanied by the prescribed fee, 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) Notification of a hearing shall be given at least three working days before the date of the hearing, specifying the place, date and time of the hearing and the nature of the matter being heard. The Committee, in its absolute discretion, may make its determination in the absence of any party.

1.25.2 Appeals

- (a) An appeal against a decision of the Committee in relation to a dispute or protest may be made to Central West Cricket Council.
- (b) For the appeal to be considered, it must be:
 - (i) lodged with the ODCA Secretary by 5pm on the third working day following notification of the Committee's decision, and
 - (ii) accompanied by the prescribed fee.

Note: the fee may be refundable, at the discretion of the Committee.

1.26 ALCOHOL AT MATCHES

- (a) A participant must not:
 - (i) consume alcohol during a match, including from the time they arrive at the ground until play concludes for that day, or
 - (ii) bring alcohol onto the ground during play.
- (b) Any breach of this clause may be dealt with under the Code of Conduct or by the Committee directly at the absolute discretion of the Committee.
- (c) The Committee may impose penalties, including loss of match points on any team whose player/s breach this clause.
- (d) All teams shall take reasonable steps to ensure their participants are not adversely affected by alcohol or other illicit substances.

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1.27 PLAYERS' CONDUCT

Law 42 shall NOT apply. Matters of unacceptable conduct are to be dealt with under the provisions of the ODCA's Code of Conduct.

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2 - 40 OVER ONE DAY MATCHES

2.1 THE BALL

- (a) The following balls are approved for use in ODCA competitions:

2nd Grade	red 4 piece Kookaburra Senator
3rd Grade	red 2 piece Kookaburra Special Test

- (b) All balls shall be ODCA stamped, unless permitted otherwise by the ODCA.
- (c) If there is no appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.

The covers may be re-laid should weather conditions require.

2.2 HOURS OF PLAY

2.2.1 Scheduled playing times

- (a) The times in this clause shall be brought forward one hour for play outside the daylight savings period.
- (b) The scheduled hours of play for all 40 over matches other than the grand final are as follows:

Playing Hours	1:00pm - 6:15pm
Session 1	1:00pm - 3:30pm
Session 2	3:45pm - 6:15pm

- (c) The scheduled hours of play for the grand final are as follows:

Playing Hours	12:00pm - 5:15pm
Session 1	12:00pm - 2:30pm
Session 2	2:45pm - 5:15pm

If there is junior cricket scheduled on the morning of the grand final, the playing hours in (b) above shall apply.

2.2.2 Extra time - finals matches

- (a) 15 minutes of extra time is available for all finals matches, except where (b) below applies. The latest re-scheduled finish time is 6:30pm.

There shall be no reduction of overs for the first 15 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 15 minutes.

- (b) 75 minutes of extra time is available for grand final matches where the scheduled playing hours are as per 2.2.1(c).

There shall be no reduction of overs for the first 75 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 75 minutes.

Should play not be possible on the scheduled day, the match will be played on the Reserve Day in accordance with 2.2.3 below.

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2.2.3 Grand Final Reserve Day

- (a) The Sunday will be the reserve day for the grand final.
- (b) The reserve day will only be used if there is no play possible on the Saturday.
- (c) A new toss will apply for the reserve day and new team lists will be exchanged.
- (d) Playing hours shall be:
 - (i) Session 1 – 11:00am to 1:30pm
 - (ii) Session 2 – 2:00pm to 4:30pm.
- (e) The interval for the change of innings is to be 30 minutes.
- (f) 90 minutes of extra time is available on the Reserve Day. There shall be no reduction in overs for the first 90 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 90 minutes.

2.2.4 Last hour of match

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

2.3 INTERRUPTIONS TO PLAY

2.3.1 Loss of playing time - 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 an average rate of 16 overs per hour (or 3.75 minutes per over) in the total playing time available.
- (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.

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

If playing time is 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 7.5 minutes of playing time lost. *(Refer to Table A1 in Appendix A)*

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

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 3.75 minutes of playing time lost. *(refer to Table A2 in Appendix A)*

Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in that innings shall be used before overs are reduced.

2.4 INTERVALS

2.4.1 Interval for change of innings

The interval shall always be taken following the completion of the innings of the team batting first and shall be of 15 minutes duration.

2.4.2 Interval for drinks

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

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- (b) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (c) If a wicket falls, or a batter retires during the over in which a drinks interval is scheduled to be taken at the end of, then drinks shall be taken immediately.
- (d) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (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.

2.5 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. The fielding team may also be penalised in accordance with (e) below.
- (d) The bowling team must commence its final over for the innings within 150 minutes (i.e. 2 hours 30 minutes) of that innings' commencement.
- (e) If the appointed umpire determines that the fielding team is solely responsible for the slow over rate causing the last over of the match to commence after the scheduled time for completion of the match, the fielding team shall be liable to be penalised 0.5 points for each over not commenced before the scheduled finish time.

Note: either or both fielding teams could be responsible.

2.6 MAXIMUM OVERS PER BOWLER

- (a) Subject to the restrictions on youth bowler in 1.13.1 above, each bowler is limited to a maximum of 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 due to incapacitation or suspension of a bowler will count as a full over as far as each bowler's limit is concerned.

2.7 WIDE BALL

- (a) The umpire should apply a strict and consistent interpretation of Law 22 (Wide ball) in order to prevent negative bowling wide of the wicket.

Any delivery which, in the opinion of the umpire, does not give the batter a reasonable opportunity to score shall be called a wide.
- (b) As a guide:

- (i) any delivery passing the striker on the leg side outside the leg stump protected area marking, without making any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.
- (ii) On the off side the ball will be considered as passing wide of the striker unless it is sufficiently within his reach that the striker is able to hit it with his bat by means of a normal cricket stroke.

The offside of the striker's wicket shall be determined by the striker's stance the moment the ball comes into play for that delivery.

- (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.

2.8 THE MATCH RESULT

2.8.1 Minimum Overs for a result

A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.

2.8.2 No Result

A match shall be a No Result if both teams have not had the opportunity to bat for a minimum of 20 overs because:

- (i) the innings of the team batting first could not commence by 3:30pm (3:45pm for finals series matches); or
- (ii) the innings of the team batting second could not commence by 5:00pm (5:15pm for finals series matches); or
- (iii) the innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its' commencement.

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3 - 35 OVER ONE DAY MATCHES

3.1 THE BALL

- (a) The following balls are approved for use in ODCA competitions:

4th Grade	red 2 piece Kookaburra Special Test
	red 2 piece Kookaburra Red King

- (b) All balls shall be ODCA stamped, unless permitted otherwise by the ODCA.
- (c) If there is no appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.

The covers may be re-laid should weather conditions require.

3.2 HOURS OF PLAY

3.2.1 Scheduled playing times

- (a) The times in this clause shall be brought forward one hour for play outside the daylight savings period.
- (b) The scheduled hours of play for all 35 over matches other than the grand final are:

35 OVER MATCHES	
Playing Hours	1:30pm - 6:15pm
Session 1	1:30pm - 3:45pm
Session 2	4:00pm - 6:15pm

- (c) The scheduled hours of play for the grand final shall be as follows:

GRAND FINAL	
Playing Hours	12:00pm - 4:45pm
Session 1	12:00pm - 2:15pm
Session 2	2:30pm - 4:45pm

Where there is junior cricket scheduled on the morning of the grand final, the playing hours in (b) above shall apply.

3.2.2 Extra time - finals matches

- (a) 15 minutes of extra time is available for all finals matches, except where (b) below applies. The latest re-scheduled finish time is 6:30pm.

There shall be no reduction of overs for the first 15 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 15 minutes.

- (b) 105 minutes of extra time is available for 35 over grand final matches where the scheduled playing hours are as per 3.2.1(c).

There shall be no reduction of overs for the first 105 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 105 minutes.

Should play not be possible on the scheduled day, the match will be played on the Reserve Day in accordance with 3.2.3 below.

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3.2.3 Grand Final Reserve Day

- (a) The Sunday will be the reserve day for the grand final.
- (b) The reserve day will only be used if there is no play possible on the Saturday.
- (c) A new toss will apply for the reserve day and new team lists will be exchanged.
- (d) Playing hours shall be:
 - (i) Session 1 – 11:00am to 1:15pm
 - (ii) Session 2 – 1:45pm to 4:00pm.
- (e) The interval for the change of innings is to be 30 minutes.
- (f) 120 minutes of extra time is available on the Reserve Day. There shall be no reduction in overs for the first 120 minutes of playing time lost. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 120 minutes.

3.2.4 Last hour of match

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

3.3 INTERRUPTIONS TO PLAY

3.3.1 Loss of playing time - 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 an average rate of 16 overs per hour (or 3.75 minutes per over) in the total playing time available.
- (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.

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

If playing time is 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 7.5 minutes of playing time lost. *(Refer to Table A1 in Appendix A)*

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

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 3.75 minutes of playing time lost. *(refer to Table A2 in Appendix A)*

Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in that innings shall be used before overs are reduced.

3.4 INTERVALS

3.4.1 Interval for change of innings

The interval shall always be taken following the completion of the innings of the team batting first and shall be of 15 minutes duration.

3.4.2 Interval for drinks

- (a) One interval for drinks shall be permitted per innings, to be taken at the end of the 18th over.

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- (b) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (c) If a wicket falls, or a batter retires during the over in which a drinks interval is scheduled to be taken at the end of, then drinks shall be taken immediately.
- (d) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (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.

3.5 QUOTA OF OVERS

- (a) The innings of each team shall be limited to 35 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. The fielding team may also be penalised in accordance with (e) below.
- (d) The bowling team must commence its final over for the innings within 135 minutes (i.e. 2 hours 15 minutes) of that innings' commencement.
- (e) If the appointed umpire determines that the fielding team is solely responsible for the slow over rate causing the last over of the match to commence after the scheduled time for completion of the match, the fielding team shall be liable to be penalised 0.5 points for each over not commenced before the scheduled finish time.

Note: either or both fielding teams could be responsible.

3.6 MAXIMUM OVERS PER BOWLER

- (d) Subject to the restrictions on youth bowler in 1.13.1 above, each bowler is limited to a maximum of 7 overs.
- (e) 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.
- (f) Any part over bowled due to incapacitation or suspension of a bowler will count as a full over as far as each bowler's limit is concerned.

3.7 WIDE BALL

- (a) The umpire should apply a strict and consistent interpretation of Law 22 (Wide ball) in order to prevent negative bowling wide of the wicket.

Any delivery which, in the opinion of the umpire, does not give the batter a reasonable opportunity to score shall be called a wide.
- (b) As a guide:

- (i) any delivery passing the striker on the leg side outside the leg stump protected area marking, without making any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.
- (ii) On the off side the ball will be considered as passing wide of the striker unless it is sufficiently within his reach that the striker is able to hit it with his bat by means of a normal cricket stroke.

The offside of the striker's wicket shall be determined by the striker's stance the moment the ball comes into play for that delivery.

- (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.

3.8 THE MATCH RESULT

3.8.1 Minimum Overs for a result

A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.

3.8.2 No Result

A match shall be a No Result if both teams have not had the opportunity to bat for a minimum of 20 overs because:

- (i) the innings of the team batting first could not commence by 3:30pm (3:45pm for finals series matches); or
- (ii) the innings of the team batting second could not commence by 5:00pm (5:15pm for finals series matches); or
- (iii) the innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its' commencement.

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4 - TWENTY20 MATCHES

4.1 PLAYING IN DIFFERENT GRADES ON THE SAME DAY

- (a) A maximum of two players in any one team shall be permitted to play in an adjoining grade on the same day.
- (b) A player may not play both Second Grade and Fourth Grade, unless that club does not have a team in Third Grade.

4.2 PLAYER ELIGIBILITY FOR FINALS

- (a) A player must play at least 3 matches with their club during the season to be eligible to play in the finals of a T20 competition for that club. Matches played in grade competitions and any separate T20 competitions played on a Saturday shall count towards the 3 matches.
Finals series matches shall not constitute previous matches for the purpose of this part.
- (b) A player will be eligible to play in a finals series match of a T20 competition if no more than 2 of that player's previous 5 matches were in higher grade/s.
- (c) Where a club does not have 12 available qualified players for a finals match, that club may apply to the Committee in writing for permission to play unqualified players in that match. Players that are closest to meeting the qualification requirements must be considered first (for example a player that played 2 matches must be considered before a player that only played 1 match).

4.3 THE BALL

- (a) The following balls are approved for use in ODCA T20 competition matches:
 - (i) Pink 2-piece Kookaburra Crown
- (b) All balls shall be ODCA stamped, unless otherwise advised by the ODCA.
- (c) If there is no appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.
- (d) A new ball must be used for each match.

4.4 HOURS OF PLAY

4.4.1 Scheduled playing times

- (a) During the non-daylight savings period the times in these Playing Conditions shall be brought forward one hour.
- (b) The scheduled hours of play for T20 double header matches are **as below, or as otherwise determined by the ODCA:**

Early match	12:00noon – 2:45pm
Late match	3:15pm – 6:00pm

Where a team plays matches at different venues, the start time for their late match will be delayed by **up to** 30 minutes to allow for travel between venues. However, that shall not prevent the match from starting earlier, should both teams agree to do so.

- (c) There will be two sessions of 1 hour 15 minutes each, separated by a 15 minute interval between innings (i.e. the scheduled finishing time is 2 hours 45 minutes after the scheduled or adjusted commencement time).

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- (d) Where more than one match is being played on a ground on the same day, and the preceding match finishes late, the starting time of the subsequent match shall be delayed to allow a break of at least 15 minutes between matches.
- (e) Where more than one match is being played on a ground on the same day, the umpires, in consultation with the captains, may bring forward the starting time of a subsequent match in the event that a result is achieved in the preceding match.

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 Loss of playing time - 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 an average rate of 16 overs per hour (or 3.75 minutes per over) in the total playing time available.
- (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 team batting first

If playing time is lost before or during the innings of the team batting first:

- (i) the number of overs in the innings of both teams shall be reduced at the rate of one over for each 7.5 minutes of playing time lost, and
- (ii) the fielding restrictions for each innings shall be reduced in proportion to overs lost (refer 4.8.3(b)).

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

- (a) For any time lost after the completion of the innings of the team batting first:
 - (i) the number of overs to be received by the team batting second shall be reduced at the rate of one over for each 3.75 minutes of playing time lost, and
 - (ii) the fielding restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first (refer 4.8.3(b)).
- (b) Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in that innings shall be used before overs are reduced.

4.6 INTERVALS

4.6.1 Interval for change of innings

The interval shall always be taken following the completion of the innings of the team batting first and shall be of 15 minutes duration.

4.6.2 Interval for drinks

- (a) A drinks break will not be taken, except that under conditions of extreme heat the umpires may permit a drinks break. If a drinks interval is deemed necessary, it shall be taken at the end of the 10th over. Where a drinks break is taken, an additional 5 minutes playing time shall be permitted for that innings.

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- (b) If a wicket falls, or a batter retires during the over in which a drinks interval is scheduled to be taken at the end of, then drinks shall be taken immediately.
- (c) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (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.

4.7 QUOTA OF OVERS

- (a) The innings of each team shall be limited to 20 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. The fielding team may also be penalised in accordance with (e) below.
- (d) The bowling team must commence its final over for the innings within 75 minutes (i.e. 1 hour 15 minutes) of that innings' commencement.
- (e) If the appointed umpire determines that the fielding team is solely responsible for the slow over rate causing the last over of the match to commence after the scheduled time for completion of the match, the fielding team shall be liable to be penalised 0.5 points for each over not commenced before the scheduled finish time.

Note: either or both fielding teams could be responsible.

4.8 FIELDING RESTRICTIONS

4.8.1 Leg side restrictions

At the instant of delivery there shall not be more than five fielders on the leg side.

4.8.2 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.

4.8.3 Fielding restrictions

- (a) At the instant of delivery:
 - (i) only two fielders are permitted to be outside the fielding restriction area for the first 6 overs of each innings, and
 - (ii) only five fielders are permitted to be outside the fielding restriction area for the remaining overs.
- (b) In circumstances when the number of overs for an innings is reduced, the fielding restriction shall be reduced proportionally in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations.

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Target overs	The number of overs that fielding restrictions will apply
10 – 13	3
14 – 16	4
17 - 19	5

- (c) In the event of an infringement of these fielding restrictions, the umpire shall call and signal No ball.
- (d) Where the fielding restriction area is not marked the restrictions shall be applied using a common-sense best estimate approach.

4.9 MAXIMUM OVERS PER BOWLER

- (a) Each bowler is limited to a maximum of 4 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 due to incapacitation or suspension of a bowler will count as a full over in so far as each bowler's limit is concerned.

4.10 FREE HIT AFTER A NO BALL

- (a) 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 be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called Wide, and
 - (ii) changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- (c) The bowlers 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.

4.11 WIDE BALL

- (a) The umpire should apply a very strict and consistent interpretation of Law 22 (Wide ball) in order to prevent negative bowling wide of the wicket.

Any delivery which, in the opinion of the umpire, does not give the batter a reasonable opportunity to score shall be called a wide.
- (b) As a guide:
 - (i) any delivery passing the striker on the leg side outside the leg stump protected area marking, without making any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps or the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

- (ii) A delivery passing the striker on the off side, more than 75cm 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 Off Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.
- (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.

4.12 TIMED OUT

Law 40 (Timed out) is amended such that the incoming batter must be in position to take guard or for the other batter to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement.

The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls.

4.13 THE MATCH RESULT

4.13.1 Minimum Overs for a result

A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs.

4.13.2 No Result

A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum of 5 overs because:

- (i) the innings of the team batting first could not commence by 50 minutes before the scheduled finishing time;
- (ii) the innings of the team batting second could not commence by 20 minutes before the scheduled finishing time; or
- (iii) the innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its' commencement.

4.13.3 Super Over

- (a) For a T20 competition, in the event of a tie in a finals match the teams shall compete in a Super Over, subject to fitness of ground weather and light, to determine the winner.
- (b) Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
- (c) The team batting second in the match will bat first in the Super Over.
- (d) In both innings of the Super Over the fielding side shall choose which end to bowl from.
- (e) Whilst neither team is required to nominate either batters or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once the bowling team has determined which end they will bowl from and the opening batters take their respective positions at each end, they are not permitted to change ends.
- (f) Only nominated players in the main match may participate in the Super Over.
- (g) The same ball used at the end of each team's innings in the match, or a similar ball if that one is unsuitable for any reason, shall be used for its innings in the Super Over.

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- (h) Fielding restrictions shall be the same as for the last over in the match.
- (i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (j) In the event of both teams having the same score in the Super Over, or that the Super Over is unable to be completed due to fitness of ground, weather or light, the result will be a tie.

4.13.4 Competition points for T20 competitions

- (a) Points shall be awarded as follows:

Result	Points
Win	3
Tie	2
Loss	1
No Result	2

- (b) Bye

For a grade with a bye, no points will be awarded for the bye unless all teams do not receive the same number of byes, in which case the team with the bye shall receive 2 points, if all matches in that round do not achieve a result, otherwise they will receive 3 points.

- (c) Forfeits

- (i) A team which receives a forfeit will receive the highest points awarded to any other team in that grade for that round.
- (ii) If both teams forfeit, then no points will be awarded to either team.
- (iii) A team which forfeits a match, may be subject to the loss of up to 3 points pending the outcome of the Committee's investigation into the circumstances surrounding the forfeit.

4.14 T20 FINALS

- (a) The Committee will determine the format of and number of teams qualifying for the T20 finals series in each grade and/or separate T20 competition.
- (b) The higher ranked team in a finals series match shall be declared winner, unless it is defeated by the lower-ranked team, which shall then be declared winner.
- (c) In the final, where a higher ranked team is unable to be determined in accordance with 1.21.3, both teams shall be declared joint winners.
- (d) The competition winner shall be known as 'T20 champions' for that grade or competition.

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APPENDIX A: Loss of Playing Time One Day Matches

Use Table A1 for:

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

Reduce innings by 1 over per team for each whole 7.5 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	60	8	114	15
16	2	68	9	120	16
22	3	76	10	128	17
30	4	84	11	136	18
38	5	90	12	144	19
46	6	98	13	150	20
54	7	106	14		

Use Table A2 for:

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

Reduce innings by 1 over for each whole 3.75 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	30	8	57	15
8	2	34	9	60	16
11	3	38	10	64	17
15	4	42	11	68	18
19	5	45	12	72	19
23	6	49	13	75	20
27	7	53	14		

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APPENDIX B: Loss of Playing Time Twenty20 Matches

Use Table A1 for:

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

Reduce innings by 1 over per team for each whole 7.5 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	60	8	114	15
16	2	68	9		
22	3	76	10		
30	4	84	11		
38	5	90	12		
46	6	98	13		
54	7	106	14		

Use Table A2 for:

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

Reduce innings by 1 over for each whole 3.75 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	30	8	57	15
8	2	34	9		
11	3	38	10		
15	4	42	11		
19	5	45	12		
23	6	49	13		
27	7	53	14		

APPENDIX C: Applying the Duckworth-Lewis-Stern (DLS) method

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
- 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.

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- 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.