

SECTION III

PREMIER A & A GRADE PLAYING CONDITIONS

20/20 Matches

1. DURATION

- 1.1. All 20/20 matches will be one innings per side and limited to a maximum of 20 overs per innings.
- 1.2. Session times will be advised as may vary throughout season.
- 1.3. The duration of a 20 over innings must take no longer than 80 minutes, unless there are interruptions to play.
- 1.4. The interval between batting innings is 10 minutes.
- 1.5. The scheduled finish time is 2 hours and 50 minutes after the scheduled match start time.

2. DELAYED START/ INTERRUPTIONS TO PLAY

- 2.1. If a match is delayed in starting or interrupted after commencing, a minimum of 10 overs per team shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.
- 2.2. If the first team's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full eight minutes of the aggregate time lost as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-8	1	33-40	5	65-72	9
9-16	2	41-48	6	73-80	10
17-24	3	49-56	7		
25-32	4	57-64	8		

- 2.3. If the reduction calculation results in fewer than 10 overs the match shall be abandoned.
- 2.4. Where ten (10) completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in 2.2 equate with the number bowled.
- 2.5. The team batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in 2.2 or 2.3.
- 2.6. The second team's overs shall not be adjusted, but play may be extended to finish 30 minutes later than the scheduled finish time. In such case the overs for the reduced time shall be its entitlement, even if less than 10 overs.
- 2.7. If play ceases due to players being off the field or leaving it after the scheduled finish time, the match shall end. Where a result has not been achieved the match will be declared a draw.

3. BOWLING LIMITS

3.1 LIMIT PER BOWLER

3.1.1 A bowler shall not deliver more than one-fifth of the maximum overs permitted in By Law 2. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.

3.2 LIMIT REACHED OR EXCEEDED

3.2.1 No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

3.3 FRACTIONAL ADJUSTMENTS

3.3.1 Where the re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

3.3.2 For example, a 13 over match would result in following maximum overs:

2 bowler's x 2 overs each

3 bowler's x 3 overs each

4. FIELDING RESTRICTIONS

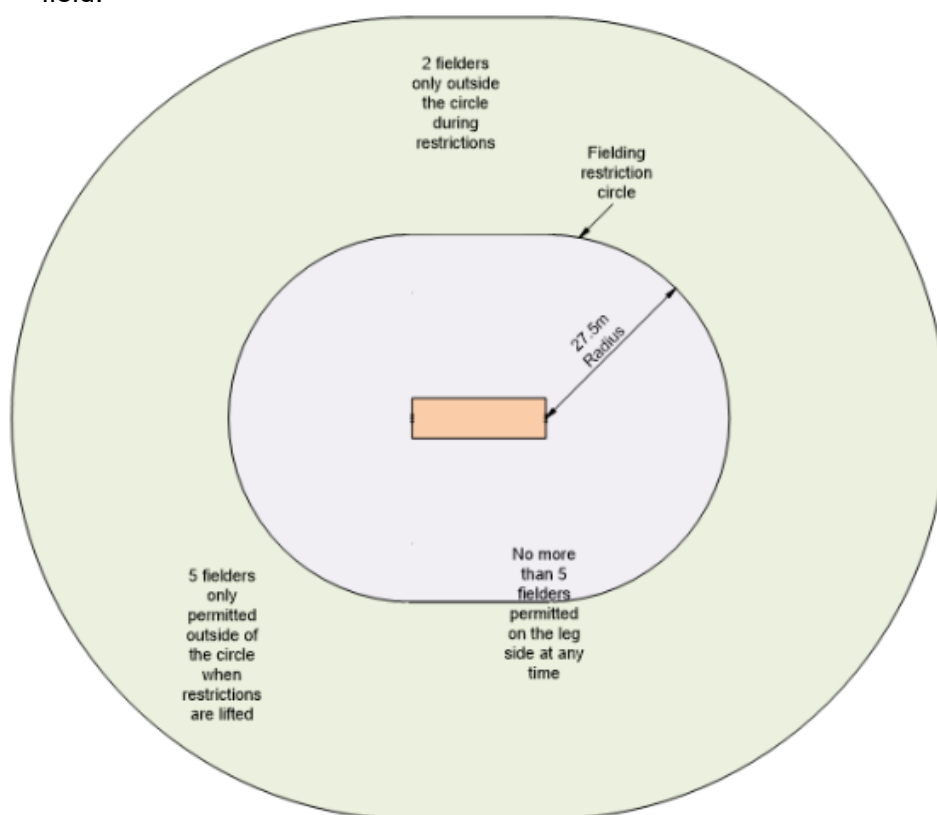
4.1. Fielding restrictions shall apply in 20/20 games as follows:

4.1.1. Two semicircles shall be drawn on the field of play.

4.1.2. The semicircles shall have as their centre the middle stump at either end of the pitch.

4.1.3. The radius of each of the semicircles shall be 27.5 metres.

4.1.4. The semicircles shall be linked by two parallel straight lines drawn on the field.



4.2. Fielding Restrictions – Uninterrupted Match

4.2.1. During the first six (6) overs, only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. For the remaining overs, no more than five fieldsmen shall be permitted outside the fielding restriction area.

4.3. Fielding Restrictions – Interrupted Match

4.3.1. In circumstances where the number of overs of the batting team is reduced, the fielding restriction overs shall be reduced lost as set out in the following table:

Max overs	Restriction overs	Max overs	Restriction overs
10-11	3	15-17	5
12-14	4	18-19	6

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- 4.4. At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 4.5. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

5. FREE HIT AFTER NO BALL

- 5.1. Free hits shall apply in 20/20 games as follows:
- 5.1.1. Where a delivery is called no ball for a foot fault, the delivery following shall be a free hit for the batter facing it.
- 5.1.2. A free hit shall apply to all high non pitching deliveries (above waist height) in breach of MCC Law 41.7.
- 5.2. Please note this rule applies to all no balls.
- 5.3. The umpire at the bowler's end will signal a free hit after the no ball is called, by extending one arm upwards and moving it in a circular motion.
- 5.4. For a free hit, the striker can only be dismissed under the circumstances that apply for a no ball. If the delivery for the free hit is not a legitimate delivery (i.e. wide, no-ball) then the free hit continues to apply until a legitimate ball is bowled.
- 5.5. Changes to fielding positions for the free hit delivery are not permitted where the same batter is on strike. Fielding positions may be altered for the free hit only where a different batter is on strike for the free hit than for the previous delivery.

6. SHORT PITCHED BOWLING

- 6.1. Any delivery which bounces and passes over the head of the batter in an upright position shall be deemed a wide, and called as such by the umpire. The square leg umpire may assist in adjudicating this rule. If the batter makes contact with a ball above head high, the ball will be deemed a legal delivery and **not** called a wide.

7. WIDE DELIVERIES

- 7.1. Please see the diagram and explanation at the end of these Playing Conditions regarding the interpretation of wides in 20/20 and one day matches. Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.
- 7.2. In summary the following applies:
- 7.2.1. Leg Side: All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.
- 7.2.2. Offside: A delivery shall be called "Wide" if it passes:
- 7.2.2.1. Outside the "Wide Guideline (Off Side)" with the batter in a "normal" batting stance; or
- 7.2.2.2. Wide of the return crease, regardless of the striker bringing it within reach; or
- 7.2.2.3. A bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (Off Side)".
- 7.2.2.4. The delivery is not a Wide if the batter moves to the off side and brings the ball within reach.
- 7.2.3. Wide - Reverse Sweep or Switch Hit: When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

8. TIMED OUT

- 8.1.** Either the incoming batter or their partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.
- 8.2.** The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls and is expected to proceed directly to the wicket at a reasonable speed. If this requirement is not met, the incoming batter will be out, (timed out).

9. COLOURED CLOTHING

- 9.1.** For all A Premier and A grade matches, players are required to wear coloured playing shirts and coloured playing pants which represent club colours as approved by the Board of Management. White pants are **not** allowed.
- 9.2.** All players in the team must wear the same style and colour of shirt and pants.
- 9.3.** All batting pads must be coloured which represent club colours, white batting pads are not allowed.
- 9.4.** Batting clads may be used on white pads as long as the colour is the same as other coloured pads.

10. DESIGNATED BATSMEN/BOWLERS

- 10.1.** Clubs are permitted to play 12 players, however only eleven (11) players shall be permitted to participate as batsmen, and only eleven (11) shall be permitted to bowl. The team sheet must indicate which player will not bat and which player will not bowl before the commencement of the game.
- 10.2.** All 12 players listed/named in the scorebook must be in attendance at some point during the match, and signed off by the umpire or opposition captain for qualification purposes. Once the completed scorebook is signed by the umpire and/or captains, this becomes the official team sheet to be entered on PlayHQ. Players not listed, will not gain that match towards finals qualification.

11. MATCH BALL

- 11.1.** Only cricket balls approved by the CLV Board of Management shall be used for 20/20 matches in A Premier and A grade competition matches. The ball type will be determined prior to the season and advised to all clubs. Refer to CLV By Laws 8.

12. CONCLUSION OF MATCH

- 12.1.** Where the team batting second is dismissed or passes the score of the team batting first then the match concludes immediately after a result has been reached.

13. PREMIERSHIP POINTS

- | | | |
|--------------|--|----------|
| 13.1. | First innings win | 2 points |
| 13.2. | First innings tie, draw or abandoned games | 1 point |

14. MATCH RESULTS

- 14.1.** Captains and umpires are responsible for the verification and accuracy of scores.
- 14.2.** Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

15. PLAYER OF THE YEAR

- 15.1.** Matches shall not count and votes shall not be allowed for the purposes of the Player of the Year award unless at least one innings has been completed.

One Day Matches

1. DURATION

- 1.1. All one day games in the Premier A and A grade divisions (hereon in called A Grade) shall consist of 50 overs per innings.
- 1.2. All one day matches will be one innings per side.
- 1.3. Session times (unless otherwise approved): 11.30 am – 2.30pm 3.00pm – 6.00pm
- 1.4. If a match commences before 1.00pm then a tea break of 20 minutes is to be taken after the team batting first has completed its innings.
- 1.5. If the match commences after 1.00pm then the break between innings will be for 10 minutes and is to be taken after the team batting first has completed its innings.
- 1.6. The innings of both teams, if not previously completed shall be compulsorily closed at the completion of the 50th over, unless the numbers of overs has been reduced due to a delayed start (see rule 4)

2. DELAYED START

- 2.1. If a match is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	71-77	11	141-147	21
8-14	2	78-84	12	148-154	22
15-21	3	85-91	13	155-161	23
22-28	4	92-98	14	162-168	24
29-35	5	99-105	15	169-175	25
36-42	6	106-112	16	176-182	26
43-49	7	113-119	17	183-189	27
50-56	8	120-126	18	190-196	28
57-63	9	127-133	19	197-203	29
64-70	10	134-140	20	204-210	30

- 2.2. Play shall be abandoned if the reduction calculation results in less than 20 overs per team.

3. INTERRUPTIONS TO PLAY (DUCKWORTH/LEWIS/STERN CALCULATION)

- 3.1. Where the match has commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.
- 3.2. Where a match has commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:
 - 3.2.1. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method calculated by the PlayHQ Electronic Scoring App (eScoring)
 - 3.2.2. Prematurely Terminated Matches: If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis/Stern method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

- 3.2.3. In the event of weather delays of less than 30 minutes the scheduled finish times moves by this amount and in the case of delay over 30 minutes, the maximum allowable extension is 30 minutes from scheduled close of play.

3.3. INSTRUCTIONS

- 3.3.1. Refer to CLV Rule 3.2
- 3.3.2. This section can only be completed once the electronic scoring for the 2nd innings has begun.
- 3.3.3. On the PlayHQ electronic scoring app when completing the 2nd inning settings, adjust the **Over Limit** to the number required.
- 3.3.4. Select DLS button.
- 3.3.5. The revised DLS target will automatically update.
- 3.3.6. Click on the **Start Innings** button.
- 3.3.7. Multiple updates to the DLS target are always available during the 2nd innings by selecting **Actions** and then **Parameters**.
- 3.3.8. Update the number of overs to be faced.
- 3.3.9. Click on the **Update & Resume** button.
- 3.3.10. The DLS target will automatically update.
- 3.3.11. To end a game early in the PlayHQ eScoring app, select **Actions** and then **End Innings**. If you have toggled the DLS on, it will automatically calculate the result based on the DLS methodology.
- 3.3.12. For the sake of clarity, the team batting second must be above the **Par Score** to win the game. If their score and the Par Score is the same, the match is a tie.
- 3.3.13. Refer to PlayHQ support for further information.
- 3.4. Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.
- 3.5. Where results are calculated using the Duckworth/Lewis method, bonus points are still eligible, and are calculated using the revised target score and the revised maximum overs

4. BOWLING LIMITS

4.1. LIMIT PER BOWLER

- 4.1.1. A bowler shall not deliver more than one-fifth of the maximum overs permitted in By Law 2. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.

4.2. LIMIT REACHED OR EXCEEDED

- 4.2.1. No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

4.3. FRACTIONAL ADJUSTMENTS

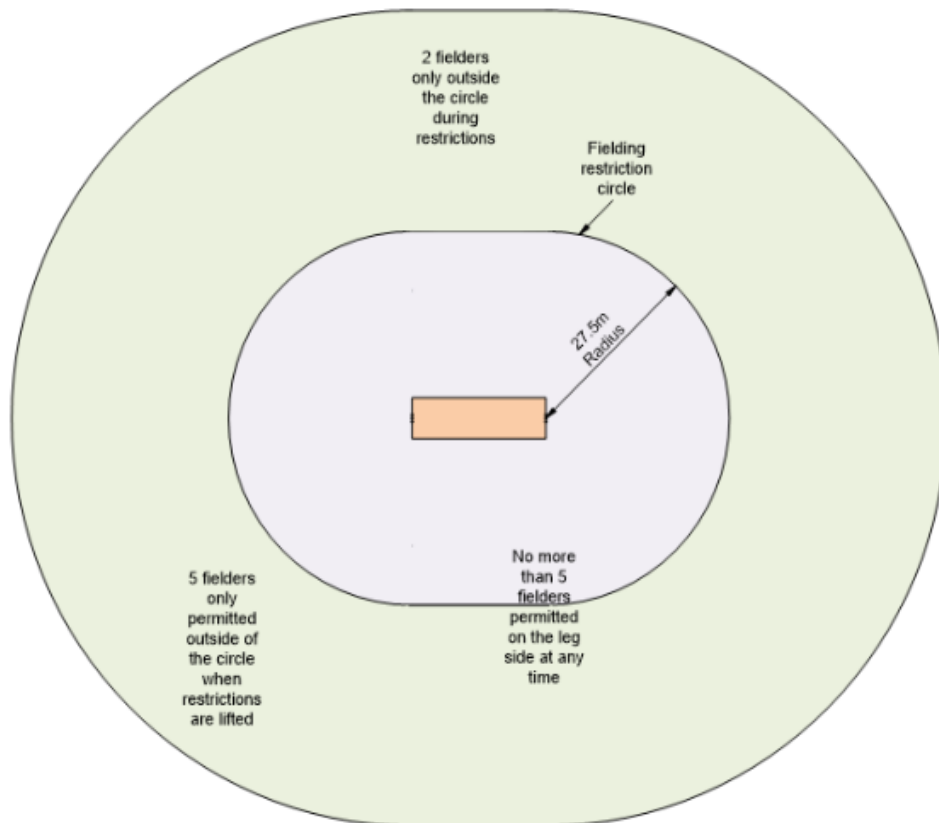
- 4.3.1. Where the re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.
- 4.3.2. For example, a 43 over match would result in following maximum overs:
2 bowler's x 8 overs each
3 bowler's x 9 overs each

5. FIELDING RESTRICTIONS

5.1. Fielding restrictions shall apply in one day games as follows:

- 5.1.1. Two semicircles shall be drawn on the field of play.
- 5.1.2. The semicircles shall have as their centre the middle stump at either end of the pitch.
- 5.1.3. The radius of each of the semicircles shall be 27.5 metres.

5.1.4. The semicircles shall be linked by two parallel straight lines drawn on the field.



5.2. Fielding Restrictions – Uninterrupted Match

5.2.1. During the first ten (10) overs, only two fielders shall be permitted outside the fielding restriction area at the instant of delivery. For the remaining overs, than five (5) fielders shall be permitted outside the fielding

5.2.2. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

5.3. Fielding Restrictions – Interrupted Match

5.3.1. In circumstances where the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1 Duration	Powerplay 2 Duration	Powerplay 3 Duration	Innings Duration	Powerplay 1 Duration	Powerplay 2 Duration	Powerplay 3 Duration
20	4	12	4	35	7	21	7
21	4	13	4	36	7	22	7
22	5	13	4	37	8	22	7
23	5	14	4	38	8	23	7
24	5	14	5	39	8	23	8
25	5	15	5	40	8	24	8
26	5	16	5	41	8	25	8
27	6	16	5	42	9	25	8
28	6	17	5	43	9	26	8
29	6	17	6	44	9	26	9
30	6	18	6	45	9	27	9
31	6	19	6	46	9	28	9
32	7	19	6	47	10	28	9
33	7	20	6	48	10	29	9
34	7	20	7	49	10	29	10

5.3.2. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

6. FREE HIT AFTER NO BALL

6.1. Free hits shall apply in one day games to all no balls.

6.1.1. The umpire at the bowler's end will signal a free hit after the no ball is called, by extending one arm upwards and moving it in a circular motion.

6.2. For a free hit, the striker can only be dismissed under the circumstances that apply for a no ball. If the delivery for the free hit is not a legitimate delivery (i.e. wide, no-ball) then the free hit continues to apply until a legitimate ball is bowled.

6.3. Changes to fielding positions for the free hit delivery are not permitted where the same batter is on strike. Fielding positions may be altered for the free hit only where a different batter is on strike for the free hit than for the previous delivery.

7. WIDE DELIVERIES

7.1. Please see the diagram and explanation at the end of these Playing Conditions regarding the interpretation of wides in 20/20 and one day matches. Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.

7.2. In summary the following applies:

7.2.1. Leg Side: All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

7.2.2. Offside: A delivery shall be called "Wide" if it passes:

7.2.2.1. Outside the "Wide Guideline (Off Side)" with the batter in a "normal" batting stance; or

7.2.2.2. Wide of the return crease, regardless of the striker bringing it within reach; or

7.2.2.3. A bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (Off Side)".

7.2.2.4. The delivery is not a Wide if the batter moves to the off side and brings the ball within reach.

7.2.3. Wide - Reverse Sweep or Switch Hit: When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

8. SHORT PITCHED BOWLING

8.1. Any delivery which bounces and passes over the head of the batter in an upright position shall be deemed a wide, and called as such by the umpire. The square leg umpire may assist in adjudicating this rule. If the batter makes contact with a ball above head high, the ball will be deemed a legal delivery and **not** called a wide.

9. COLOURED CLOTHING

9.1. For all A grade matches, players are required to wear coloured playing shirts and coloured pants which represent club colours as approved by the Board of Management. White pants are **not** allowed.

9.2. All players in the team must wear the same style and colour of shirt and pants.

9.3. All batting pads must be coloured which represent club colours, white batting pads are not allowed.

9.4. Batting clads may be used on white pads as long as the colour is the same as other coloured pads.

10. DESIGNATED BATSMEN/BOWLERS

10.1. Clubs are permitted to play 12 players, however only eleven (11) players shall be permitted to participate as batsmen, and only eleven (11) shall be permitted to bowl. The team sheet must indicate which player will not bat and which player will not bowl before the commencement of the game.

10.2. All 12 players listed/named in the scorebook must be in attendance at some point during the match, and signed off by the umpire or opposition captain for qualification purposes. Once the completed scorebook is signed by the umpire and/or captains, this becomes the official team sheet to be entered on PlayHQ. Players not listed, will not gain that match towards finals qualification.

11. MATCH BALL

11.1. Only cricket balls approved the CLV Board of Management shall be used for one day matches in A grade competition matches. The ball type will be determined prior to the season and advised to all clubs. Refer to CLV By Law 8.

12. CONCLUSION OF MATCH

12.1. Where the team batting second is dismissed or passes the score of the team batting first then the match concludes immediately after a result has been reached.

13. PREMIERSHIP POINTS

13.1. First innings win 4 points

13.2. First innings tie, draw or abandoned games 2 points

13.3. BONUS* 1 point

13.4. A bonus point can be earned as follows:

13.4.1. The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point.

13.4.2. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. However, if a side is bowled out before receiving its full overs entitlement its run rate shall be the runs scored divided by the full overs entitlement.

13.4.3. For the team batting second to gain a bonus point the victory must be achieved by the completion of no more than 80% of the number of balls available to the side batting second. i.e. in a 50 over (300 ball) match by the end of the 40th over (240 legal deliveries) or in a reduced overs match the total number of balls set the calculation above.

14. MATCH RESULTS

14.1. Captains and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

15. PLAYER OF THE YEAR

15.1. Matches shall not count and votes shall not be allowed for the purposes of the Player of the Year award unless at least one innings has been completed or a minimum of thirty overs have been bowled.

Two Day Matches

1. DURATION

- 1.1. All two day games in the Premier A and A grade divisions (hereon in called A Grade) shall consist of a minimum of 85 overs per day.
- 1.2. Session times (unless otherwise approved): 11.30 am – 2.15pm 2.45pm – 5.30pm

2. EARLY INTERVAL:

- 2.1. When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately where:
 - 2.1.1. An innings ends
 - 2.1.2. The teams have cause to leave the field for any reason

3. DEFERMENT OF INTERVAL: LOSS OF PLAY PRIOR TO TEA

- 3.1. If play has been suspended for 30 minutes or more prior to the scheduled tea interval, and provided that entire session has not been lost, the tea interval shall be delayed by 30 minutes.

4. CESSATION OF PLAY

- 4.1. Play on each day shall cease at 5.30pm unless interrupted by adverse conditions, where the minimum number of overs have been completed for the day.
- 4.2. In the case of adverse conditions play may be extended by the amount of time lost up to a maximum of 30 minutes.
- 4.3. If an interruption occurs or continues after 5.30pm then play shall not be resumed for that day.
- 4.4. Captains may agree to end a match on the second day if a first innings result has been achieved.

5. ORDINARY CONDITIONS

- 5.1. Two day matches in A grade competitions shall be played under ordinary conditions, meaning the match is played out with no division of time or overs, but with a requirement for a minimum number of overs to be completed.

6. MINIMUM OVERS REQUIREMENT

- 6.1. On day one, where there has been no loss of playing time or change of innings, play shall end at the cessation time where a minimum of 85 overs has been completed.
- 6.2. If the minimum overs have not been completed at 5.30pm, play shall continue until this is achieved.
- 6.3. On day two, the minimum number of overs will be equal to the number of overs completed on day one or 85 overs, whichever is greater.
- 6.4. Where an over is partially completed at the end of day one, it is not to be included in the over count for day one. This over will be completed on day two, and is not to be included in the over count for day two.

7. INTERRUPTIONS TO PLAY

- 7.1. Where the match is commenced and the total time lost to interruptions in the day is 30 minutes or less the match shall be played until the required number of overs have been bowled.
- 7.2. Where a match is commenced and the total time lost to interruptions in the day is more than 30 minutes then the minimum numbers of overs shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs	Time lost	Overs
1-4	1	76-79	21	151-154	41	226-229	61
5-8	2	80-83	22	155-158	42	230-233	62
9-12	3	84-87	23	159-162	43	234-237	63
13-15	4	88-90	24	163-165	44	238-240	64
16-19	5	91-94	25	166-169	45	241-244	65
20-23	6	95-98	26	170-173	46	245-248	66
24-27	7	99-102	27	174-177	47	249-252	67
28-30	8	103-105	28	178-180	48	253-255	68
31-34	9	106-109	29	181-184	49	256-259	69
35-38	10	110-113	30	185-188	50	260-263	70
39-42	11	114-117	31	189-192	51	264-267	71
43-45	12	118-120	32	193-195	52	268-270	72
46-49	13	121-124	33	196-199	53	271-274	73
50-53	14	125-128	34	200-203	54	275-278	74
54-57	15	129-132	35	204-207	55	279-282	75
58-60	16	133-135	36	208-210	56	283-285	76
61-64	17	136-139	37	211-214	57	286-289	77
65-68	18	140-143	38	215-218	58	290-293	78
69-72	19	144-147	39	219-222	59	294-297	79
73-75	20	148-150	40	223-225	60	298-300	80

8. THE FOLLOW ON

8.1. The team that bats first can enforce the follow on where they lead by 100 runs or more after the first innings of the team batting second is concluded. However, where the first day of play in a two day match is abandoned, the team batting first may enforce the follow on where they lead by 75 runs or more after the first innings of the team batting second is concluded.

9. DECLARATION OF INNINGS

9.1. An innings may be declared closed by the captain at any time except in the circumstances which would result in the immediate cessation of the day's play.

9.2. A declaration prior to the commencement of the day's play or during an adjournment should be:

9.2.1. At least 10 minutes prior to the scheduled start or resumption of play, or

9.2.2. In sufficient time to allow the pitch to be rolled for seven minutes if the declaration occurs during an unscheduled break in play.

10. COMPULSORY CLOSURE

10.1. The first innings of the team batting first may extend into day two where they are not dismissed at the end of day one.

10.2. Where there has been no loss of time on day one the team batting first may continue to bat on for a maximum of ten overs on day two.

10.3. Where there has been time lost on day one, the team batting first may bat on for the number of overs lost plus an additional ten overs.

11. COMPLETION OF THE FINAL OVER

11.1. An over shall be started if the scheduled or adjusted time for the end of the day's play has not been reached and shall be completed unless weather or light conditions prevent it.

12. RESULTS OF MATCHES

12.1. Win outright

- 12.1.1. The team scoring an aggregate of runs in excess of the total runs made by the opposing team in its two completed innings shall be an outright winner.
- 12.2. Tie outright
 - 12.2.1. If each team has two completed innings and the aggregate scores are equal the result shall be an outright tie
- 12.3. First Innings result
 - 12.3.1. Whether a team gains a further points result or not it shall be entitled to points for:
 - 12.3.1.1. A first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposition team.
 - 12.3.1.2. A first innings tie if its completed first innings score is equal to the completed first innings score of the opposition team.
- 12.4. Drawn match
 - 12.4.1. If the team batting second has not completed its first innings, and its score is equal to or less than the score of the opposition team the result shall be a draw.
 - 12.4.2. If the second innings of the team batting last remains uncompleted, a points result shall be determined as above in "First Innings result".

13. CANCELLATION OF FIRST DAY'S PLAY

- 13.1. If no play is possible on the first day of a two day match in all matches scheduled for that grade, then on day two the matches will be played as one day matches under the One Day Playing Conditions.
- 13.2. In the event of a significant interruption to play on the first day of a two day match, the CLV Board shall determine the conditions under which play shall proceed on the second day based on the following principles:
 - 13.2.1. If a points result is obtained by any teams in a particular grade on the first day then all matches in that grade will continue under ordinary conditions on the second day
 - 13.2.2. If no points result has been obtained in a particular A Grade division on the first day, and in three or more matches, fewer than 30 completed overs have been bowled. Then for that division the round will be re-scheduled as a One-Day matches under the One Day Playing Conditions. Otherwise the matches in that grade will continue on the second day as matches under ordinary conditions.
 - 13.2.3. By Law 13.2.2 will not apply if at least one match in that particular grade has one (1) completed innings or reaches the minimum 85 completed overs. By Law 13.2.3 will become null and void if that match is played on a synthetic wicket.
 - 13.2.4. If a match is rescheduled as a One-Day match all individual and team statistics achieved on the first day will become invalid.

14. PLAYING ATTIRE

- 14.1. For all A grade two day matches, players are required to wear white or cream coloured clothing.
- 14.2. All batting pads must be predominately white, coloured batting pads are not allowed.

15. MATCH BALL

- 15.1. Only cricket balls approved the CLV Board of Management shall be used for two day matches in A grade competition matches. The ball type will be determined prior to the season and advised to all clubs. Refer to CLV By Law 8.

15.2. In a match of more than one day's duration, the captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

16. PREMIERSHIP POINTS

16.1.	Outright win – lead on first innings	10 points
16.2.	Forfeit	10 points
16.3.	Outright win – tie on first innings	8 points
16.4.	Outright win – trail on first innings	6 points
16.5.	First innings win	6 points
16.6.	Outright tie	5 points
16.7.	Outright loss after leading on first innings	4 points
16.8.	First innings tie – no further result	3 points
16.9.	Draw on first innings	3 points
16.10.	Outright loss after tie on first innings	2 points

17. MATCH RESULTS

- 17.1.** Captains and umpires are responsible for the verification and accuracy of scores.
- 17.2.** Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

18. PLAYER OF THE YEAR

- 18.1.** Matches shall not count and votes shall not be allowed for the purposes of the Player of the Year award unless at least one innings has been completed or a minimum of thirty overs have been bowled.

Semi-Final Matches

1. MATCH DURATION

- 1.1. All semi-final games A grade divisions shall consist of a minimum of 85 overs per day.
- 1.2. Session times (unless otherwise approved): 11:30am – 2.15pm 2.45pm – 5.30pm

2. EARLY INTERVAL

- 2.1. When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately where:
 - 2.1.1. An innings ends
 - 2.1.2. The teams have cause to leave the field for any reason

3. DEFERMENT OF INTERVAL (LOSS OF PLAY PRIOR TO TEA)

- 3.1. If play has been suspended for 30 minutes or more prior to the scheduled tea interval, and provided that entire session has not been lost, the tea interval shall be delayed by 30 minutes.

4. CESSATION OF PLAY

- 4.1. Play on each day shall cease at 5.30pm unless interrupted by adverse conditions, where the minimum number of overs have been completed for the day.
- 4.2. In the case of adverse conditions play may be extended by the amount of time lost up to a maximum of 30 minutes.
- 4.3. If an interruption occurs or continues after 5.30pm then play shall not be resumed for that day.
- 4.4. Captains may agree to end a match on the second day at the tea interval or any time thereafter if a first innings result has been achieved.

5. ORDINARY CONDITIONS

- 5.1. Semi-final matches in A grade competitions shall be played under ordinary conditions, meaning the match is played out with no division of time or overs, but with a requirement for a minimum number of overs to be completed.
- 5.2. The first innings of the team batting first may extend into day two where they are not dismissed at the end of day one.
- 5.3. Where there has been no loss of time on day one the team batting first may continue to bat on for a maximum of ten (10) overs on day two.
- 5.4. Where there has been time lost on day one, the team batting first may bat on for the number of overs lost plus an additional ten overs.

6. MINIMUM OVERS REQUIREMENT

- 6.1. On day one, where there has been no loss of playing time or change of innings, play shall end at the cessation time where a minimum of 85 overs has been completed.
- 6.2. If the minimum overs have not been completed at 5.30pm, play shall continue until this is achieved.
- 6.3. On day two, the minimum number of overs will be equal to the number of overs completed on day one or 85 overs, whichever is greater.
- 6.4. Where an over is partially completed at the end of day one, it is not to be included in the over count for day one. This over will be completed on day two, and is not to be included in the over count for day two.

7. DELAYED START

- 7.1. If a match is delayed in starting by 30 minutes or less then the required number of overs to be bowled is not changed.

- 7.2. The scheduled finish time may be extended a period equal to the delay in starting the match.
- 7.3. Playing time may be extended by up to 30 minutes where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time.
- 7.4. Tea breaks and finish times will need to be adjusted in accordance with delayed start time. The scheduled finish time must be no later than 6.00pm.

8. INTERRUPTIONS TO PLAY

- 8.1. Interruptions are time lost after the match has commenced or deemed to have commenced.
- 8.2. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.
- 8.3. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:
 - 8.3.1. The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.
 - 8.3.2. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.
- 8.4. There are no reserve days scheduled for A Premier and A grade semi-final matches.

9. ABANDONED, DRAWN or TIED GAME

- 9.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.
- 9.2. In the event of an abandoned, drawn or tied match, the higher placed team on the ladder at the end of the home and away season shall advance to the Grand Final.

Grand Final Match

1. MATCH DURATION

- 1.1. Grand final games in A grade divisions shall consist of a minimum of 100 overs per day.
- 1.2. Session times (unless otherwise approved):
11.00am – 1.00pm 1.30pm – 3.30pm 3.50pm – 5.50pm

2. EARLY INTERVAL

- 2.1. When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately where:
 - 2.1.1. An innings ends
 - 2.1.2. The teams have cause to leave the field for any reason

3. DEFERMENT OF INTERVAL: LOSS OF PLAY PRIOR TO TEA

- 3.1. If play has been suspended for 30 minutes or more prior to the scheduled tea interval, and provided that entire session has not been lost, the tea interval shall be delayed by 30 minutes.

4. CESSATION OF PLAY

- 4.1. Play on each day shall cease at 5.50pm unless interrupted by adverse conditions, where the minimum number of overs have been completed for the day.
- 4.2. In the case of adverse conditions play may be extended by the amount of time lost as conditions permit.
- 4.3. If an interruption occurs or continues after 5.50pm then play shall not be resumed for that day.

5. DELAYED START

- 5.1. If the match cannot commence by 3.50pm on the first scheduled day it shall commence on the next reserve day or on other days scheduled for the completion of the Grand Final.
- 5.2. If the innings of the team batting second is not completed by the scheduled finish time for play to cease on any day and a decision has not been reached, play may continue beyond the scheduled finish time.
- 5.3. The decision to continue while conditions permit is at the discretion of the umpires. If the match is not completed in the extra time allowed, it shall be continued on the next scheduled day.

6. ORDINARY CONDITIONS

- 6.1. Two day matches in A grade competitions shall be played under ordinary conditions, meaning the match is played out with no division of time or overs, but with a requirement for a minimum number of overs to be completed.

7. MINIMUM OVERS REQUIREMENT

- 7.1. On any day of the grand final, where there has been no loss of playing time, play shall end at the cessation time where a minimum of 100 overs has been completed.
- 7.2. If the minimum overs have not been completed at 5.50pm, play shall continue until this is achieved where conditions permit.
- 7.3. Where an over is partially completed at the end of day one, it is not to be included in the over count for that day. This over will be completed on the next day and is not to be included in the over count for the that day.

8. INTERRUPTIONS

- 8.1. Where play has commenced on a day and the total time lost to interruptions in the day is 30 minutes or less play shall continue until the required number of overs have been bowled.
- 8.2. Where play has commenced on a day and the total time lost to interruptions in the day is 30 minutes or less play shall continue until the required number of overs have been bowled.
- 8.3. Where play is commenced on a day, and the total time lost to interruptions in the day is more than 30 minutes then the minimum numbers of overs shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs	Time lost	Overs	Time lost	Overs
1-4	1	73-76	21	145-148	41	217-220	61	289-292	81
5-7	2	77-79	22	149-151	42	221-223	62	293-295	82
8-11	3	80-83	23	152-155	43	224-227	63	296-299	83
12-14	4	84-86	24	156-158	44	228-230	64	300-302	84
15-18	5	87-90	25	159-162	45	231-234	65	303-306	85
19-22	6	91-94	26	163-166	46	235-238	66	307-310	86
23-25	7	95-97	27	167-169	47	239-241	67	311-313	87
26-29	8	98-101	28	170-173	48	242-245	68	314-317	88
30-32	9	102-104	29	174-176	49	246-248	69	318-320	89
33-36	10	105-108	30	177-180	50	249-252	70	321-324	90
37-40	11	109-112	31	181-184	51	253-256	71	325-328	91
39-43	12	113-115	32	185-187	52	257-259	72	329-331	92
44-47	13	116-119	33	188-191	53	260-263	73	332-335	93
48-50	14	120-122	34	192-194	54	264-266	74	336-338	94
51-54	15	123-126	35	195-198	55	267-270	75	339-342	95
55-58	16	127-130	36	199-202	56	271-274	76	343-346	96
59-61	17	131-133	37	203-205	57	275-277	77	347-349	97
62-65	18	134-137	38	206-209	58	278-281	78	350-353	98
66-68	19	138-140	39	210-212	59	282-284	79	354-356	99
69-72	20	141-144	40	213-216	60	285-288	80	357-360	100

- 8.4. Playing times may be extended, and scheduled sessions extended and/or amended to make up for lost playing time
- 8.5. Play on Day 1 may be extended until 7:00pm, or until such time as 100 overs are completed, whichever is the earlier once the scheduled finish time has passed, should conditions allow.
- 8.6. Play on Day 2 may commence at 10:00am to make up for lost time on Day 1. Scheduled session times will be amended by the officiating umpires accordingly.
- 8.7. Play on Day 2 will be extended until such time as a first innings result is achieved, should conditions allow.

9. THE FOLLOW ON

- 9.1. The team that bats first can enforce the follow on where they lead by 100 runs or more after the first innings of the team batting second is concluded.

10. DECLARATION OF THE INNINGS

- 10.1. An innings may be declared closed by the captain at any time except in the circumstances which would result in the immediate cessation of the day's play.

- 10.2.** A declaration prior to the commencement of the day's play or during an adjournment should be:
- 10.2.1.** At least 10 minutes prior to the scheduled start or resumption of play, or
 - 10.2.2.** In sufficient time to allow the pitch to be rolled for seven (7) minutes, if the declaration occurs during an unscheduled break in play.

11. BATTING INNINGS

Team Batting First

- 11.1.** The first innings of the team batting first continues until they are dismissed or declare.

Team Batting Second

- 11.2.** The first innings of the team batting second may extend into the reserve days where they are not dismissed at the end of day two and a result has not been achieved.

12. RESERVE DAYS

- 12.1.** Two reserve days will be assigned for the completion of the Grand Final games in Premier A & A Grade divisions.
- 12.2.** Reserve days will only be used where a first innings result has not been achieved at the end of the second day scheduled for play.
- 12.3.** Play on the reserve days will only continue until a first innings result is achieved as stated below in "First Innings Result". This also includes where the first innings result is a tie.

13. RESULT OF MATCHES

13.1. Win Outright

- 13.1.1.** The team scoring an aggregate of runs in excess of the total runs made by the opposing team in its two completed innings shall be an outright winner.

13.2. Tie Outright

- 13.2.1.** If each team has two completed innings and the aggregate scores are equal the result shall be an outright tie.

13.3. First Innings Result

- 13.3.1.** Win – If the teams completed or uncompleted first innings score exceeds the completed first innings score of the opposition team.
- 13.3.2.** Tie – If the teams completed first innings score is equal to the completed first innings score of the opposition team.

13.4. Drawn Match

- 13.4.1.** If the team batting second has not completed its first innings, and its score is equal to or less than the score of the opposition team after all reserve days are used, then the result shall be a draw. The team finishing the home and away season highest on the ladder will be declared the winner.
- 13.4.2.** If the second innings of the team batting last remains uncompleted, a points result shall be determined as above in "First Innings result".

14. ABANDONED, DRAWN or TIED GAME

- 14.1.** In the event of an abandoned or drawn match, or where the match is tied after the first innings and an outright result is not achieved, the higher placed team on the ladder at the end of the home
- 14.2.** In the event of an outright tie, the team that achieved the first innings win shall be declared the Premier.
- 14.3.** In the event of an outright tie, where the first innings result was also a tie, the higher placed team on the ladder at the end of the home and away season shall be declared the Premier.

GUIDE TO PITCH MARKINGS AND WIDE BALL INTERPRETATION IN ONE DAY and 20/20 MATCHES.

