

Cricket Albury Wodonga
CAW DISTRICT LIMITED OVER PLAYING CONDITIONS
(LC 3 - Revised September 2024)

DEFINITIONS

CAW	Cricket Albury Wodonga
CAW Board	Cricket Albury Wodonga Board
CAW Secretary	Cricket Albury Wodonga Secretary or Operations Manager
CA	Cricket Australia
CV	Cricket Victoria
Independent Tribunal	Cricket Albury Wodonga Independent Tribunal
CAWC	Cricket Albury Wodonga Country/Murray
LC	Limited Over Playing Conditions
MBCU	Murray Border Cricket Umpires' Association
NER6	North East Region 6
NSWCCA	New South Wales Country Cricket Association
Ordinary Conditions	Refer to CAW By-Laws
RCZ	Riverina Cricket Zone
VCCL	Victorian Country Cricket League

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3.1 DURATION OF MATCHES

3.1.1 Scheduled Play

Matches shall be of 35, 40, 45 or 50 overs per side per day stipulated by the CAW Board.

3.1.2 Scheduled Fixture of Matches

A scheduled fixture of matches for the season for each particular grade shall be arranged and approved by the CAW Board.

3.1.3 Change of Fixture

If a ground becomes unavailable or unusable, the CAW Board has the right to move the match if possible, to another venue, otherwise the game will be declared a "Draw".

3.2 HOURS OF PLAY AND INTERVALS

- All senior 40 over Limited Over Matches will commence at 1pm unless otherwise stated by the CAW Board
- All senior 35 over Limited Over Matches will commence at 1pm unless otherwise stated by the CAW Board
- Tea interval will be for 30 minutes at the completion of an innings.
- There is no second innings in a Limited Over Match.
- Drinks breaks are 5 minutes maximum and can be twice per innings.

3.3 CONDITIONS OF A DAY'S PLAY

3.3.1 ODI Match

- (a) District First Grade Competition – Limited Over Matches shall consist of 40 overs per side. Thus, a scheduled uninterrupted days play shall consist of 80 overs
- (b) District Second Grade Competition – Limited Over Matches shall consist of 40 overs per side. Thus, a scheduled uninterrupted days play shall consist of 80 overs.
- (c) C Grade Div 3 Competitions – Limited Over Matches shall consist of 35 overs per side. Thus, a scheduled uninterrupted days play shall consist of 70 overs.

3.3.2 Compulsory Closure of Innings

The innings of the side batting first shall be compulsorily closed when the scheduled or rescheduled number of overs has been bowled or when the side has been dismissed.

3.4 BOWLING LIMITATIONS

3.4.1 Maximum Overs Limit on Bowlers

- (a)** A bowler shall not deliver more than 20% of the maximum number of overs permitted for an uninterrupted innings, but where the maximum is reduced for either innings as a result of a delay or interruption, the limit shall still be 20% of the adjusted maximum except for any bowler who has already exceeded the reduced limit.
- (b)** 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 him.
- (c)** If the re-calculation of a bowler's limit results in a fraction, the limit shall be rounded up for as many bowlers as is necessary to absorb the balance in whole overs.
- (d)** A part of an over bowled under these provisions shall count as one full over in the limit of each bowler concerned in that over.
- (e)** If a bowler has accidentally bowled more than his limit, he will be immediately replaced by another eligible bowler to complete the over. Any runs scored, or wickets taken in these circumstances will **NOT** stand.

3.4.2 Replacement Bowler and Bowling Limits

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

3.4.3 Under Age Bowling Limitations

Maximum Under Age Bowling Limitations, as per CAW **LC 1.25** shall be strictly enforced.

3.5 BATTING LIMITATIONS

All Limited Over Matches comprise of 1 innings per side. Therefore, there are no outrights.

Once the side batting second has passed the score of the side batting first, the match is over.

If the bowling side dismisses the side batting first prior to the completion of their overs, the bowling side does not receive the extra overs.

3.6 SCORING and INTERRUPTED MATCHES – CALCULATION OF TARGET SCORE

District 1st and 2nd Grade and C Div 3

Duckworth/Lewis will be available for District 1st and 2nd Grade, if unavailable you will use the formula below

If due to a late start or 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 20 overs), then a revised target score (to win) shall be set for the number of overs which the team batting second will have the opportunity of facing.

If the side batting first is dismissed in less than the number of overs available to them, AND then rain reduces the second innings, apply an average run rate calculated by dividing the score of the side batting first by the number of overs available to them (not the number in which they were dismissed).

The revised target score for the side batting second will be the average run rate obtained by the team batting first, multiplied by the number of overs that the second team will face plus 20 runs.

Note: Any CAW District scheduled match that has any time lost and does not have access to Duckworth Lewis will reduce the overs in the match by 4 Overs every 15 minutes or 16 Overs in an hour for time lost.

3.7 THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been dismissed in less than 20 overs, or unless the team batting second scores enough runs to win in less than 20 overs.

The match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 20 overs.

The winner shall be the side scoring the greater number of runs irrespective of wickets lost. If both sides score an equal number of runs the result shall be a tie irrespective of wickets lost.

3.8 MATCH POINTS

(a) For a win	6
(b) For a loss	0
(c) Abandoned, incomplete or drawn matches	3

No bonus points will be allocated to Limited Over Matches.

3.9 NOTIFICATION OF LAST 10 OVERS AND LAST 5 OVERS

In each innings the scorers shall indicate when there are 10 overs and then 5 overs remaining of the allocated overs and the Umpires shall notify the batsmen and the fielding Captain.

3.10 WIDE BALL District 1st and 2nd Grade and C Grade

Umpires are instructed to take a firm and consistent stand to prevent wide leg side bowling. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, **measuring 37.5cm from the Leg Stump** Any ball passing over or outside this line on the leg side, shall be called a “wide”, except when the ball passes between the batsman and the stumps. (see **Appendix 2 of LC3**)

Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, **measuring 75.00cm from the off stump**. Any ball passing over this line on the off side, at the popping crease, shall be called a “wide”. (see **Appendix 2 of LC3**)

The above provisions do not apply if the batsmen make contact with the ball with either bat, pad, or part of his body or clothing.

A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs that are scored or awarded.

B Grade

Umpires are instructed to take a firm and consistent stand to prevent wide leg side bowling. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, **measuring 75cm from the Leg Stump** Any ball passing over or outside this line on the leg side, shall be called a “wide”, except when the ball passes between the batsman and the stumps. (see **Appendix 3 of LC3**)

Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, **measuring 75cm from the off stump**. Any ball passing over this line on the off side, at the popping crease, shall be called a “wide”. (see **Appendix 3 of LC3**)

C Grade will be Captains Choice if no Markings are available.

3.11 NO BALL

A bowler shall be allowed to bowl two short-pitched delivery per over (not being a wide). A fast-short pitched delivery is defined as a ball that passes or would have passed above shoulder height, but not clearly above head height, of the batsmen standing upright at the crease. In the event of the bowler bowling more than two fast short pitched delivery in an over, either Umpire shall call and signal “no ball”. The above is not a substitute for Law 42.6, which Umpires may apply at any time.

Note: The provision of two allowable fast short pitched delivery per over shall be superseded if the Umpire is of the opinion the delivery is considered wide bowling over the batsmen’s head. A penalty of one run shall be scored for a no ball, plus any runs scored from the delivery.

3.11.1 Free Hit after any No Ball (District 1st Grade Only)

3.12 TWELVE PLAYERS AND GRADE LEVELS

3.12.1 All grades have the option to name 12 players on the Team Sheet, where any 11 can bat, any 11 can bowl and the wicket keeper must be classified as a bowler. Only 11 are allowed on the field at one time and 10 wickets is classed as an innings.

3.12.2 The Team Sheet must identify all players under 19, 17 or 15 years of Age on 1st September prior to the cricket season in question

3.12.2 A player is only permitted to play in one Club side per Limited Over round of matches except under **LC 1.6.5**.

3.12.3 A player can only drop one Grade at a time and they must play in that Grade before they can drop another level unless they have missed two consecutive matches in the grade that they are being dropped from.

3.13 FIELDING RESTRICTIONS AREA and FIELDING RESTRICTIONS

DISTRICT 1st GRADE ONLY

3.13.1 Two semi-circles shall be drawn or marked on the field of play as per **Appendix 1 of LC3**

3.13.2 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

3.13.3 In addition to the restriction contained in **LC 3.13.2**, further fielding restrictions shall apply to certain overs in each innings and Grade. The nature of such fielding restrictions and the overs during which they shall apply (Hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs:

- (a) Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows
 - (i) Powerplay 1 – No more than two (2) fieldsmen shall be permitted outside the fielding restriction area.
 - (i) In an Innings of 40 Overs, these are Overs 1 to 8
 - Powerplay 2 – No More than four (4) fieldsmen shall be permitted outside the fielding restriction area.
 - (ii) In an Innings of 40 Overs, these are Overs 9 to 32
 - Powerplay 3 – No More than five (5) fieldsmen shall be permitted outside the fielding restriction area.
 - (ii) In an Innings of 40 Overs, these are Overs 32 to 40
- (b) In the event of an infringement of any of the above fielding restrictions, either Umpire shall call and signal “No Ball”
- (c) In Circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with **Appendix 3 of LC3**
- (d) If Play is interrupted during an innings and Appendix 3 applies, the Powerplay shall take immediate effect. For avoidance of doubt this applies even if the interruption has occurred during an over.
- (e) At the commencement of Powerplays 2 and 3 in an innings the umpire/s shall signal commencement to the scorers by rotating his/her arm in a large circle.

DISTRICT 2nd GRADE and C GRADE

All District 2nd Grade and C Grade Limited Over Matches WILL NOT HAVE ANY POWER PLAYS, BONUS POINTS or FIELDING RESTRICTIONS (Except Rule 3.13.2) and will finish as soon as a result has been achieved.

3.14 CAW BOARD BY-LAWS

3.14.1 Playing Conditions

If a Playing Condition is not referred to in this document refer to:

Limited Over Match Playing Conditions – LC 1;

3.14.2 Meaning of Ordinary Conditions

There are no ordinary conditions in Limited Over Matches.

ADDITIONAL BY-LAWS

1. (a) (i) In 40 over Limited Over Match the 40th over must be started within 2 hours and 40 minutes from the commencement of the first over. For every over that starts after the set time of 2 hours and 40 minutes, the bowling side must have all players bar 2 inside the inner circle.

(ii) In 35 over Limited Over Match the 35th over must be started within 2 hours and 20 minutes from the commencement of the first over. For every over that starts after the set time of 2 hours and 20 minutes, the bowling side must have all players bar 2 inside the inner circle.

(c) If there is an injury or extreme weather conditions which causes the game to be delayed, the umpire will use their discretion as to whether the penalties will apply.

(c) Umpires Discretion as per LC1 1.25.6
2. Tea break is 30 minutes maximum and must be taken at the end of the First Innings.
3. Matches are deemed over when the side batting second has passed the first side's score, or the side batting second has been bowled out.
4. There are no bonus points in any 35 or 40 over Limited Over Matches in District First Grade, District Second Grade, or any of the C Grades.

5. Club Grade Levels

If your Club fields sides in the District Competition this is the alignment.

District 1st Grade
District 2nd Grade
C Grade

6. C Grade Dual Qualifications

If you club has more than one C Grade side in either C Grade Div 1 Div 2 or Div 3 once a player has played or been named in 9 days of cricket where a ball has been bowled in one side they are ineligible to play in the other C Grade side unless they are both playing on the same day or same round.

7. Play HQ Team Allocations

On any CAW entered team on Play HQ you will only be able to enter or have 13 names on the team list.

8. Play HQ User Timelines

1st Grade 2nd Grade and C Grade Team Lists by 8.00pm Friday prior to the Match
Team Scores (Full Score Card) into Play HQ by 3.00pm the Sunday after the Match by the Home side or the side named first in the draw.

Note if Clubs fail to comply with team lists a fine will be issued (\$20 per Incident)

Note if Clubs fail to comply with full team score sheets a fine will be issued (\$50 per Incident)

9. Protective Equipment Batsman under 18

Any Player aged under 18 years on 1st September prior to the cricket season in question must always wear protective equipment while batting. Such protective equipment is defined as helmet with grill fitted, protector, leg guards and batting gloves.

Failure to do so will result in automatic 4-week suspension for both player and Captain.

10. Protective Equipment Fielder under 18

Any Player aged under 18 years on 1st September prior to the cricket season in question must always wear protective equipment while fielding within 10 meters of the striker except when fielding behind the wicket on the offside or wicket keeping back from the stumps. Such protective equipment is defined as helmet with grill fitted.

Failure to do so will result in automatic 4-week suspension for both player and Captain.

11. Time Lost

Any CAW scheduled match that has any time lost and does not have access to Duckworth Lewis (2nd Grade and all C Grades) will reduce the overs in the match by 4 Overs every 15 minutes or 16 Overs in an hour for time lost. Then comply with rule 3.6

12. Helmets

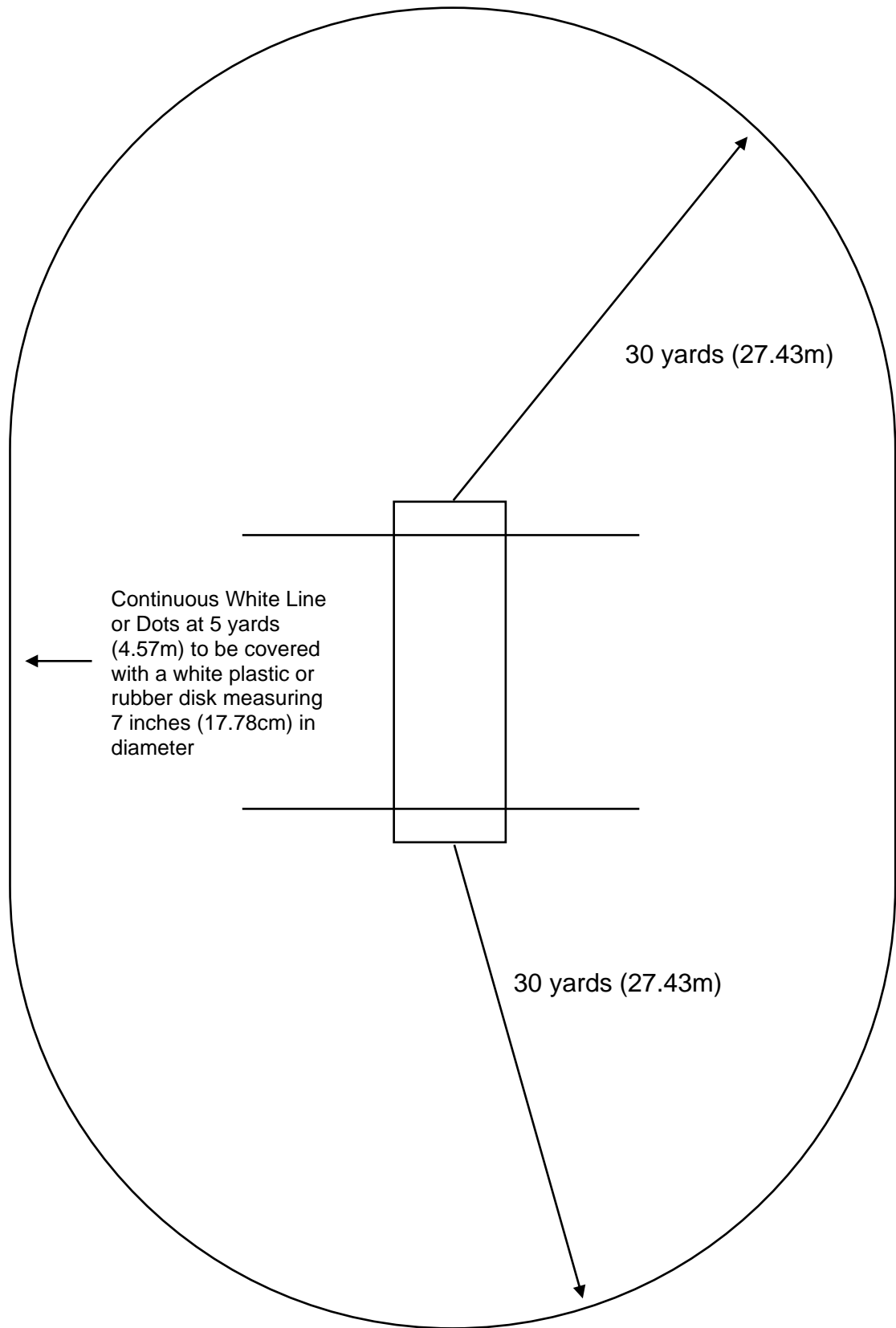
After discussion at the Special General Meeting and then the individual meetings of Provincial Clubs, District Clubs and Hume Clubs, it was decided that the CAW Board strongly recommend that all players wear a helmet when batting and fielding within 5 meters in front of the bat and that the said helmet meets the BS7928.2013 British Standard Requirements.

13. COVID RULES

Umpires may hold bowlers caps/hats, but have the discretion to instruct bowlers to have caps/hats held by another fielder or placed behind the wicketkeeper.

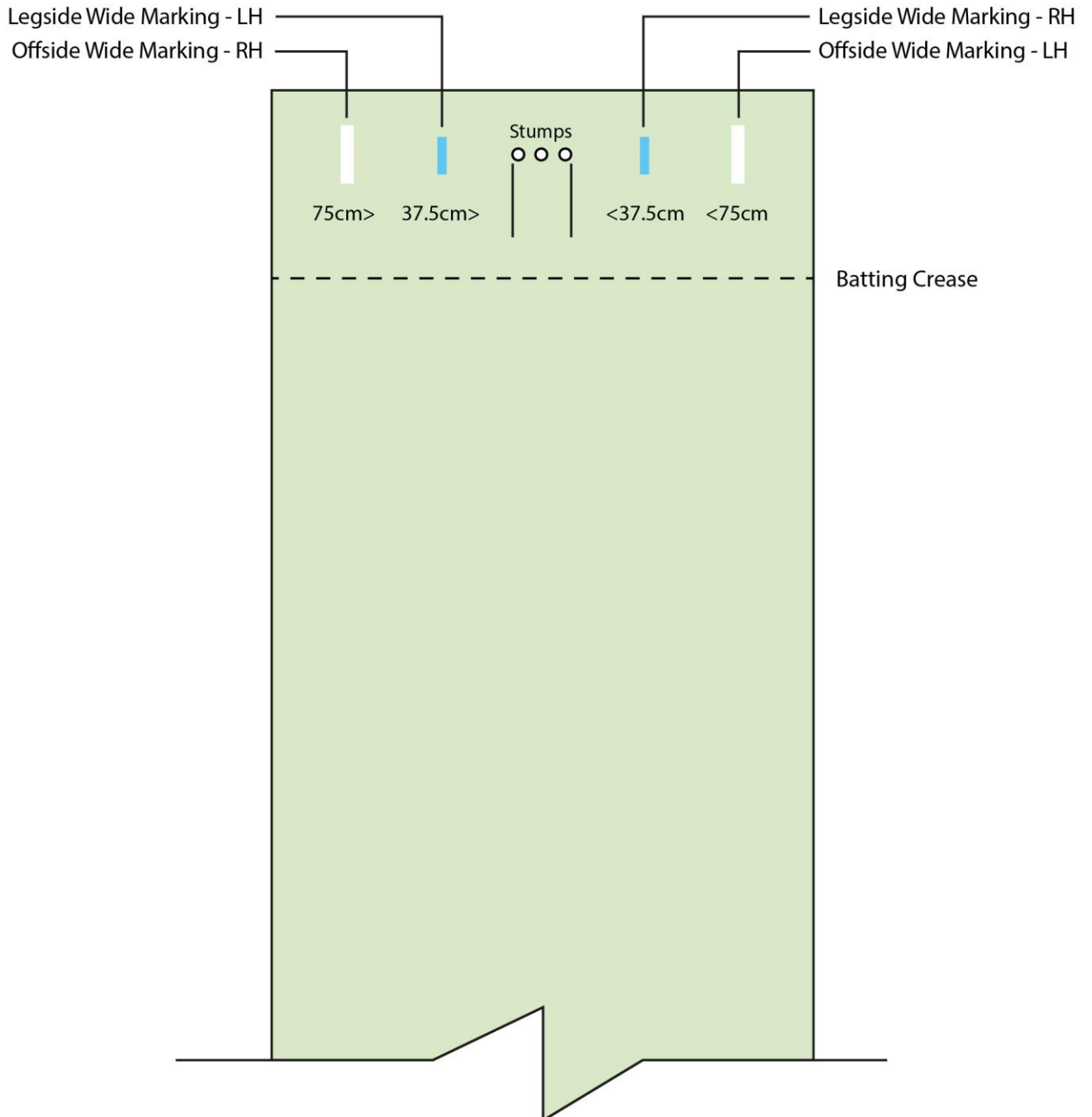
Note also that Law 28.3 will apply if the cap/hat is struck whilst placed behind the wicketkeeper (penalty runs)

Appendix 1 – Field Markings



Appendix 2 – First Grade

Legside and Offside Wide markings



Appendix 3 – Second Grade and C Grade

Legside and Offside Wide markings

