

THE OVER 40'S ONE DAY COMPETITION

The Regulations governing Premier Cricket Competition Matches shall apply except where varied below.

1. DURATION OF MATCHES AND COMPOSITION OF TEAM

- 1.1 Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to thirty-five [35] overs. A minimum of twelve [12] overs per team shall constitute a match.
- 1.2 A team shall consist of twelve players.
Eleven fieldsmen only shall be on the field of play at any one time.
One player in each side shall not be permitted to bat.
Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted.

2. HOURS OF PLAY AND INTERVALS

2.1 Hours of Play

Match commences	12.00 noon
Interval	30 minutes [at the conclusion of the innings of the team batting first]
Match to be completed by	5.15pm

(For matches schedule to commence at 12.15pm, these times shall be correspondingly 15 minutes later).

2.2 Interval Between Innings:

The lunch interval is to be a maximum of thirty [30] minutes.
Where play is delayed or interrupted the umpires will reduce the length of the interval.

2.3 Intervals for Drinks

One [1] drinks breaks per session shall be permitted, after seventeen [17] overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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. LENGTH OF INNINGS

3.1 Uninterrupted Matches

- [a] Each team shall bat for thirty-five [35] overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- [b] If the team batting first is dismissed in less than thirty-five [35] overs, the team batting second shall be entitled to bat for thirty-five [35] overs.
- [c] If the team fielding second fails to bowl thirty-five [35] overs 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.

3.2 Delayed Or Interrupted Matches

3.2.1 General

- [a] The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. [Minimum 12 overs each team]
- [b] If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- [c] The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- [d] Under all circumstances, the field restrictions for the innings of the team batting second shall be the same as for the team batting first.
- [e] A team shall not be permitted to declare its innings closed.
- [f] Fractions are to be ignored in all calculations re number of overs.

3.2.2 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 Playing Conditions 2.2 and 3.2.1 [a].
- [b] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

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

- [a] If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of four [4] minutes per over, for time lost.
- [b] Under all circumstances, the field restrictions for the team batting second shall be the same as for the team batting first.
- [c] If, due to suspension of play after the start of the match, the number of overs in the innings of the team batting second has to be revised to a lesser number than originally allotted (minimum 12 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. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the the Duckworth/Lewis Calculator on the MyCricket Live Score app

4. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

- [a] Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards [27.5m]. The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- [b] The field restriction area should be marked by continuous painted white lines or 'dots' at five yard [4.5m] intervals, each 'dot' to be covered by a white plastic or rubber [but not metal] disc measuring seven inches [18 cm] in diameter.
- [c] At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- [d] For the whole match five [5] fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- [e] In the event of an infringement, the square leg umpire shall call and signal No Ball.

5. NUMBER OF OVERS PER BOWLER

- [a] Five [5] bowlers to bowl a maximum of seven [7] overs.
- [b] 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 Playing Condition 3.1 (b) have been applied.
- [c] Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- [d] In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. NO BALL

- [a] A bowler shall be allowed to bowl one short pitched delivery per over [not being a Wide].
- [b] A fast short pitched delivery is defined as a ball which passes or would have passed above shoulder height of the batter standing upright at the crease.
- [c] In the event of the bowler bowling more than one fast short pitched delivery in an over, either umpire shall call and signal No Ball.
- [d] The above regulation is not a substitute for Law 41.7 (Deliberate bowling of high full pitched balls) which umpires may apply at any time.

NOTE: The provision of one allowable fast short pitched delivery per over shall be superseded by the provisions of Playing Condition 7 – Wide bowling.

- [e] A penalty of one run for a No Ball shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

7. WIDE BOWLING - JUDGING A WIDE

- [a] Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling Wide of the wicket.
- [b] Any off side or leg side delivery, which in the opinion of the umpire does not give the batter a reasonable opportunity to score, shall be called a Wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a Wide.
- [c] The above provisions do not apply if the striker makes contact with the ball.
- [d] A penalty of one [1] run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.
- [e] All runs which are run or result from a Wide ball which is not a No-Ball shall be scored as Wides.

8. BATTING RESTRICTIONS

- [a] Batter shall be required to retire after the ball on which they reach 50 runs.
- [b] Any batter that retires due to reaching 50 runs may resume their innings after all other batter in the team have been dismissed.
- [c] If more than one batter is forced to retire due to reaching 50 runs, any of the retired batter may resume their innings after all other batter in the team have been dismissed.
- [d] If a batter reaches 50 runs after all other batter have been dismissed or been forced to retire due to reaching 50 runs, then that batter may continue their innings.

9. THE RESULT

- 9.1** A result can be achieved only if both teams have had the opportunity of batting for at least 12 overs, subject to the provisions of Playing Conditions 3.1(b) and 3.2.2 (b), unless one team has been all out in less than 12 overs, or unless the team batting second scores enough runs to win in less than 12 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 12 overs, shall be declared no result.

The game concludes when the target is reached, or when the nominated number of overs is completed, or when the team batting second is dismissed within the nominated number of overs.

9.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Playing Conditions 3.1(b) and 3.2.2 (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 which have fallen.

9.3 Delayed or Interrupted Matches

If the team batting second has not had the opportunity to complete the agreed number of overs subject to the provisions of Playing Conditions 3.1 (b) and 3.2.2 (b), and has neither been dismissed, nor passed its opponent's score, the result shall be decided as 3.2.3(c).

10. COMPETITION POINTS

Result	Points
Win in a One Day match	4
Abandoned One Day match being a match in which no play takes place or the minimum overs are not achieved	2
Bye (One Day round)	2
Tie in a One Day match	2
Forfeit	4

[A] Bonus points shall be allotted in addition to the above match points as follows:

- (i) One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- (ii) One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.

For this purpose:

- (iii) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (iv) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- (v) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern or Duckworth-Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

Note: For the team batting second to gain one bonus point the victory must be achieved within 80% of the total number of overs. For the team batting second to gain two bonus points the victory must be achieved within 50% of the total number of overs.