



**ORANGE DISTRICT
CRICKET ASSOCIATION**

**2024-25
PLAYING CONDITIONS**

-

T20 MATCHES



PLAYING CONDITIONS 2024-25

Twenty20 Matches

About this document

This document was issued by the Orange District Cricket Association for the 2024/25 season on 24 September 2024.

Changes for season 2024-25 are marked in red.

Any subsequent amendments are shown in the revision register below.

REVISION REGISTER

Revision No	Clause No	Revision Description	Date



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APPLICATION

These Playing Conditions apply to matches played in the Orange District Cricket Association (ODCA) lower grade T20 competition.

The term 'Committee' within these Playing Conditions means the governing committee of the Orange District Cricket Association.

Except as varied hereunder, the Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Orange District Cricket Association.

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1 INTRODUCTION

1.1 Definitions

Association – means the Orange District Cricket Association.

finals series – means all matches in the finals of a competition and includes semi-finals, preliminary finals and grand finals.

finals series round – means a round in the finals series such as a semi-final, preliminary final or grand final.

preliminary rounds – means the rounds of a competition played for competition points and excludes the finals series.

1.2 Authority of the Committee

As part of its responsibilities, the Committee has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

The Committee has the authority to enquire into and determine any alleged breach of these Playing Conditions, even though no dispute or protest has been lodged, and the time for lodging such dispute or protest has expired and shall have the same powers in dealing with such alleged breach as if the dispute or protest had been lodged in accordance with these Playing Conditions.

1.3 Alteration to these Playing Conditions

After the commencement of the competition, any changes to these Playing Conditions that alter the intent of any part must be approved by a two thirds majority at a General Meeting of the Association or as otherwise permitted under the constitution.

Situations not covered or clauses requiring clarification may be dealt with by the Committee of Management whose decision will be final.

Note: The Committee may make minor amendments to correct errors or anomalies that do not alter the intent of the clause/s concerned.

1.4 Written notification

Unless specified otherwise in these Playing Conditions:

- (a) any document required to be submitted in writing to the Association, must be either:
 - (i) sent by email to the official email address of the Association (i.e. Secretary@orangecricket.com.au), or
 - (ii) given by hand to an Office-Bearer of the Association (i.e. President, Vice President, Secretary or Treasurer), and
- (b) any notification required to be given to the Association can be either given verbally or by SMS message (as appropriate for the situation), to either the Secretary or the President of the Association.



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2 PLAYER REGISTRATION

2.1 Registration

- (a) All players, including substitute fielders, must be registered with their club in PlayHQ, prior to participating in any competition match, unless (b) below applies.
- (b) A player may play as a fill-in player only once in all competitions during the season after which that player must be registered before playing any further matches in that season. **A fill-in player must be provided with a copy of the 'Cricket New South Wales Terms and Conditions of Player Registration' prior to playing in a match.**
- (c) **Any club that permits a player to repeatedly play as a fill-in will be subject to the penalties included at clause 5(b) below for playing an ineligible player.**

2.2 Minimum age

To be eligible to play in ODCA competitions, a player must be:

- (i) a minimum of 14 years of age to play in 1st to 3rd Grades inclusive, and
- (ii) a minimum of 13 years of age to play in Centenary Cup.

The age of a player will be determined as their age at the date of the match.

2.3 Player transfers and clearances

- (a) A transfer is required for any player who is changing their affiliation, i.e., leaving one club and moving to another club.
- (b) A player who has registered and has played with an ODCA club in a season cannot transfer to a different ODCA club more than once during the season without the approval of the ODCA.
- (c) A player must obtain a clearance from their previous club before that player will be permitted to register to their new club. A clearance can be obtained in one of the two following ways.
 - (i) For a player who has been previously registered in PlayHQ, the clearance is part of the transfer process in PlayHQ.

Note: PlayHQ will automatically progress a transfer request to the next level after a certain period of time (currently 5 days) so clubs must ensure they action transfer requests within that time.
 - (ii) A written clearance, signed by an appropriately authorised person from the players former club, will be required for any player who has not been previously registered in PlayHQ and must be submitted to the ODCA before the player is eligible to play with their new club.

An email from an appropriately authorised person from the player's former club may be accepted as a written clearance at the Secretary's discretion.
- (d) The Committee reserves the right to grant conditional approval to a players registration where it believes a Transfer Request is being delayed by a club without proper cause, or where a dispute has arisen between clubs regarding that players clearance.



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2.4 Dual Registration

- (a) Full time students can be registered concurrently for an ODCA club and a club in another association (i.e. at the location of either their home or schooling).
- (b) A player may register to a different club for ODCA competitions than the club they are registered in junior cricket.
- (c) In both of the situations above the player should register for one club and use a Season Permit in PlayHQ to register to the other club.
- (d) A club **not having a team in the** Lower Grade T20 competition shall be permitted to share players with another club in that competition, however a player may not play for more than one team in the competition. A shared player shall be added to the host club using a Season Permit.

2.5 Dropping more than one grade

- (a) During the season, a player is not permitted to play more than one grade below the grade in which the player last played except that a player playing more than one grade above the player's previous match shall be permitted to return to their original grade provided the player has only played one match in the higher grade.
- (b) A player, who played First Grade in the preceding season, cannot play lower than Second Grade in the current season without the prior written approval of the ODCA.

2.6 Grading of Players

- (a) The Committee may at any time before or during the competition grade or re-grade any player.
- (b) A club may apply in writing to the ODCA to have a player re-graded. Such an application must be made in accordance with clause 5 below, clearly setting out the reasons why the player should be re-graded.

2.7 Bye in a grade

A club having a bye in a grade, including a general bye, shall be permitted to select no more than 2 players who last played in that grade, in the grade immediately below.

2.8 Club with multiple teams in a grade

- (a) Where a club has more than one team in a grade in the last 5 competition rounds a player:
 - (i) shall not be permitted to change between each team in that grade, and
 - (ii) may only play in the team in which they played the majority of their matches prior to the last 5 competition rounds. If the majority of a player's matches have been in a higher or a lower grade that player can initially be selected in either team but shall not be able to change teams thereafter, unless the permission of the ODCA has been granted.
- (b) An application for approval under this clause must be made in accordance with clause 5 below, clearly setting out the reason/s for the request and whether the proposed change of team is for one or multiple matches.



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3 PLAYERS

3.1 Players per team

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Interchange of fielders named in the team as defined in this clause without restriction is permitted provided no playing time is wasted.

Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in (a) above.

- (d) Only eleven players shall be permitted to bat in an innings.

Note: A non-batter does not need to be nominated prior to the match.

3.2 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list), which may be on the Match Report, to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made without the consent of the opposing captain.
- (b) Alterations may only be permitted for a player who has not already entered the field of play to bat or field, under the following circumstances:
 - To replace a named player who has not attended the ground.
 - To add player/s to fill vacant places on the team list but only up to a maximum of 11 players (i.e., a 12th player cannot be added).
 - To replace a named player who has become injured or ill or who has had to leave the match for another wholly acceptable reason (such as an emergency situation).
- (c) Where an MCUA appointed umpire is not present, the opposing captain shall retain the team list (n.b. if using the Match Report, it should be kept with the scorebook until the end of the match).
- (d) The ages of all players under the age of 19 does not need to be recorded on the team list in T20 matches.

3.3 Substitute fielders in finals matches

In a finals match, a substitute fielder must be a qualified player.

4 PLAYER ELIGIBILITY FOR FINALS

- (a) A player must play at least 3 matches with their club in premierships competitions and/or the Lower Grade T20 competition to be eligible to play in the finals of the Lower Grade T20 competition for that club.

Finals series matches shall not constitute previous matches for the purpose of this part.

- (b) A player will be eligible to play in a finals series match in the Lower Grade T20 competition if no more than 2 of that player's previous 5 matches were in higher grade/s.



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- (c) Where a club does not have 12 available qualified players for a finals match, that club may apply to the Committee in writing for permission to play unqualified players in that match. Players that are closest to meeting the qualification requirements must be considered first (for example a player that played 2 matches must be considered before a player that only played 1 match).

5 PLAYER APPROVALS AND INELIGIBLE PLAYERS

- (a) To enable sufficient time for processing, an application for approval required in any of the clauses above, must be made in writing on the prescribed form and submitted to the ODCA by 6pm Wednesday prior to the match concerned.
- (b) Where a player participates in any match while ineligible including under the provisions of clauses 2 to 4 above:
- The team concerned may be regarded as having lost the match/es concerned and may forfeit any points gained;
 - the opposing team may be awarded up to the maximum points available for that match; and
 - the ODCA may take further action against the club or player concerned.

6 PLAYING APPAREL

- (a) All playing apparel is to be in accordance with the ODCA Apparel Guidelines.
- (b) Shorts may not be worn under any circumstances.
- (c) Any offences reported by captains or umpires will be referred to the ODCA who may, at their discretion fine the offending club in accordance with the Fees and Fines Schedule for each offence.
- (d) No player shall be permitted to bat or bowl in spikes on any synthetic surface, or to play in flat soled shoes on turf pitches.
- (e) Any club allowing any of its players to used spiked or banned footwear on artificial pitches shall be fined the amount specified on the Fees and Fines Schedule and may be suspended from playing in the ODCA competition until such time as the fine is paid. The club concerned will be responsible for the cost of repairs to the pitch.

7 THE UMPIRES

7.1 Appointment of umpires

- (a) Unless determined otherwise by the ODCA, the Mitchell Cricket Umpires Association will be responsible for the appointment of umpires to ODCA competitions.
- (b) Unless requested otherwise by the ODCA, the principle of appointing one umpire to each match shall be adopted.

7.2 Only one appointed umpire present

- (a) Where only one MUA appointed umpire is present that umpire shall officiate at the bowler's end only.



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- (b) That umpire will, with the assistance of the captains, appoint substitute umpires to officiate throughout the match as required. The final decision as to any such substitute appointments rests with the MCUA appointed umpire.
- (c) The MCUA appointed umpire shall be the sole judge for the purposes of Law 2.7 (Fitness for play) and Law 2.6 (Fair and unfair play).

7.3 No appointed umpires present

- (a) Where there is no MCUA appointed umpire present, substitute umpires will be agreed upon by the captains. The final decision as to the persons to act as substitute umpires will rest with the captain of the batting side.
- (b) Where there is no MCUA appointed umpire present, the two captains shall decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (c) Where the captains disagree, the status of the match at the time of the disagreement is to continue until such time as an agreement is reached or the scheduled finishing time for the day is reached, whichever occurs first. When considering such matters, captains must always give the highest consideration to the safety of players.
- (d) The two captains shall also be responsible for ensuring that a helmet is worn when required by these Playing Conditions but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

7.4 Substitute umpires

A substitute umpire:

- (i) must act within the spirit of the game.
- (ii) shall be properly uniformed as a player and be clearly identified from other players by their clothing (i.e. wearing suitably coloured clothing or top).
- (iii) Must only stand on the leg side of the striker when at the strikers end unless permitted by the MCUA appointed umpire to stand on the off side for an acceptable reason (i.e. not simply to reduce the distance walked between overs).
- (iv) must not be involved in discussions with the batters.
- (v) must not coach the players in any way.
- (vi) may only award Penalty Runs under Law 28.3 (Protective helmets belonging to the fielding side) and under Law 28.2.3 (Fielder illegally fielding the ball).

7.5 Replacement of umpires

Law 2.2 (Change of umpire) is varied such that an MCUA appointed umpire may be replaced for a full day of a preliminary round match and that umpire shall be permitted to act at the bowler's end.

8 THE BALL

- (a) The following balls are approved for use in ODCA competitions:



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Second Grade	Red 4 piece Kookaburra Senator
Lower Grade T20	Pink 2 piece Kookaburra Crown

- (b) All balls shall be ODCA stamped, unless otherwise advised by the ODCA.
- (c) In the event that there is no MCUA appointed umpire present, the captain or their deputy, shall present the match ball for inspection by the opposing captain.
- (d) **A new ball must be used for each match.**

9 WET WEATHER

9.1 Powers

The Committee, whenever weather and ground conditions warrant, shall have the authority to:

- (i) cancel or abandon any match or day of a match (including finals series matches), prior to play commencing on any day (Note: any match on synthetic will only be cancelled in exceptional circumstances),
- (ii) transfer a match to another venue, and
- (iii) adjudicate on the fitness of the ground for play, where the two teams disagree and an MCUA appointed umpire is not present.

9.2 Ground transfer policy

- (a) Where a ground is unplayable, the Committee may transfer the match set down for that ground to another ground, where available. The choice of ground will rest with the Committee and any match previously set down for that ground will either be moved to another ground or declared a No Result.
- (b) If a turf pitch is not able to be prepared due to weather or other exception circumstance, the Committee may transfer that match to another ground, where available.
- (c) If a turf pitch has been prepared and the pitch becomes unplayable as a result of covers not being laid on the Friday evening, that match:
 - (i) will not be transferred to another ground, and
 - (ii) the team responsible for laying covers shall lose the match, unless determined otherwise by the ODCA.

9.3 Notifications

The ODCA will notify teams by any suitable means, including by posts on its website and/or social media channels of any abandoned or transferred matches as soon as possible after a decision has been made.

9.4 Matches not cancelled

Unless a match has been cancelled by the ODCA, teams must proceed to their allocated ground, unless representatives have mutually agreed on the match day that play be abandoned. The ODCA and the officiating umpires must be immediately informed of any abandonment.



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10 GROUNDS

10.1 Tidiness of grounds and facilities

- (a) All grounds, including change rooms need to be left in a clean and tidy state at the completion of the day's play. All rubbish should be placed in the bins provided.
- (b) Any fines issued by the ground owner for excessive rubbish shall be passed on to the club/s responsible.
- (c) The ODCA reserves the right to take any action deemed appropriate against any club for any proven breaches of this clause, which may include:
 - (i) A fine in accordance with the Fees and Fines Schedule, in addition to any fine issued by the ground owner.
 - (ii) Loss of match points.

10.2 Boundary markers

On any ground where the boundary is not clearly defined or only defined by a marked line, the team listed first on the draw will be responsible for supplying and setting out suitable boundary markers.

10.3 Sight screens

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the umpire shall require play to continue without the sight screen being moved.

10.4 Fitness for Play

If the pitch or ground is deemed to be dangerous or unreasonable for play (refer Law 2.7) at the scheduled time for commencement of play, the day's play may only be abandoned with the agreement of both captains.

If rain is falling when play is in progress, or due to commence, or due to resume, then the umpire/s shall decide when play is to commence or be resumed. It should be noted that the Laws of Cricket do not require rain to stop prior to umpires calling on play to be commenced or resumed.

10.5 Lightning

- (a) For grounds with covers, play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later.
- (b) For grounds without covers, play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later.
- (c) Play shall not resume until 30 minutes after the last audible thunder.
- (d) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later.

11 COVERING THE PITCH

11.1 General

All participants in every match are to strive to maximise opportunities to play.



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11.2 Responsibility

- (a) Where covers are available at a ground, the home team (i.e. the team listed first on the draw) shall be responsible for the laying of covers prior to each match day including at the end of play on the first day of Saturday/Sunday matches, the removal of covers on match day and the safe storage of covers once their use is no longer required.

For clarity, the home team at Wade Park maintains responsibility for laying covers even when a Bonnor Cup match is scheduled on the Friday night. The two teams participating in the Bonnor Cup match will take responsibility for covers from the time they arrive at the ground until the match has been completed, after which the responsibility will revert back to the Saturday home team.

- (b) The umpires shall assume control for the use of covers and make all decisions regarding the use of covers from thirty minutes prior to the scheduled time for play to commence.
- (c) Should the umpires decide that the covers be used then it will be the responsibility of both competing teams to assist with any labour required.
- (d) The Association reserves the right to fine any team or club for not correctly storing covers after use.

11.3 Laying of covers

- (a) When covers are laid, the pitch and run ups must be protected from rain as much as possible.
- (b) Covers are to be laid on the Friday evening before a match unless otherwise approved by the ODCA (contact ODCA Secretary in the first instance). Covers are to be laid by dusk where possible.
- (c) In the event of the pitch being already wet at the time the covers are due to be laid, the responsible team may exercise discretion as to whether covers should be laid, but they must immediately notify the ODCA of any such decision.
- (d) Should covers not be laid for any reason, the home team must notify the ODCA. Failure to make every possible effort to lay covers, or to advise the ODCA, may render that team liable to forfeiture of the match, the loss of points or another penalty as deemed appropriate by the ODCA.
- (e) If covers are not laid as required by the home team and playing time is lost, the away team shall claim the toss.
- (f) On the morning of the match the covers should be removed as early as possible, and no later than 9:00am:
 - (i) unless prevailing weather conditions are unfavourable, and it would be prudent to leave covers on, or
 - (ii) unless directed otherwise by the ground authority or by the ODCA.

The covers may be re-laid should weather conditions require.

12 HOURS OF PLAY

12.1 Scheduled playing times

- (a) The times in these Playing Conditions shall be brought forward one hour for play during the non-daylight saving period.



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(b) The scheduled hours of play for Second Grade T20 matches are:

Early match	10:30am - 12:15pm
Late match	2:30pm – 5:15pm

Note: The late match may start up to 30 minutes earlier than the scheduled start time subject to the agreement of both captains.

(c) The scheduled hours of play for Lower Grade T20 matches are:

Early match	11:30am - 2:15pm
Late match	2:30pm - 5:15pm

(d) There will be two sessions of 1 hour 15 minutes each, separated by a 15 minute interval between innings. (i.e. the scheduled finishing time is 2 hours 45 minutes after the scheduled or adjusted commencement time)

(e) Where more than one match is being played on a ground on the same day, and the first match finishes later than the scheduled finish time, the starting time of the second match shall be rescheduled to allow a break of at least 15 minutes to the start of the next match.

12.2 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

13 INTERRUPTIONS TO PLAY

13.1 Loss of playing time - general

- (a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour (or 3.75 minutes per over) in the total playing time available.
- (c) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.2 Time lost before or during the innings of team batting first

If playing time is lost before or during the innings of the team batting first:

- (i) the number of overs in the innings of both teams shall be reduced at the rate of one over for each 7.5 minutes of playing time lost, and
- (ii) the fielding restrictions for each innings shall be reduced in proportion to overs lost (refer 18.3(b)).

13.3 Time lost after completion of the innings of team batting first

(a) For any time lost after the completion of the innings of the team batting first:

- (i) the number of overs to be received by the team batting second shall be reduced at the rate of one over for each 3.75 minutes of playing time lost, and



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- (ii) the fielding restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first (refer 18.3(b)).

- (b) Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in that innings shall be used before overs are reduced.

14 INTERVALS

14.1 Interval for change of innings

The interval shall always be taken following the completion of the innings of the team batting first and shall be of 15 minutes duration.

14.2 Interval for drinks

- (a) A drinks break will not be taken, except that under conditions of extreme heat the umpires may permit a drinks break. If a drinks interval is deemed necessary, it shall be taken at the end of the 10th over. Where a drinks break is taken, an additional 5 minutes playing time shall be permitted for that innings.
- (b) If a wicket falls, or a batter retires during the over in which a drinks interval is scheduled to be taken at the end of, then drinks shall be taken immediately.
- (c) In accordance with Law 11.8, each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (d) 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.

15 INNINGS

15.1 Number of innings

Each team is limited to one innings.

15.2 The toss

The toss shall not be delayed by either team having a lack of players in attendance.

Where a match has an MUA appointed umpire and one captain, or his deputy does not make himself available for the toss within the required timeframe, the opposing captain may claim the toss.

16 QUOTA OF OVERS

- (a) The innings of each team shall be limited to 20 six-ball overs.
- (b) Where the overs for a match have been reduced, the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) If the fielding team fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of that innings, play shall continue until the required number of overs has been bowled or a result has been achieved. The fielding team may also be penalised in accordance with (e) below.



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- (d) The bowling team must commence its final over for the innings within 75 minutes (i.e. 1 hour 15 minutes) of that innings' commencement.
- (e) If the MCUA appointed umpire determines that the fielding team is solely responsible for the slow over rate causing the last over of the match to commence after the scheduled time for completion of the match, the fielding team shall be liable to be penalised 0.5 points for each over not commenced before the scheduled finish time.

Note: either or both fielding teams could be responsible.

17 PROTECTIVE HELMETS

- (a) A British Standard 7928:2013 compliant helmet must be worn by:
 - (i) any batter aged under the age of 18 at all times when batting, and
 - (ii) any wicket-keeper when wicket-keeping up to the stumps, and
 - (iii) any fielder when fielding in a position closer than 7 metres from the striker's position on the popping crease on the middle stump line, with the exception of any fielding position wholly behind the popping crease.
- (b) In the interests of player safety, all players aged 18 years or older are strongly advised to wear a compliant helmet at all times when batting against fast or medium pace bowling.
- (c) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.
- (d) The match umpires, or where there is no appointed umpire, the team captains, shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet is compliant with British Standard 7928:2013.

18 FIELDING RESTRICTIONS

18.1 Leg side restrictions

At the instant of delivery there shall not be more than five fielders on the leg side.

18.2 Fielding restriction area

The fielding restriction area is created by a line, either marked or imaginary, being two semi-circles with their centre the middle stump at either end of the pitch and radius of 30 yards (27.43 metres) linked by two parallel straight lines on the field of play.

Continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals should be used to mark this fielding restriction area.

18.3 Fielding restrictions

- (a) At the instant of delivery:
 - (i) only two fielders are permitted to be outside the fielding restriction area for the first 6 overs of each innings, and



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- (ii) only five fielders are permitted to be outside the fielding restriction area for the remaining overs.
- (b) In circumstances when the number of overs for an innings is reduced, the fielding restriction shall be reduced proportionally in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations.

Target overs	The number of overs that fielding restrictions will apply
10 – 13	3
14 – 16	4
17 - 19	5

- (c) In the event of an infringement of these fielding restrictions, the umpire shall call and signal No ball.
- (d) Where the fielding restriction area is not marked the restrictions shall be applied using a common sense best estimate approach.

19 MAXIMUM OVERS PER BOWLER

- (a) Each bowler is limited to a maximum of 4 overs in an innings.
- (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, unless such a number has been exceeded before the interruption. This clause shall not exclude a bowler from completing an over already started prior to an interruption.

If 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.
- (c) In the event of a bowler breaking down and being unable to complete an over, the over shall be completed by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

20 THE FOLLOW-ON

Law 14 (The Follow-On) shall NOT apply.

21 DECLARATION AND FORFEITURE

No team shall be permitted to forfeit its innings or declare its innings closed.

22 FREE HIT AFTER A NO BALL

- (a) The delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit:
 - (i) the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called Wide, and
 - (ii) changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.



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- (c) The bowlers end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

23 FAST SHORT PITCHED BOWLING

- (a) A bowler shall be limited to one (1) fast short pitched delivery per over. A fast short pitched delivery is defined as a ball which, after pitching, passes or would have passed above shoulder height of the striker standing upright at the popping crease.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when one fast short pitched delivery has been bowled.
- (c) For the avoidance of doubt, any fast short pitched delivery called No Ball in accordance with Law 21.10 (Ball bouncing over head height of striker), shall count as one of the allowable deliveries in (a) above.
- (d) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. In addition, when the ball is dead the umpire shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (e) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (d) above and advise the bowler that this is his final warning.
- (f) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to suspend the bowler from bowling and inform the other umpire for the reason for this action.
- (g) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.
- (h) The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- (i) The umpires shall then report the matter to the ODCA who shall take such action as is considered appropriate against the captain and the bowler concerned.
- (j) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short pitched deliveries).
- (k) The warning sequence above is independent of the warning and action sequence under any of the Laws.

24 WIDE BALL

- (a) The umpire should apply a very strict and consistent interpretation of Law 22 (Wide ball) in order to prevent negative bowling wide of the wicket.

Any delivery which, in the opinion of the umpire, does not give the batter a reasonable opportunity to score shall be called a wide.

- (b) In Second Grade, as a guide:



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- (i) any delivery passing the striker on the leg side outside the leg stump, without making any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps or the striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
 - (ii) A delivery passing the striker on the off side, more than 75cm wide of the off stump shall be called a Wide unless the striker, at any point after the ball came into play for that delivery has brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.
- (c) For the Lower Grade T20, as a guide:
- (i) any delivery passing the striker on the leg side at least 300mm outside the leg stump, without making any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.
 - (ii) On the off side the ball will be considered as passing wide of the striker unless it is sufficiently within his reach that the striker is able to hit it with his bat by means of a normal cricket stroke.
- The offside of the striker's wicket shall be determined by the striker's stance the moment the ball comes into play for that delivery.
- (d) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

25 TIMED OUT

Law 40 (Timed out) is amended such that the incoming batter must be in position to take guard or for the other batter to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement.

The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls.

26 THE MATCH RESULT

26.1 Minimum Overs for a result

A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs.

26.2 No Result

A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum of 5 overs because:

- (i) the innings of the team batting first could not commence by 50 minutes before the scheduled finishing time;
- (ii) the innings of the team batting second could not commence by 20 minutes before the scheduled finishing time; or
- (iii) the innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its' commencement.



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26.3 Determining the result

- (a) In any match where both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs shall be the winner, except where the maximum number of overs to be faced by either team is reduced after a match has commenced, in which case the DLS method shall apply.
- (b) If, due to suspension of play after the innings of the team batting first has been completed, the number of overs in the innings of the team batting second is revised to a lesser number than originally allotted, then a revised target score (to win) should be determined by the DLS method for the number of overs which the team batting second will have the opportunity of receiving.
- (c) Where the innings of the team batting second is suspended (with at least the minimum number of overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS Par Score determined at the instant of the suspension. If the score is equal to the DLS Par Score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the DLS Par Score.

26.4 Duckworth-Lewis-Stern (DLS) Method

It is the responsibility of both teams to perform any DLS calculations and for the team captains to agree on the Par Score or Target Score as applicable. The umpires will oversee the process and will advise of any over reductions.

It is important to understand that the Target Score is always 1 run more than the Par Score, as the Target Score is the score that the team batting second needs to win the match.

All captains should make themselves familiar with the DLS calculation process.

If a match is being e-scored, then DLS will be available in the PlayHQ e-score application. If a match is not being e-scored then the DLS function in the MyCricket Live Score App (*Refer to user instructions at Appendix B*) or another suitable DLS App may be used.

26.5 Super Over

- (a) For a T20 competition, in the event of a tie in a finals match the teams shall compete in a Super Over, subject to fitness of ground weather and light, to determine the winner.
- (b) Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
- (c) The team batting second in the match will bat first in the Super Over.
- (d) In both innings of the Super Over the fielding side shall choose which end to bowl from.
- (e) Whilst neither team is required to nominate either batters or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once the bowling team has determined which end they will bowl from and the opening batters take their respective positions at each end, they are not permitted to change ends.
- (f) Only nominated players in the main match may participate in the Super Over.



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- (g) The same ball used at the end of each team's innings in the match, or a similar ball if that one is unsuitable for any reason, shall be used for its innings in the Super Over.
- (h) Fielding restrictions shall be the same as for the last over in the match.
- (i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (j) In the event of both teams having the same score in the Super Over, or that the Super Over is unable to be completed due to fitness of ground, weather or light, the result will be a tie.

26.6 Forfeits

- (a) Any team wishing to forfeit a match shall notify the ODCA of its intention to forfeit no less than 24 hours prior to the match.
- (b) Where such notice is not given, the forfeiting team will be liable for the full umpires' fees for the match. The ODCA may also impose additional penalties as it deems appropriate.
- (c) On match day, a team will be deemed to have forfeited a match where it fails or refuses to play the match.
- (d) Each team must be ready to commence play at the scheduled or rescheduled commencement time on any playing day, otherwise it could be considered to be refusing to play.
- (e) A team that does not have at least 7 players in attendance at the scheduled starting time may request that the umpires, or opposing captain where there is no appointed umpire, permit the start of play to be delayed by up to 30 minutes or until they have at least 7 players in attendance, whichever occurs sooner. Such a request shall not be reasonably denied.

Note: the toss for choice of innings shall not be delayed under these circumstances, and team lists must still be given to the umpire before the toss.

- (f) Where a team has forfeited a match, the umpires (if no umpire, the captain of the non-offending team) shall notify the ODCA within 24 hours of the forfeit occurring.

26.7 Competition points

- (a) Points shall be awarded as follows:

Result	Points
Win	3
Tie	2
Loss	1
No Result	2

- (b) Bye

For a grade with a bye, no points will be awarded for the bye unless all teams do not receive the same number of byes, in which case the team with the bye shall receive 2 points, if all matches in that round do not achieve a result, otherwise they will receive 3 points.



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(c) Forfeits

- (i) A team which receives a forfeit will receive the highest points awarded to any other team in that grade for that round.
- (ii) If both teams forfeit, then no points will be awarded to either team.
- (iii) A team which forfeits a match, may be subject to the loss of up to 5 points pending the outcome of the Committee's investigation into the circumstances surrounding the forfeit.

27 THE FINALS

27.1 Team qualification for finals

- (a) The format of the finals series will be determined by the Committee each season.
- (b) The winner of each semi final, or where a winner was unable to be determined the highest ranked team, will qualify for the final.
- (c) Where a Semi Final match is declared a No Result or the result is a Tie (subject to clause 26.5), the highest ranked team shall proceed to the Final.
- (d) The higher ranked team in the Final shall be declared winner, unless it is defeated by the lower-ranked team, which shall then be declared winner.

27.2 Competition placing

- (a) At the completion of the preliminary rounds, teams will be ranked based on their position on the points table. Rankings will be determined by the highest number of competition points.
- (b) In the event of teams finishing on equal points at the conclusion of the preliminary rounds, a team with a higher net run rate shall occupy a higher relative position.

27.3 Net run rate

- (a) A team's run rate shall be calculated by dividing the total runs scored by the total number of overs received.

For the purposes of run-rate calculations, each fair delivery bowled counts as one-sixth of an over.

- (b) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. That is:

$$\text{Net Run Rate} = \text{Team run rate per over} - \text{opposing team run rate per over}$$

- (c) Where the innings of the team batting second is suspended and it is not possible for the match to be resumed, but a result is achieved under Duckworth/Lewis, for net run-rate purposes the team batting first will be credited with the team batting second's Par Score on abandonment off the same number of overs faced by the team batting second.
- (d) Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, the team batting first will be credited with 1 run less than the final Target Score for the team batting second off the total number of overs allocated to the team batting second to reach the target.
- (e) In the event of a team being all out in less than its full quota of overs, the calculation of its team run rate is based on the full quota of overs to which they



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would have been entitled and not on the number of overs in which they were dismissed.

- (f) In a match in which No Result is achieved, run-rate is not applicable.

27.4 Claim to titles

The competition winners shall be known as 'Lower Grade T20 champions'.

28 SCORING

28.1 General

- (a) Only official ODCA scorebooks are to be used.
- (b) Scoring for all matches is to be in accordance with the ODCA's 'Guidelines for Scoring'.
- (c) A progressive total must be kept for the entire innings.
- (d) It is preferable that each team provides a scorer for the entire match, but there may be times when this is not possible, and one team needs to provide both scorers (typically the batting team).

28.2 Electronic scoring (E-scoring)

It is the responsibility of the home team (i.e., the team listed first on the draw) to e-score the match.

When a match is e-scored, score must also be kept in at least one scorebook.

Note: Teams are to ensure their device is fully charged prior to the start of play, and wherever possible have the ability to charge their device during the day.

28.3 Accuracy of scorebooks and match result

The captains shall be responsible for ensuring that the scorebooks are accurate.

At the end of the match and prior to leaving the ground both teams should agree on the match result.

Should teams not be able to reach agreement, then a Dispute must be lodged in accordance with clause 30 below.

29 SUBMISSION OF MATCH RESULTS

29.1 Team selection

- (a) All clubs are required to enter their selected teams into PlayHQ by no later than the Friday evening prior to the match to facilitate e-scoring.
- (b) Clubs must ensure they have the correct players recorded in PlayHQ by 10pm Tuesday following the match, after which time changes will not be permitted.

29.2 Match reports

A match report (refer to Appendix C) must be submitted for each match by 6pm Sunday, to matchreports@orangecricket.com.au.

The appointed umpire, or where there is no appointed umpire, the home team will be responsible for submitting the match report.

29.3 Entry of data into PlayHQ

- (a) Match scores



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Match scores must be entered into PlayHQ by 6pm Sunday.

For a match that has been e-scored, the team that e-scored the match will be responsible for ensuring that match scores are submitted and finalised in PlayHQ (i.e. Submit Match Result and End Session).

(b) Player scores

Player scores must be entered into PlayHQ by no later than 10pm Tuesday.

29.4 Penalties

For any match where the match report has not been submitted by the required time (see 29.2 above), and/or the match result has not been entered into PlayHQ by the required time (29.3(a) above) the ODCA may declare the match a double forfeit and award no points to either team.

30 DISPUTES and PROTESTS

30.1 Procedure

- (a) Any club requiring adjudication on any dispute or protest by the ODCA, shall forward a clear written statement of the matter in dispute or under protest to the ODCA Secretary within 48 hours of the close of play on the day on which the incident occurred. The statement shall be signed by an office-bearer of that club and must be accompanied by the prescribed fee, which may be refundable at the discretion of the Committee.
- (b) The Committee may, at their discretion, summon all parties involved to attend a hearing. Hearings shall be open to the presence of all affected parties, who shall be permitted to make oral and written representations in relation to the matter at hand.
- (c) Such notification shall be given at least three working days before the date of the hearing, given a notice specifying the place, date and time of the hearing and the nature of the matter being heard. Should the person, or persons, fail to attend such hearing judgment may be given in their absence.

30.2 Appeals

- (a) Appeals against the decision of the Committee must be accompanied by the prescribed fee which may be returned at the discretion of the Committee and must be lodged with the ODCA Secretary by 5pm on the third working day following notification of the Committee's decision.
- (b) The Secretary shall forward the appeal to the Central West Cricket Council, for consideration by that body.

31 ALCOHOL AT MATCHES

- (a) Alcohol is not permitted:
 - (i) to be consumed by participants from the time they arrive at the ground until play concludes on that day, or
 - (ii) to be brought onto the ground by participants during play.

Note: 'participant' means any person participating in the match including, but not limited to players, umpires (including substitute umpires), scorers and other team officials.



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- (b) Any breach of this clause may be managed in accordance with the Code of Conduct or dealt with by the Committee at their absolute discretion.
- (c) The Committee may impose penalties, including loss of match points on any team whose player/s breach this clause.

32 PLAYERS' CONDUCT

Law 42 shall NOT apply. Matters of unacceptable conduct are to be dealt with under the provisions of the ODCA's Code of Conduct.



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APPENDIX A: Loss of Playing Time

Use Table A1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings by 1 over per team for each whole 7.5 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	60	8	114	15
16	2	68	9		
22	3	76	10		
30	4	84	11		
38	5	90	12		
46	6	98	13		
54	7	106	14		

Use Table A2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 3.75 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	30	8	57	15
8	2	34	9		
11	3	38	10		
15	4	42	11		
19	5	45	12		
23	6	49	13		
27	7	53	14		



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APPENDIX B: Making DLS calculations in the MyCricket Live Score app

To calculate DLS from the MyCricket Live Score App follow the Steps below.

- Step 1** Open the MyCricket Live Score App, and select TOOLS without logging in. If you are already logged in, please log out.
- Step 2** Select D/L CALCULATOR.
- Step 3** Select DUCKWORTH-LEWIS-STERN.
- Step 4** In OVERS, enter the number of overs to be faced by each team at the start of play.
- Step 5** Skip to step 8 if no interruption occurred in the innings of the team batting first.
- Step 6** If an interruption occurred in the innings of the team batting first, select SUSPENSION PERIODS.
- Step 7** Select NEW SUSPENSION PERIOD and enter the match details at the time the interruption to play occurred and select DONE.
- Step 8** Enter total runs scored by the team batting first team at the close of its innings.
- Step 9** Select the 2nd Innings button. The Target Score is shown for the team batting second.
- Step 10** If there is an interruption to the innings of the team batting second and then play resumes, select SUSPENSION PERIODS Button. Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption occurred then select DONE. This will provide a revised Target Score.
- Step 11** If there is an interruption to the innings of the team batting second and then play does not resume, enter the number of overs and wickets lost to determine the DLS Par Score.

What is the difference between Par Score and Target Score?

- **Par score** is the total that a chasing team should have reached - when they are 'X' wickets down - at the time of an interruption while **target score** is the revised score that a team is required to get after an interruption.
- In a nutshell, par scores are calculated **before** an interruption, while targets are calculated **after** an interruption. The target is one fixed number, while the par score changes according to the number of wickets lost.



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APPENDIX C: Match Report