

SECTION IV

PREMIER B, B, PREMIER C & C GRADE PLAYING CONDITIONS

Two Day Matches (Premier B Grade only)

1. DURATION

- 1.1. All two day games in the Premier B Grade divisions 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 at the tea interval or any time thereafter if a first innings result has been achieved.

5. ORDINARY CONDITIONS

- 5.1. Two day matches in Premier B 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 grade on the first day and in two or more matches, fewer than 30 completed overs have been bowled, then for that grade the round will be re-scheduled as a One-Day match 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 Premier B grade two day matches, players are required to wear full coloured clothing (shirts and pants).

15. MATCH BALL

- 15.1. Only cricket balls approved the CLV Board of Management shall be used for two day matches in Premier B 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.

One Day Matches

1. DURATION

- 1.1. All games in Premier B and B grade (hereby referred to as B Grade) shall be one day matches consisting of 45 overs per innings.
- 1.2. All games in Premier C and C grade (hereby referred to as C Grade) shall be one day matches consisting of 40 overs per innings.
- 1.3. All one day matches will be one innings per team.
- 1.4. Session times (unless otherwise approved):
 - 1.4.1. B Grade 11.30am – 2.15pm 2.35pm - 5.20pm
 - 1.4.2. C Grade 11.30am – 2.00pm 2.20pm - 4.50pm
- 1.5. 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.
- 1.6. 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.
- 1.7. The innings of both teams, if not previously completed shall be compulsorily closed at the completion of the 45th over (B Grade) or 40th over (C Grade), unless the numbers of overs has been reduced due to a delayed start (see rule 7)

2. DELAYED START

- 2.1. If a match is delayed in starting by 30 minutes or less then the required number of overs to be bowled is not changed. The scheduled finish time may be extended a period equal to the delay in starting the match.
- 2.2. If the match is delayed in starting by more than 30 minutes then the number of overs required to be bowled in each innings shall be reduced according to the total time lost as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
31-38	1	103-110	10	175-182	19
39-46	2	111-118	11	183-190	20
47-54	3	119-126	12	161-168	21*
55-62	4	127-134	13	169-176	22*
63-70	5	135-142	14	177-184	23*
71-78	6	143-150	15	185-192	24*
79-86	7	151-158	16	223-230	25*
87-94	8	159-166	17		
95-102	9	167-174	18		

**Applies to B Grade only.*

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

3. INTERRUPTIONS TO PLAY

- 3.1. Where the match is 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 is 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. The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.
 - 3.2.2. 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 time (or adjusted finish time) provided 16 overs have been bowled in the last hour.
 - 3.2.3. Where a match is interrupted within 30 minutes of the tea break, the umpire may take the tea break at that time to maximise playing time.

4. BOWLING LIMITS

4.1 LIMIT PER BOWLER

4.1.1 A bowler shall not deliver more than one-fifth of the maximum over permitted in By Law 2.2 for delayed start or one-fifth of the number as reduced in By Law 3 for adverse conditions. 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.

5. FIELDING RESTRICTIONS

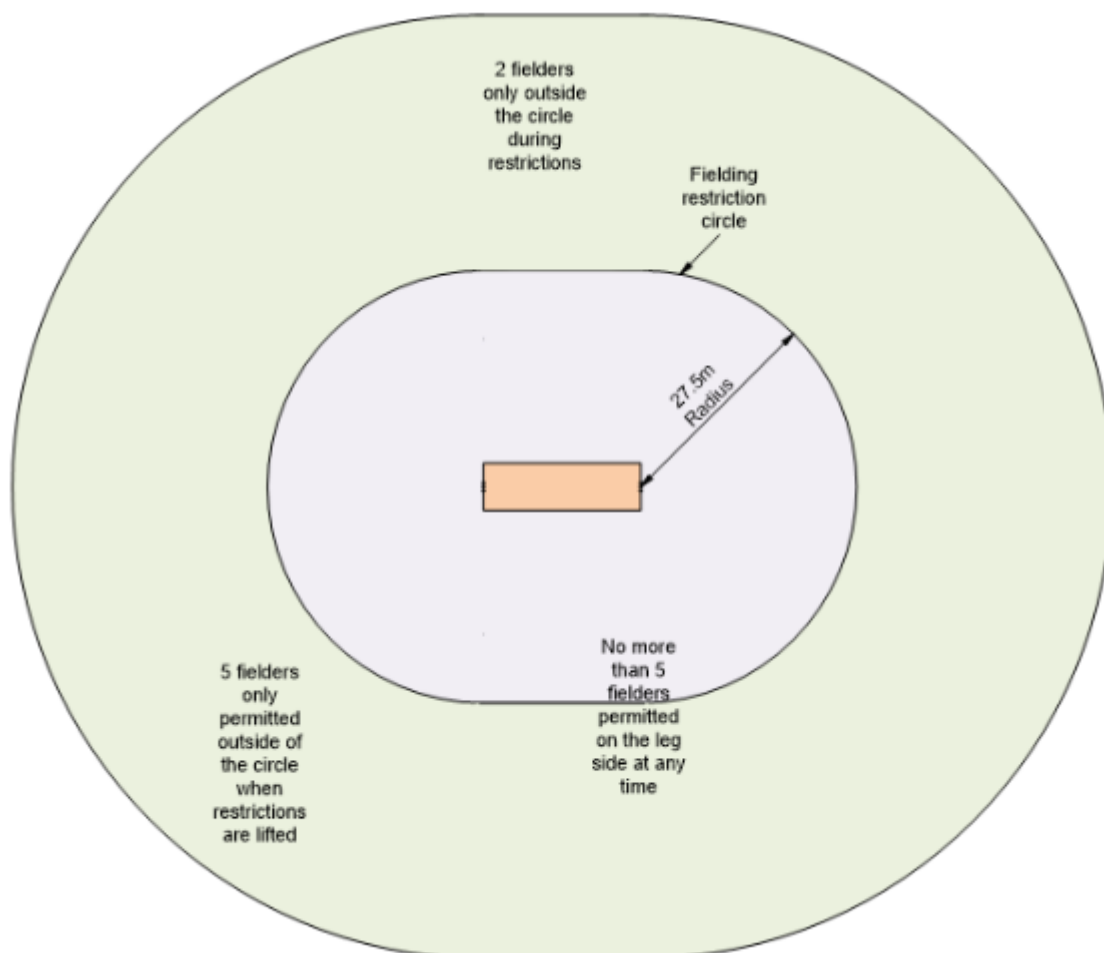
5.1. Fielding restrictions shall apply in B grade one day games as follows:

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 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.

5.3. FIELDING RESTRICTIONS – INTERRUPTED MATCH

5.3.1. In circumstances where the number of overs of the batting team is reduced, the fielding restriction overs shall be reduced to one-fifth of the total maximum overs, rounded to the nearest whole number.

5.4. At the instant of delivery, there must not be more than five fieldsmen on the leg side.

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

5.6. Fielding restrictions do not apply in C grade games, with the exception of rule 5.4

6. FREE HIT AFTER NO BALL

6.1. Free hits shall apply in B grade one day games as follows:

6.1.1. Free hit shall apply in one day games to all no balls

6.1.2. 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.

6.1.3. 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.

6.1.4. 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.

6.1.5. Free hits do not apply in C grade games.

7. NON PITCHING DELIVERIES

7.1. Any delivery which passes, or would have passed above the waist of the batter standing upright at the popping crease, is an unfair delivery and will be called and signalled as a no ball, refer to MCC by law 41.7

7.2. The subsequent delivery is a free hit B grade, but not C grade.

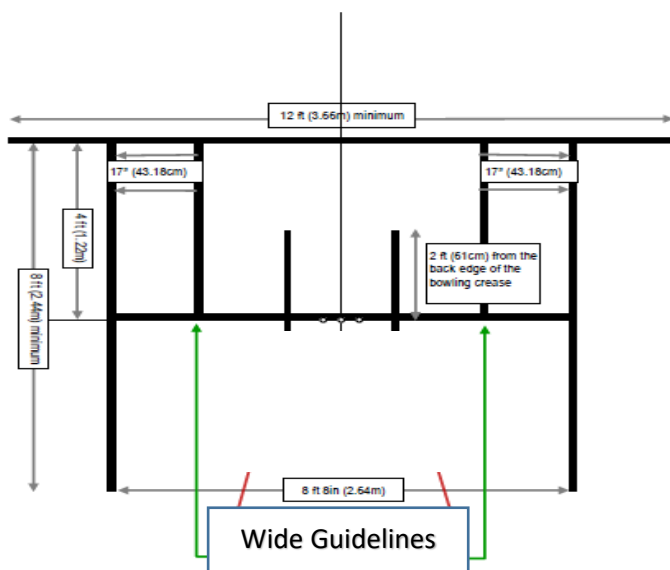
8. WIDES

8.1. Please see the diagram (7.4) and explanation in (7.3) of these Playing Conditions regarding the interpretation of wides in one day matches. Umpires are instructed to apply a 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.

8.2. Any ball which passes outside the wide lines (as in the diagram below) will be considered to be a wide, and will be called as such. If no wide lines are present, the umpires & captains (or just captains if no umpires are present) will confer prior to the toss and will reach an agreement on the standards for calling wides.

8.3. The wide guidelines will be used in all B & C grade matches, and will apply to both the leg and off side.

8.4. The home team will be responsible for ensuring the wide guidelines are marked on the pitch (both turf and synthetic) as per the attached diagram. Umpires and/or captains are to report to the CLV secretary any pitches which aren't marked correctly. First instance is a warning, subsequent occasions can be penalised as per CLV By-Law 36 (section II).



9. COLOURED SHIRTS

- 9.1. In B Grade division matches, teams must wear approved coloured clothing (tops and pants), all players must be wearing the same style and colour.
- 9.2. In C Grade division matches, teams must wear approved coloured tops. Teams have the option of wearing either coloured or white / cream pants, but all players must be in the same style and colour.

10. MATCH BALL

- 10.1. Only cricket balls approved the CLV Board of Management shall be used. Please refer to CLV By-Law 8.

11. DESIGNATED BATSMEN/BOWLERS

- 11.1. 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.
- 11.2. 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.

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 achieved.

13. PREMIERSHIP POINTS

- 13.1. First innings win 4 points
- 13.2. Drawn, tied or abandoned games 2 points

14. MATCH RESULTS

- 14.1. Captains, coaches 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.

Semi-Final Matches

1. MATCH DURATION

- 1.1. All semi-final games in B grade shall be one day matches consisting of 45 overs per innings.
- 1.2. All semi-final games in C grade shall be one day matches consisting of 40 overs per innings.
- 1.3. All one day matches will be one innings per side.
- 1.4. Session times (unless otherwise approved):

B grade	11.30am – 2.15pm	2.35pm - 5.20pm
C grade	11.30am – 2.00pm	2.20pm - 5.00pm
- 1.5. 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.
- 1.6. 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.
- 1.7. The innings of both teams, if not previously completed shall be compulsorily closed at the completion of the 45th over (B Grade) or 40th over (C Grade), unless the numbers of overs has been reduced due to a delayed start (see rule 7)

2. DELAYED START

- 2.1. If a match is delayed in starting by 30 minutes or less then the required number of overs to be bowled is not changed. The scheduled finish time may be extended a period equal to the delay in starting the match.
- 2.2. If the match is delayed in starting by more than 30 minutes then the number of overs required to be bowled in each innings shall be reduced according to the total time lost as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
31-38	1	71-78	6	111-118	11
39-46	2	79-86	7	119-126	12
47-54	3	87-94	8	127-134	13
55-62	4	95-102	9	135-142	14
63-70	5	103-110	10	143-150	15

- 2.3. 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. 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 6.20pm in B grade, or 5.50pm in C grade.
- 2.4. Where play has not commenced within 150 minutes of the scheduled start time, it will be considered that the match has officially commenced at this time.

3. BOWLING LIMITS

- 3.1. In all one day matches a player is permitted up to 1/5th of the maximum number of overs in the innings. If the innings is reduced due to a delayed start (see rule 6) the bowling restriction is 1/5th of the reduced over limit. Where a fraction results then the number is raised to the next whole number (e.g. In a 42 over game, 1/5th = 8.4. The next whole number is 9).

4. INTERRUPTIONS TO PLAY

- 4.1. Interruptions are time lost after the match has commenced or deemed to have commenced.
- 4.2. 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.

4.3. 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:

4.3.1. The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.

4.3.2. 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.

5. ABANDONED, DRAWN OR TIED GAME

5.1. 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.

5.2. 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 Matches

1. MATCH DURATION

- 1.1. Grand final games in B grade shall be one day matches consisting of 45 overs per innings.
- 1.2. Grand final games in C grade shall be one day matches consisting of 40 overs per innings.
- 1.3. All one day matches will be one innings per side.
- 1.4. Session Times (unless otherwise approved):

B grade	11.30am – 2.15pm	2.35pm - 5.20pm
C grade	11.30am – 2.00pm	2.20pm - 5.00pm
- 1.5. 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.
- 1.6. 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.
- 1.7. The innings of both teams, if not previously completed shall be compulsorily closed at the completion of the 45th over (Second grade) or 40th over (Third grade), unless the numbers of overs has been reduced due to a delayed start (see rule 7)

2. BOWLING LIMITS

- 2.1. In all one day matches a player is permitted up to $1/5^{\text{th}}$ of the maximum number of overs in the innings. If the innings is reduced due to a delayed start (see rule 6) the bowling restriction is $1/5^{\text{th}}$ of the reduced over limit. Where a fraction results then the number is raised to the next whole number (e.g. In a 42 over game, $1/5^{\text{th}} = 8.4$. The next whole number is 9).

3. DELAYED START

- 3.1. If the match cannot commence before 3.00pm on the first scheduled day it shall be played on the next reserve day or on other days scheduled for the completion of the Grand Final.
- 3.2. 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.
- 3.3. 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.

4. ABANDONED, DRAWN OR TIED GAME

- 4.1. 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.
- 4.2. In the event of an abandoned, drawn or tied match after the reserve days are used, the higher placed team on the ladder at the end of the home and away season shall be declared the Premier.