



The “NDCA Smash Ball Series - Summer 2026/27” is open to member clubs/teams affiliated with the Nepean District Cricket Association (NDCA).

1. INTRODUCTION

- 1.1** All penalties set down in the rules are the maximum and the NDCA Management Committee may use it discretion when applying same.
- 1.2** To this end all decisions made by the NDCA Management Committee, a member of the Management Committee, or any persons empowered by the Nepean District Cricket Association can be appealed.
- 1.3** In matters of doubt not covered by the tournament rules, the decision of the NDCA Winter Cricket subcommittee will be final and binding upon all concerned as per the standard rules.

2. GENERAL RULES

- 2.1** Match format is a T20 Competition.
- 2.2** A 30-meter 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.
- 2.3** An exact 60-meter 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-meter boundary, the cones shall be placed as far as possible allowing for a 3-metre safety barrier from any fixed obstacles.
- 2.4** Only registered players can play.
- 2.5** Scoring must be online via PlayHQ. 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.
- 2.6** Each batting team will be responsible for online scoring.
- 2.7** Fielders are to call on the field for boundaries and catches and should ensure fairness and the spirit of cricket is followed.
- 2.8** The on-field umpire’s decision is final.
- 2.9** It is captain’s responsibility to uphold the spirit of cricket by his team.
- 2.10** Matches will be played single wicket, i.e. all overs will be bowled from one end and after the completion of over, umpires & batsman will not change ends
- 2.11** Matches may be live streamed though social media channels. Captains are responsible to let their players know and take consent for all social media photos and videos uploads on Club and/or Association websites.

3. TEAM NOMINATIONS AND SUBMISSIONS

- 3.1** New players must be registered and nominated by 6pm on the Friday before the match. Late nominations must be emailed to ndcawintercricket@gmail.com. Players nominated after Friday 6pm will not be eligible to participate in the game.

- 3.2** Two substitute players can be nominated and will only be permitted to field. They must not bat or bowl in the match.
- 3.3** A player who is registered in one team is not allowed to play in any other team.
- 3.4** Any player to be nominated to play in the Semi-finals and Finals must have played at least 4 league games.
- 3.5** Games cancelled due to rain or extreme weather will not count towards a player's finals eligibility.

4. GAME DAY POLICY

- 4.1** A minimum of 7 players is required from a team to start the match and must be on the ground during play.
- 4.2** The Home Team will set up the ground, and the Away Team will pack up.

5. MATCH TIMINGS

- 5.1** Captains shall toss the coin to determine which team bats first at 7.15am.
- 5.2** Play shall commence at 7:30am with the first innings ending with the over in progress no later than 8:50am.
- 5.3** There shall be a 10-minute innings break.
- 5.4** The second innings shall commence at 9.00am and conclude no later than 10:20am.
- 5.5** Please Note: There are to be no mid innings drink breaks.

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** For all white-ball tournaments, uniforms must be in dark colors, except for trousers, which may be light-colored.
- 6.4** Once team uniforms are approved no changes can be made without NDCA approval.

7. 12TH PLAYER RULE

- 7.1** 12 players can participate in a match with no more than 11 on the field at one time.
- 7.2** Any 11 can bat or bowl.
- 7.3** All 11 Batters must field for a minimum of 7 overs.

8. BATTING RULES

- 8.1** Obstructing the field (Ref; MCC Law 37): Either batsman can be given out if he willfully attempts to obstruct or distract the fielding side by word or action. The on-field umpire's decision will be final.
- 8.2** A batsman can be declared out when:
- (a) He blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball in an attempt to avoid being run out.
 - (b) He displays willful obstruction or distraction to prevent a catch being made.
- 8.3.** A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match or becomes tired during the match. The runner can be used only at the discretion of the umpires depending on the reason/cause and consent from the opposition captain. (Refer to MCC Law 25.5).
- 8.4** There shall be NO LBW dismissals in this match format.
- 8.5** MCC Law 18.11 has now been changed so that, when a batter is out caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).

9. BOWLING RULES

- 9.1** Each bowler shall bowl a maximum of 4 overs.
- 9.2** Every bowler must be on the field for minimum of 7 over to be eligible for bowling.
- 9.3** All "no-balls" (As per standard rules: front foot, side-line, above the waist, fielding restriction, ball pitching outside the pitch etc.) result in a free hit for the next delivery. The field can be changed ONLY if the batsmen have crossed for a run or if the no ball is due to a breach of field restrictions.
- 9.4** Any suspicious bowling actions need to be reported by the umpires and called no ball with bowlers removed from bowling if this occurs more than twice. The player must be reported to the NDCA who will determine the legality of his bowling action and whether he can resume bowling in the competition.
- 9.5** One bouncer per over is allowed. A bouncer shall be considered as a ball that passes above shoulder height of the batsman in his normal batting stance at the batting crease. Bouncers above head height of the batter in his normal batting stance at the batting crease shall be called a wide.
- 9.6** No balls can be called in the following circumstances:
- a) If the bowler bowls more than one bouncer per over.
 - b) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the batting crease. Note that if the batsman leaves the crease, the ball will be counted as a legal delivery.
 - c) If field restriction/bowling rules are not followed as per the guidelines.
 - d) If the bowler starts the over or changes the side of the wicket from which he bowls without telling the umpire who in turn must inform the striker.
 - e) Any ball pitching off the pitch.
- 9.7** Wide balls can be called in the following circumstances:
- a) A bowler bowls a bouncer or full toss above the batsman's head height.
 - b) A bowler bowls the ball on or outside of the 89cm marking line from the middle stump to the batsmen offside.
 - c) A ball passing the batsman down the leg side unless passing directly over the stumps.

- 9.8** A wide delivery on the offside shall not be called wide if the striker moves to bring it within his reach.
- 9.9** The Mankad rule has been changed from Law 41 (Unfair play) to Law 38 (Run out). The wording of the Law remains the same. Players backing up and outside of the crease prior to the bowler releasing the ball may be run out.

10. CHANGING OF WICKET KEEPER RULE

- 10.1** The match shouldn't stop for a change of wicket keeper. The new (replacement) wicket keeper must get ready off the field before the replacement is affected (unless in the case of injury).
- 10.2** If a wicket keeper is used as a bowler, his captain must inform the umpire about the change of wicket keeper. This needs to be ensured by the fielding captain and if not, his first delivery will be called no-ball.

11. TEAM KIT & GEAR

- 11.1** All teams are required to bring a first aid kit, stumps, at least 50 cones, and wicket keeping gear (pads and gloves).
- 11.2** An abdominal protector (box) and batting gloves are mandatory while batting for the batters. Other safety gear including helmet, batting pads and thigh guards is also recommended.
- 11.3** The wicket keeper is recommended to wear an abdominal protector (box) and wicket keeping gloves and/or inners.
- 11.4** All teams must have a measuring tape of a minimum of 60 meters to set up the inner circle and boundary distances.

12. FIELDING RULES

- 12.1** If the non-striker end batsman leaves the crease before the ball is delivered, he could be run out by the bowler after giving 1 warning to the umpire and non-striker batsman. Refer to rule 9.9 above.
- 12.2** During the course of the bowler's run up and delivery stride, fielders other than the wicketkeeper are only permitted to move in forward/backward direction but not side-to-side. An umpire may call a no ball if this rule is violated causing distraction to the batsman.
- 12.3** During the course of the bowler's run up and delivery stride, fielders including the wicketkeeper are not allowed to make any noise which may distract the batsman. An umpire may call a no ball if this rule is violated causing distraction to the batsman.
- 12.4** If the player is absent from the field for longer than 2 overs, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the number of overs for which he was absent.
- 12.5** There should be no more than 2 fielders outside the inner fielding restriction circle during the first 6 overs of the innings.
- 12.6** In overs 7-20 there should be no more than 5 fielders outside the inner fielding restriction circle.

13. PENALTIES

- 13.1** Arguments or abusive behavior towards players and umpires' decisions will be taken seriously.
- 13.2** A failure to leave the fields and surrounding areas clean at the conclusion of the match shall result in a \$110 penalty applied to each playing team at that venue.
- 13.3** If the team bowling first does not complete their 20 overs by 8:50am, they will continue bowling until 20 overs have been completed but they will only be entitled to receive the same number of overs that they had completed by 8:50am when they bat in the second innings.
- 13.4** If the team bowling second does not complete their 20 overs by 10:20am, the opposition will receive their average run score per over PLUS 5 runs per over for the remaining overs not bowled by 10:20am, added to their total score.
- 13.5** If a team plays an unregistered player in their team, they will lose the match, lose 12 points and the captain will be suspended for 2 games.
- 13.6** If all team players are not wearing a team uniform, that team will lose 6 points, and the captain will be suspended for 1 game.
- 13.7** Player misbehavior or abuse of other players or umpires during the match may result in a suspension of 1-3 matches. More serious infringements will result in disqualification from the tournament.
- 13.8** Any team walking off the field in protest during the match will be disqualified from the competition.
- 13.9** Five penalty runs will be added to the batting team score if the ball comes in contact with objects left on the field by the fielding side e.g. helmets, water bottles, articles of clothing etc.
- 13.10** Inflicting damage to Association or Council property/facilities during play will not be tolerated. Players found guilty of such damage will be suspended from the current and future competitions and reported to the Police. They must also pay the costs to fix the damages.
- 13.11** Five penalty runs will be credited to the batting team where fielders have deliberately pretended to have fielded the ball, as a means of fooling the batsmen, thereby preventing them from taking further runs.
- 13.12** Any delays in completion of the Super Over by a bowling team by taking more than 7 minutes to complete the over will only have as many balls as were bowled in 7 minutes by them to chase the target score.
- 13.13** Any situations not covered in these rules will be discussed within the Committee and handled accordingly with teams notified of outcomes ASAP.

14. COMPETITION POINTS

Win	6 points	Abandoned Match	3 points
Draw	3 points	Loss (incl. by forfeit)	0 points
Forfeit Win	6 points	BYE	6 points

- 14.1** In the event of a washout, any team with a BYE will only receive the maximum points achieved by other teams during that round.

15. STRUCTURE OF SEMI-FINALS AND FINALS

15.1 The top six teams will progress to the final rounds:

- **Elimination Finals:** 3rd vs 6th; 4th vs 5th
- **Semi-Finals:** 1st vs 2nd; Winner 1 vs Winner 2
- **Preliminary Final:** Loser 3 vs Winner 4
- **Grand Final:** Winner 3 vs Winner 5

The top two teams receive a first-round bye and a double chance.

15.2 In case of both semi-finals abandoned (due to weather conditions) 1st and 2nd place teams will face each other in the final.

15.3 The umpires shall have sole discretion to abandon play at any time where conditions are dangerous. In the event of no official umpire, captains must agree to proceed or abandon the match. Where captains do not agree, play will be abandoned.

15.4 There will be a reserve day for the Grand Final match in the event of poor weather. If ground conditions are not suitable on the reserve day, the higher placed team prior to the semifinals and finals shall be declared the winner of the competition.

15.5 There will be no reserve days for any competition matches apart from Grand Final.

16. WEATHER POLICY

16.1 Umpires and both captains shall decide as to the fitness of the ground, weather, and light. See Rule 15.3 above.

16.2 The captains can abandon play by mutual agreement, due to the fitness of grounds, weather, light, or any other acceptable reason at any time.

16.3 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.

17. RAIN INTERRUPTION RULES

17.1 In the event of rain delays leading to reduced playing time, one over is to be deducted for every 4 minutes of lost play.

17.2 There shall be a minimum of 7 overs to constitute a match result.

18. RULES FOR SUPER OVER

18.1 In the event of a tie, an additional 20 minutes shall be allocated to the game to have a Super Over. From the time the batsman is ready to face the first ball of the Super Over, the fielding team has 7 minutes to complete the over.

18.2 Refer to Rule 13.12 for penalties for not bowling the Super Over within the allocated time.

18.3 The team batting second in the match will bat first in the Super Over.

18.3 Three batsmen from each team can bat and 1 bowler from each team will bowl.

- 18.4 11 players from each team can field.
- 18.5 In the event of a TIE in the Super Over, the winner will be determined by:
 - (a) Highest Number of 6's (main + super over) – 1st priority.
 - (b) Highest Number of 4's (main + super over) – 2nd priority if (a) is equal.
 - (c) Least Number of wickets fallen (main + super over) – 3rd Priority if (a) and (b) are equal.
- 18.6 Three players are permitted to be outside the inner circle during the Super Over.

19. THE TARGET SCORE

- 19.1 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 7 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:
- 19.2 A team's run rate is calculated by dividing its total score by its total number of overs received.
- 19.3 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.
- 19.4 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 20 overs at a rate of 9 runs per over. Team B batting second has a rain delay and on resumption has their overs reduced from 20 to 7. The revised target score is therefore 7×9 which equals 63. The winning target score therefore must be rounded up to 64. As soon as 64 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 15 overs for 135. Because they were bowled out their total score of 135 is divided by 20 (not 15) to end up with a run rate of 6.75. Team B batting second has a rain delay and on resumption has their overs reduced from 7. The revised target score is therefore 7×6.75 which equals 47.25. The winning target score therefore must be rounded up to 48. As soon as 48 is scored the match is over and no further play is required even though there are overs not yet bowled.

- 19.5 If the innings of the side batting second is suspended (with at least 7 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.

20. COMPLAINTS

- 20.1 All complaints must be in writing via email and sent to ndcawintercricket@gmail.com