



# Senior Winter Cricket Competition Rules 2025

## 1. COMPETITION DETAILS:

- 1.1 Matches shall be 30 over matches.
- 1.2 Matches will be played on Saturdays only and only on synthetic wickets.
- 1.3 Matches will be scheduled for three different start times as follows:
  - (a) 8:00AM and finish at 12:15PM (break time = 10:00am-10:15am)
  - (b) 12:00PM and finish at 4:15PM (break time = 2:00pm-2:15pm)
  - (c) 12:30PM and finish at 4:45PM (break time = 2:30pm-2:45pm)

Each innings will last 120 mins per team with a 15-minute break between innings.

- 1.4 A 30-metre fielding restriction inner circle shall be used in all matches. That circle is to be measured from the middle of the pitch. This inner circle shall be marked with fielding discs.
- 1.5 An exact 60-metre boundary should be used for all matches (where space allows). The boundary shall be marked with cones and measured from the middle of the pitch. Where there is insufficient space for a 60-metre boundary, the cones shall be placed as far as possible allowing for a 3-metre safety barrier from any fixed obstacles.
- 1.6 NDCUA will appoint umpires to each match (if possible) and if appointed, the teams will cover the umpire match fees of \$120 per match - \$60 per team, payable to the umpire on the day.
- 1.7 NDCA will supply the cricket balls to be used in the competition.
- 1.8 All matches are to be scored using Play HQ live scoring. In case of any issues with online scoring, teams are responsible for maintaining a manual scoring sheet and updating the scores manually from their admin accounts. Each batting team will be responsible for online scoring.
- 1.9 A team consists of eleven (11) players, with a minimum of seven (7) players required per side to start a match. Twelve players can be nominated, but only eleven can bat or bowl.
- 1.10 All matches are single innings per side matches. No outright result shall be possible.
- 1.11 Competition points will be applied as per existing NDCA Competition Rules.

## 2. GENERAL DETAILS:

- 2.1 In all matches both teams must be ready to start at the scheduled time. Both teams must have a minimum of seven (7) players to enable the team to take the field of play. A team may claim a forfeit when the opposing team is not ready to take the field twenty (20) minutes after the scheduled, or re-scheduled start time for the innings. If a forfeit is not claimed, and the offending team is approved to continue playing by the opposition captain; then:



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- (a) The offending team, if they bat first (1st), shall only bat to the completion of the over in progress at the scheduled break time or thirty (30) overs – whichever comes first.
- (b) The offending team, if they bowl first (1st) shall be compelled to bowl their thirty (30) overs.
- (c) The offending team, if they bowl first (1st), shall only receive the same number of over bowled, including the over in progress at the scheduled break time.
- (d) The offending team, if they bat first (1st) shall be compelled to bowl the required number of overs in the second (2nd) innings – thirty (30), provided they have not dismissed the batting team, or the batting team captain has not declared the innings.

**2.2** Where a team has not bowled the required number of overs at the scheduled break time (i.e. 120 minutes from commencement of play) then:

- (a) The team will continue to bowl until either the thirty (30) overs have been bowled, or the batting side is dismissed. The score for the team batting first shall be the score recorded at the conclusion of the innings – the thirtieth (30th) over, all out, or the innings declared.
- (b) The team batting second shall only be entitled to receive the same number of overs as was completed by them, or in-progress at the scheduled break time.
- (c) The team with the greater score at the conclusion of both innings shall be declared the winner.

**2.3** In an uninterrupted match, the team scoring the highest number of runs shall be the winner, irrespective of the number of wickets lost by either team. Should an uninterrupted match conclude with both teams on an equal number of runs, the match shall be declared a tie, irrespective of the number of wickets lost by either team.

**2.4** Should inclement weather or related ground conditions prevent the team batting second receiving its allotted number of overs, and providing that both sides have faced a minimum of fifteen (15) overs, the winner shall be determined by a simple run rate calculation - whereby dividing the number of runs scored by the number of overs faced, calculated to two (2) decimal places. Should this calculation result in an equal result for both teams, the match shall be declared a tie. However, if either team has not faced fifteen (15) overs, the match shall be declared a draw, unless a result is reached beforehand. For the purposes of this rule and the calculation of run rate, a team that is dismissed prior to receiving its full allotment of overs shall be deemed to have faced its full allotment of overs. See Section 10 below for more information.

**2.5** Fielding restrictions apply as follows: There should be no more than 3 fielders outside the inner fielding restriction circle during the first 10 overs of the innings. In overs 11-30 there should be no more than 5 fielders outside the inner fielding restriction circle.

**2.6** Fielders are to call on the field for boundaries and catches and should ensure fairness and the spirit of cricket is followed.



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## 3. BOWLING REQUIREMENTS:

- 3.1 Bowlers will alternate between ends as per existing MCC laws.
- 3.2 No bowler shall be permitted to bowl more than 6 overs (maximum) per match. In matches interrupted by weather conditions, bowlers may only bowl a maximum of 1/5 of the total revised allocated overs for the innings.
- 3.3 Each over must contain 6 legitimate balls (there is no maximum number of balls per over).
- 3.4 Any ball bowled down leg side and not struck by the batter, or not hitting the batter or his protective equipment, shall be deemed a wide ball and will be re-bowled until a legitimate delivery occurs. If the batter moves after the ball is released and the ball passes beyond the wide line, it will be called a wide. If the batter moves **before** the ball is released, it will not be called a wide.
- 3.5 Any no ball (including balls that land off the pitch) will result in the next ball to be considered a “free hit” to the batting team. **A free hit (is not an extra ball on top of existing NDCA and MCC Laws) just enables the striker to avoid being dismissed in any way that would result in a wicket being credited to the bowler.** The other modes of dismissal continue to be available, specifically hit the ball twice, obstructing the field and run out. The fielding captain may only modify the field for a free hit if the batsmen have changed ends on the preceding ball (the ‘no ball’ ball). This rule applies until a legitimate ball is bowled, for example:
  - Ball 1 is declared a no ball so next ball (ball 2) is a free hit (i.e. striker cannot be dismissed in any way that the wicket could be credited to the bowler)
  - Ball 2 (the free hit) is declared a wide, the free hit has not be used even if runs are scored and the next ball (ball 3) remains the free hit
  - Ball 3 (the free hit) is declared a no ball, again the free hit has not been used even if runs are scored and so the next ball (ball 4) remains the free hit
  - Ball 4 (the free hit) is defended by batter, therefore the “free hit” is now complete.

## 4. BATTING REQUIREMENTS:

- 4.1 There are to be no mandatory retirements. Batters bat until dismissed or the end of the innings.
- 4.2 A batter who retires due to injury can return if a wicket falls. If a batter retires without injury, they are considered retired out and it counts as a wicket.
- 4.3 All Batters are required to abide by the existing NDCA helmet policy – refer to the NDCA Competition Rules regarding helmet compliance.

## 5. PLAYER BEHAVIOUR AND CODE OF CONDUCT

- 5.1 The NDCA takes player misbehaviour very seriously. Lengthy suspensions for incidents involving physical and verbal abuse of players, umpires and spectators have been implemented recently. Bad behavior and misconduct will not be tolerated and will be dealt with accordingly under the NDCA Code of Conduct. Section 5 of the



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NDCA Competition Rules and Section 14 of the NDCA Constitution apply to manage incidents of poor behavior.

- 5.2 The on-field umpire's decision is final.
- 5.3 It is captain's responsibility to uphold the spirit of cricket by his team.
- 5.4 Player misbehaviour or abuse of other players or umpires during the match may result in a suspension. More serious infringements will result in a suspension and disqualification from the competition.

## 6. UNIFORMS

- 6.1 Team uniforms must be approved by the Nepean District Cricket Association.
- 6.2 Team uniforms must be worn by all players during the match. Players without a team uniform will not be allowed to play in the match.
- 6.3 Once team uniforms are approved no changes can be made without NDCA approval.

## 7. STRUCTURE OF SEMI-FINALS AND FINALS

- 7.1 Top four teams advance to semi-finals: 1st vs 4th place, 2nd vs 3rd place.
- 7.2 If both semi-finals are abandoned, 1st and 2nd place teams will compete in the Grand-final.
- 7.3 Umpires have discretion to abandon play if conditions are dangerous, regardless of captains' opinions.
- 7.4 A reserve day is available for the Grand-final; if not feasible, the first-place team wins the tournament.
- 7.5 Note: No reserve day for competition matches except the Grand-final.

## 8. WEATHER POLICY

- 8.1 Umpires and both captains shall decide as to the fitness of the ground, weather, and light.
- 8.2 The captains can abandon play by mutual agreement, due to the fitness of grounds, weather, light, or any other acceptable reason at any time.
- 8.3 Play shall immediately cease if a lightning flash is followed by thunder less than thirty (30) seconds later. Play shall not resume until fifteen (15) minutes after the last such lightning flash / thunderclap combination. This does not constitute a break in play for the purposes of the status quo rules.



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## 9. RAIN INTERRUPTION RULES

- 9.1 If rain delays the match, calculate time lost as 4 minutes per over (deduct overs before starting the game).
- 9.2 A minimum of 15 overs is required to determine the result or declare a winner.

## 10. THE TARGET SCORE

- 10.1 If due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted (minimum of 15 overs,) then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the run rate method. The following is applicable to a run rate determined result:
- 10.2 A team's run rate is calculated by dividing its total score by its total number of overs received.
- 10.3 Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate. Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the first team batting, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining. See Examples 1 and 2 below.

**Example 1** - Team A batting first scores 6/180 off 30 overs at a rate of 6 runs per over. Team B batting second has a rain delay and on resumption has their overs reduced from 30 to 17. The revised target score is therefore  $17 \times 6$  which equals 102. The winning target score therefore must be rounded up to 103. As soon as 103 is scored the match is over and no further play is required even though there are overs not yet bowled.

**Example 2** - Team A batting first is bowled out in 25 overs for 135. Because they were bowled out their total score of 135 is divided by 30 (not 25) to end up with a run rate of 4.50. Team B batting second has a rain delay and on resumption has their overs reduced to 17. The revised target score is therefore  $17 \times 4.50$  which equals 76.50. The winning target score therefore must be rounded up to 77. As soon as 77 is scored the match is over and no further play is required even though there are overs not yet bowled.

- 10.4 If the innings of the side batting second is suspended (with at least 15 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparing each team's run rate at the instant of the suspension of the match. If each team's run rate is identical the match result is a tie, otherwise the result is a win to the team with the superior run rate.

## 11. QUESTIONS/CONCERNS/COMPLAINTS

- 11.1 All queries must be submitted in writing via email to [ndcawintercricket@gmail.com.au](mailto:ndcawintercricket@gmail.com.au).