

EASTERN GOLDFIELDS CRICKET ASSOCIATION

PLAYING CONDITIONS

Updated 14 SEP 2011

Refer to Big Bash for Twenty/20

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1. THE LAWS OF CRICKET AS RECOGNISED BY CRICKET AUSTRALIA (CA) AND THE WEST AUSTRALIAN CRICKET ASSOCIATION (WACA) MATCH RULES WILL APPLY TO MATCHES PLAYED UNDER THE CONTROL OF THE EASTERN GOLDFIELDS CRICKET ASSOCIATION (EGCA), UNLESS SPECIFIED BELOW. THE ORDER OF RECEDENCE SHALL BE:-

1. EGCA playing conditions
2. WACA match rules
3. Laws of cricket as recognized by Cricket Australia
4. Laws of cricket Marylebone Cricket Club (MCC)

1.1 TEAM LISTS

Team captains must submit team lists to the umpires fifteen (15) minutes prior to the start of all games including 50 and 60 over games and Grand Finals.

Provision is for teams to name twelve (12) players of which 11 can bat. All twelve (12) players can bowl as required. The twelve (12th) man who starts off the field at the start of the innings can bowl immediately upon entry to the field, those that then subsequently leave the field cannot bowl again until they have returned to the field for the same number of overs they were off. The Captain must inform umpires prior to any interchanging of players.

2. HOURS OF PLAY

2.1 50 Over Matches (10.30am start)

Morning Session	10.30am to 1.45pm
Lunch	1.45pm to 2.15pm
Afternoon Session	2.15pm to 5.30pm

2.2 50 Over Matches (9.30am start)

Morning Session	9.30am to 12.45pm
Lunch	12.45pm to 1.15pm
Afternoon Session	1.15pm to 4.30pm

2.3 60 Over Matches (9.30am start)

Morning Session	9.30am to 1.10pm
Lunch	1.10pm to 1.40pm
Afternoon Sessions	1.40pm to 5.20pm

2.4 Night Games

As determined by the Commission from time to time

2.5 Grand Finals

First Session	10.00am to 12.00 noon
Lunch	12.00 noon to 12.40pm
Second Session	12.40pm to 2.40pm
Tea	2.40pm to 3.00pm
Third Session	3.00pm to 5.00pm

3. CONDITIONS OF PLAY – 50 OVER MATCHES

3.1 Duration

Matches will consist of one innings per side, and each innings will be limited to fifty (50) six (6) ball overs. A minimum of twenty five (25) overs per team will have to be bowled for the match to count as completed (subject to the provisions of Clause 3.9.1)

3.2 THE BALL

- (a) Only a WACA approved 4-piece ball shall be used in all A grade matches.
- (b) Only a WACA approved or WACA cross out 4-piece ball shall be used in all B grade matches.
- (c) If a WACA approved cross out 4- piece ball is used, the side in question must have a back up ball that has been used for no less that 15 overs, that they can obtain in less than 3minutes.

3.3 Hours of Play, Intervals and Minimum Overs

3.3.1 Scheduled Start and Cessation Times

The scheduled hours of play will be as per clause 2.1 or 2.2. If there is a delayed start or one or more interruptions in play, the Umpires will determine the number of overs to be bowled and the revised times for intervals as specified below.

3.3.2 Sessions of Play and Interval between Innings

There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 30 minutes.

- (a) The innings of the team batting second shall not commence before the interval unless the team batting first has completed its innings at lease 45 minutes prior to the scheduled interval. In such circumstances, a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- (b) Where the innings of the side batting first is completed less than 45 minutes prior to the scheduled interval, the interval (of 30 minutes duration) will be taken immediately. The times for commencement and completion of the second session will be brought forward accordingly.
- (c) Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval.
In the event of time being lost up to and including 30 minutes in aggregate, the length of the interval shall be reduced accordingly to a minimum of 15 minutes.

3.3.3 Intervals for Drinks

Two drink intervals per innings shall be permitted, each 1 hour 5 minutes apart. The provisions of Law 16.6 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks (see also clause 6 – Drink Breaks). An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

- 3.3.4 The EGCA Commission at their discretion can play 50 over matches with 60 over rules, with bowlers permitted to bowl 18 overs only and restricted matches continue under 50 over rules (ie weather etc)

3.4 Length of Innings

3.4.1 Uninterrupted Matches (i.e. Matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled.
Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over. The interval shall not be extended and the second session shall commence at the scheduled time.
The Umpires may increase the number of overs to be bowled by the team bowling second if, they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings (e.g. lost balls, injuries etc)
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same numbers of overs bowled to the team batting first at the scheduled time for the interval.
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in (c) above.
- (e) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in (b), (c), or (d) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved. This team may also be subjected to a fine or lose of points at the commissions discretion.

3.5 Delayed or Interrupted Matches

3.5.1 General

- (a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.
A minimum of 25 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of Clause 3.9.1. below)
Except as provided for in Clause 3.4.2 below, the calculation of the number of overs lost shall be based on a rate of 1 over per full 3 minutes lost, after 30 minutes. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.
 - (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved. This team may also be subjected to a fine or lose of points at the commissions discretion.
 - (c) The team batting second shall no bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
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- (d) Fractions are to be ignored in all calculations regarding the number of overs.

3.5.2 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses (3.2.2 and 3.4.1 (a) if applicable)
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 3.3.1 (b) shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 3.3.1 (c) shall apply.
- (d) Should no play be possible before 1.00pm (or 7.00pm in the case of a night game), the match will be abandoned.

3.5.3 Delay or Interruption to the Innings of the Team Batting Second

When the innings of the team batting second has had to be reduced to less than 50 overs under the provisions of Clause 3.4.1 (a) any subsequent interruption to the innings of the team batting second will result in the overs being reduced at a rate of 1 over per full 3 minutes of time lost.

Refer to clause 3.9.3 for revised targets.

But for 25 overs refer to Clause 4.4.3 (a) & (b)

3.6 Restrictions on the placement of fielders

Note: these restrictions are applicable to A Grade matches only.

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30m. The ends of each semi-circle shall be joined to the other by a straight line down on the field on the same side of the pitch. The field restriction area should be demarcated by a continuous painted white line or 'dots' at five (5) metre intervals.

- (a) At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- (b) For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of the delivery.
- (c) For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- (d) In the first 15 overs there must be a minimum of two stationary fieldsmen within 15m of the striker at the instant of delivery. The two stationary fieldsmen may be permitted to stand deeper than 15m provided only that they are standing in slip, leg slip and gully positions.

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the above fielding restrictions shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re: the number of overs.

Number of overs for which restrictions above will apply:

25-26	- 7
27-29	- 8
30-33	- 9
34-36	- 10
37-39	- 11
40-43	- 12
44-46	- 13
47-49	- 14

Where the number of overs for the team batting second is reduced (including under the provisions of Clauses 3.3.1 (b) and/or 3.3.1 (c) above), the aim will be to maintain the above fielding restrictions for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal “No Ball”.

3.7 Number of Overs per Bowler

3.7.1 No bowler shall bowl more than 10 overs in an innings

3.7.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 3.3.1 (b) have been applied.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

3.7.3 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

3.8 No Ball

Short Pitched Bowling – if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal “No Ball”.

However in 50 over cricket one “short pitched” delivery per over is permitted.

The penalty shall be one run for the no ball, plus any runs scored from that delivery.

3.9 Wide Bowling – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside delivery which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the off side, a ball more than 1m wide of the middle stump should be considered wide unless the batsman has made the delivery playable by moving towards it. Any ball that travels past the outside of the leg stump only, and down the leg side of the batsman without touching anything shall be deemed a wide ball.

A penalty of one run for a wide shall be scored if no runs are made otherwise.

3.10 The Result – Limited Overs Matches

3.9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, (subject to the provisions of Clauses 3.3.1 (b) or 3.4.2 (b), unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches in which both teams have not had the opportunity of batting for a minimum of 25 overs (subject to the provisions of this clause) shall be declared ‘No Result’.

- 3.10.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced (other than through the application of 3.3.1 (b) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.
- 3.10.3 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 25 overs apply as per clause 3.9.1) the result is determined by taking the score of the last completed over of the team batting second and comparing that score with the score of the team batting first for the corresponding over. The team with the highest score at this comparison time wins.
Example: Team 'B' bats second and the game is abandoned after their 32nd over. They score 159 runs. Team 'A', which batted first, scored 160 runs at the completion of 32 overs. Team 'A' wins.
If both teams have scored the same number of runs at the corresponding over the match will be declared a draw.
- 3.10.4 If a match is abandoned before it has been played to a conclusion (subject to clause 3.4.2 (d) and before the team batting second has received its allotted number of overs (minimum 25 overs required to constitute a match unless the provisions of Clause 3.9.1 apply) then the match shall be declared 'No Result'.
- 3.10.5 If a match remains unfinished the winner will be the side which has scored the greatest number of runs in the equivalent completed over provided at least 25 overs have been bowled at the side batting second. In the case of the team batting first, the overs to be utilized in the assessment of its score to be computed on the same number of the completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it. If the team batting second has not received 25 overs and a result has not been achieved the match will be a draw.

CONDITIONS OF PLAY – 60 OVER MATCHES

4.1 Duration

- 4.1.1 Matches will consist of 60 overs maximum duration in the first innings.

4.2 Hours of Play, intervals and minimum overs in the day

4.2.1 Scheduled Start and Cessation Times

- (a) The scheduled hours of play will be as per clause 2.3.
- (b) Should more than 30 minutes be lost, close of play may be deferred by a maximum of 30 minutes, subject to fitness of ground, weather and light.

4.2.2 Sessions of Play and Interval between Innings

There will normally be three (3) sessions of play (refer clause 2.2 for times and intervals between innings)

Stumps will be drawn after each team has had the opportunity of receiving 60 overs provided that, should the team batting first declare or be dismissed before the required number of overs have been bowled by their opponents, the team batting second shall be entitled to receive the maximum number of overs (60) before the completion of its innings. A further provision being that either or both teams may claim the balance of the number of overs scheduled (120) in a second innings to achieve an outright result.

Should an innings end within 10 minutes of the appointed time for the interval (subject to clauses 2.2 and 2.4.1, the Law 16.2 shall apply) the interval will be taken immediately.

4.2.3 Intervals for Drinks

Two drink intervals per innings shall be permitted, each 1 hour 15 minutes apart. The provisions of Law 16.6 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks (see also clause 6 – Drink Breaks)

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that now playing time is wasted. No other drinks shall be taken on to the field without the permission on the Umpires. *Any player taking drinks on the field shall be dressed in proper cricket attire.*

4.3 Length of Innings

4.3.1 Uninterrupted Matches (i.e. Matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 60 (six ball) overs unless all out earlier. A team shall be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over. The interval shall not be extended and the second session shall commence at the scheduled time (refer Clause 2.3)

The Umpires may increase the number of overs to be bowled by the team bowling second if, they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings (e.g. lost ball etc)

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval.
- (d) If the team batting first is dismissed (or declared it's innings closed) in less than 60 overs, the team batting second shall be entitled to bat for 60 overs except as provided for in (c) above.
- (e) If the team fielding second fails to bowl 60 overs or the number of overs as provided for in (b), (c) or (d) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved. This team may also be subjected to a fine or lose of points at the commissions discretion.

4.3.2 Follow on

If the team batting second has scored 100 runs less than the opposing side, the follow on may be enforced.

4.4 Delayed or Interrupted Matches

4.4.1 General

Except as provided for in below, the calculation of the number of overs lost shall be based on a rate of 1 over per full 3 minutes lost. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish later than 30 minutes after the original cessation time.

- (a) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled, a result achieved or the 30 minute provided for in clause 4.2.1 (b)
- (b) Fractions are to be ignored in all calculations regarding the number of overs.

4.4.2 Delay or Interruption to the Innings of the team batting first.

- (a) If the number of overs of the team batting first is reduced, a time will be specified for the completion of the first session, as calculated by applying the provisions of 4.2.1 (a)
- (b) Should the start be delayed by more than 60 minutes, the number of overs for the match shall be reduced by one for every full three minutes of play lost. The remaining overs shall be split equally between the two sides.
- (c) Should more than 180 minutes of playing time be lost, the match shall be abandoned.
- (d) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled, and 4.3.1 (b) shall apply.
- (e) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 4.3.1 (c) shall apply.

4.4.3 Delay or Interruption to the innings of the team batting second.

- (a) Where play is abandoned during the second innings a result will be declared providing the team batting second has faced thirty (30) overs or more. Where the team batting second has not received 30 or more overs the result will be a draw, and bonus points will count.
- (b) The result is determined by taking the score of the last completed over of the team batting second and comparing that score with the score of the team batting first for the corresponding over. The team with the highest score at the comparison time wins.
Example: Team 'B' bats second and the game is abandoned after their 32nd over. They score 159 runs. Team 'A', which batted first, scored 160 runs at the completion of 32 overs. Team 'A' wins.
If both teams have scored the same number of runs at the corresponding over the match will be declared a draw/tie.

4.5 Restrictions on the Placement of Fielders

At the instant of delivery, there may not be more than six fieldsmen on the leg side. In the event of an infringement of the above fielding restriction, the square leg umpire shall call and signal 'No Ball'.

4.6 Number of Overs per Bowler

All bowlers can only bowl a maximum of 18 overs in an innings of play.
In the event of a bowler breaking down and being unable to complete an over, another bowler shall deliver the remaining balls in that over.

4.7 No Ball

Short Pitched Bowling – umpires to apply intimidatory bowling guidelines as per Law 42 – Unfair Play
It is permitted for a bowler to bowl two (2) “bouncers” per over subject to Law 42 guidelines.

4.8 Wide Bowling – Judging a Wide

Normal interpretation of Law 25 will apply.
A penalty of one run for a wide shall be scored if no runs are made otherwise.

4.9 The Result

- 4.9.1 Matches decided on the first innings shall be won by the side scoring the greater number of runs, irrespective of the number of wickets lost by either side.
- 4.9.2 On completion of both teams first innings and provided that both captains agree that insufficient overs remain in the match to affect an outright result, stumps may be drawn.
- 4.9.3 Should play continue after the completion of one innings of each side and a result is not achieved on the second innings, the first innings result shall stand.

6. CONDITIONS OF PLAY – GRAND FINALS

Grand Final matches will be played over two consecutive days. A minimum of 100 overs is to be bowled on each day subject to fitness of ground, weather and light.
Hours of play will be as per clause 2.4

6.1 Hours of Play, Intervals and Minimum Overs in the Day.

- 6.1.1 Scheduled Start and Cessation Times
The scheduled hours of play will be as per clause 2.4. If there is a delayed start or one or more interruptions in play, the Umpires will reduce the number of overs by 1 over per 3.5 minutes lost (subject to clause 5.3.2)
 - 6.1.2 Sessions of Play and Intervals between Innings
There will normally be three sessions of play, each of 2 hours duration as laid down in clause 2.4.
 - 6.1.3 Intervals for Drinks
Once drink interval shall be permitted mid way through each session. The provisions of Law 16.6 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks (see also clause 6 – Drink Breaks)
An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be
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taken on to the field without the permission of the Umpires. *Any player taking drinks onto the field shall be dressed in proper cricket attire.*

6.2 Length of Innings

6.2.1 Uninterrupted Match (i.e. matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 100 overs unless all out earlier. A team may declare its innings closed.
- (b) In the event of the team batting first making a declaration, the team batting second will receive the remaining overs up to 100 in addition to their own 100 overs.
- (c) If both sides have completed an innings, the match shall continue at the request of either captain provided that not more than 200 overs are bowled.

6.3 Delayed or Interrupted Matches

Where the start is delayed, the remaining overs will be allocated such that each side will be entitled to receive the same number of overs.

6.3.1 Except as provided for in clause 5.3.2 below, the calculation of the number of overs lost shall be based on a rate of one (1) over per 3.5 minutes lost. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (a) Should it not be possible for play to commence prior to 2.00pm, then the clause 5.3.2 shall apply.

6.3.2 Should no play be possible of the first day:-

- (a) The fixture will be played under the format of the 60 over matches (clause 5) but subject to clause 5.2.1 (b), or Under 60 over format played over 50 overs should some of the fixture qualifying matches be played under this format at the discretion of the EGCA Commission
- (b) Should more than 60 minutes of play be lost on the second day, then the match will be abandoned.

6.4 New Ball

A new ball may be taken on the completion of the bowling of 80 overs.

6.5 The Result

- (a) The team scoring the greater number of runs on completion of the first innings shall win.
- (b) Should play continue after the completion of one innings of each side and a result is not achieved on the second innings, the first innings result shall stand.
- (c) In the result of a draw or a tie the team finishing on top of the premiership ladder at the end of the qualifying games will be declared the winner.

7. DRINK BREAKS

7.1 General provisions for Drink Breaks

- 7.1.1 In cases of extreme heat, additional drinks breaks may be arranged subject to agreement of both captains prior to the commencement of the match.
- 7.1.2 Drinks are not to be taken on the field
- 7.1.3 Drinks breaks shall be kept as short as possible since they form part of normal playing time.
- 7.1.4 If a wicket falls within 5 minutes of a scheduled drinks break, drinks will be taken on the fall of the wicket.
- 7.1.5 The umpires will be the final arbiters of when drinks are taken.

8. THE BALL

- 8.1.1 A WACA approved 4-piece ball shall be used in all matches
- 8.1.2 Each fielding team shall use a new ball at the commencement of its innings.
- 8.1.3 At the start of a second innings, a new or good used ball can be used at the discretion of the captain of the fielding side.

9. STANDING RESULTS

9.1 It is possible for a result to stand if:

- 9.1.1 A game has started and is either completed or in progress regardless of whether the other fixtured game starts or not or achieves a result or not.
 - 9.1.2 Association Cricketer of the Year votes for the completed match will stand regardless of the status of the other fixtured game.
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