ANNEXURE D

COLTS COMPETITION PLAYING CONDITIONS

(FOR AFFILIATED CLUBS)

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1. DEFINITIONS AND INTERPRETATION

1.1 Definitions

1.1.1 In these Playing Conditions:

(a) These playing conditions are to be read together with the PCA Bylaws for Senior Cricket Competitions (Affiliated Clubs).

(b) "**Bylaws**" means the PCA Bylaws for Senior Cricket Competitions (Affiliated Clubs).

(c) Terms also defined in the Bylaws will have the same meaning as in the Bylaws.

(d) "**One Day Match**" means a match played in one day, with one innings per side and a maximum of 50 overs in each innings, in accordance with these Playing Conditions.

(e) **"T20 Match"** means a match played in one day, with one innings per side and a maximum of 20 overs in each innings, in accordance with these Playing Conditions.

(f) The MCC Laws of Cricket will apply to PCA One Day Matches except as altered by these Playing Conditions and/or the Association Bylaws.

(g) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the Bylaws.

(h) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and umpires only, and at all times reference should be made to the text of the Laws of Cricket.

(i) All references to "Governing Body" within the Laws of Cricket shall be replaced by 'PCA'.

(j) "Fielding Restriction Area" is the area defined in playing condition 2.3.2.

2. CONDITIONS

2.1 Grade Conditions

2.1.1 Conditions specific to each grade are listed in the table below.

Grade	Overs per Innings	Ball Type	Power Play / Surge	Innings / Session Duration	First Innings / Session Start Time	Afternoon Tea Schedule	Second Innings/Session End Time
Colts (One Day)	50	White 4 Piece	Yes / No Surge	2hr 55 min	12:15pm	3:10pm - 3:30pm	6:25pm
Colts (Two Day)	60	Red 4 Piece	No / No	1hr 40 min	10:30am	12:10pm - 12:30pm	2:10pm
Colts (T20)	20	White 4 Piece	Yes / Yes 4 / 2 overs	1hr 20 min	10:30am	11:50am - 12:05pm	1:25pm

2.1.2 Colts players must be 14 years of age or older on, or before the 30th of June in the year the season commences.

2.1.3 Colts players must be under the age of 21 on, or before the 30th of June in the year the season commences.

2.1.4 Teams must advise the umpire and opposition captain/coach of the names of the players aged 20 years at or before the coin toss.

2.1.5 Any player under the age of 14 on, or before the 30th of June in the year the season commences that has been previously assessed to be eligible to play in A or B Grade in the PCA Senior Competition or currently plays Senior Premier Cricket will be eligible to play in the Colts Competition.

2.1.6 All teams must have a designated Coach present at each game who is over the age of 18.

2.1.7 The uniform for the Colts One Day and T20 competitions shall be of a coloured design approved by the PCA.

2.1.8 The uniform Colts Two Day competition shall consist of a coloured or predominantly white designed shirt and white playing pants approved by the PCA.

2.1.9 All players in a side must be wearing consistent playing attire.

2.2 Match Conditions

2.2.1 Matches shall commence play at the corresponding 'First Innings Start Time' detailed in 2.1.1.

2.2.2 Each match shall consist of a number of overs at the corresponding 'Overs per innings' detailed in 2.1.1.

2.2.3 The ball type detailed in 2.1.1 shall be used in all matches.

2.2.4 Should the allotted overs for the first innings not be completed within the time of 'Innings Duration' detailed in 2.1.1, then the team batting first shall continue batting until the 'Overs per innings' are received, or the batting team is dismissed. Recommended Over Rates are detailed in Appendix E – Expected Over Rates.

2.2.5 The team batting second shall only receive the number of overs completed within the 'Innings Duration' time allotment of the first innings (i.e. by the start of the scheduled 'Afternoon Tea') This must be communicated to both captains during the innings break otherwise no reduction can be applied.

2.2.6 The team bowling second shall complete its scheduled overs by the corresponding ‘Second Innings End Time' detailed in 2.1.1, otherwise 6 runs for every over short shall be added to the batting teams score and the remaining overs still have to be completed.

2.2.7 Each hour (half hour for T20 matches) the umpire shall communicate to the bowling team the status of their over rate. In matches where an official umpire is not present this shall also be communicated to the scorers who are required to note down the time and detail regarding the number of overs the bowling team is behind by. If this does not occur than no penalty runs can be applied under 2.2.6.

2.2.8 If the commencement of play is delayed and/or playing time is lost during the course of the match due to unfitness of the ground, wicket, weather or light for play, then the time in which the bowling team must complete its allotted overs shall be notified by the umpire, or should an umpire not be present agreed upon by both captain's. Conditions and penalties detailed in 2.2.4, 2.2.5 and 2.2.6 shall apply to this revised time.

2.2.9 Should there be an unexpected delay during an innings for injury, lost ball or for any other wholly acceptable reason out of the control of the fielding side, as determined by the umpires then the innings time shall be extended to compensate for this delay. The revised innings closure time shall be notified by the umpire, or should an umpire not be present agreed upon by both captains.

2.2.10 A commenced over shall be deemed as a completed over.

2.2.11 The maximum number of overs any bowler may bowl in an innings is equal to one-fifth (20%) of the 'Overs per innings'. In a delayed or interrupted match where the number of overs is reduced for both teams or the team bowling second, a bowler may bowl no more than one-fifth (20%) of the total overs allowed. Where the total over's to be bowled is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

2.2.12 Subject to condition 2.2.6 a match shall consist of a minimum of half (50%) of the allocated 'Overs per innings' bowled to each team (rounded up), otherwise it shall be considered abandoned.

2.2.13 If a game cannot be commenced by the Second Innings Start Time it shall be abandoned unless the captains agree earlier to such abandonment.

2.2.14 Matches where each team has received their minimum number of over's to be bowled (per condition 2.2.11) and a match is unable to be completed due to lost playing time, the winner will be determined by using the Duckworth-Lewis-Stern method.

2.3 Power Play (One Day and T20 Only)

2.3.1 Power Play rules shall only apply to Matches as stated under condition 2.1.1 'Power Play'.

2.3.2 For One Day matches the Power Play shall be in effect during the overs stated in 2.3.4. For T20 Matches the Power Play and Power Surge shall consist of a number of overs equal to the value stated in 'Power Play / Surge' under Playing Condition 2.1.1 and apply to the overs stated in 2.3.4 and 2.3.7.

2.3.3 Two semi-circles shall be marked 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 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines marked on the field, to be known the Fielding Restriction Area. The area should be marked by flat discs at 5 yard (4.57 meters) intervals, each 'disc' is to be a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. Refer to Appendix B – Fielding Restriction Area for further information.

2.3.4 **Power Play Overs**: During the periods listed below, no more than two (2) fielders shall be permitted to be outside the fielding restriction area at the instant of delivery.

(a) One Day Matches – Overs 1 to 13.

(b) T20 Matches – Overs 1 to 4.

2.3.5 **Surge Overs** (T20 Only): During overs 11-20 (or as specified under clause 2.3.7 in a reduced overs match), there shall be a 2-over block of consecutive overs, nominated at the batting team's discretion where no more than two fielders shall be permitted outside the fielding restriction area. Surge overs will not be available in innings of a duration of less than 9 overs.

2.3.6 During the non-Power Play Overs and Surge Overs, no more than 5 fielders shall be permitted outside the Fielding Restriction Area at the instant of delivery.

2.3.7 In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs and Surge Overs (if applicable) shall be reduced in accordance with the tables detailed in Appendix C – Reduced Power Play Overs Table. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

2.3.8 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Power Play Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

2.3.9 In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal 'No Ball'.

2.4 General Conditions of Play

2.4.1 A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

2.4.2 The umpire at the bowler's end shall advise the bowler and the batter on strike when a short pitched delivery has been bowled. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents them from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.

2.4.3 For the avoidance of doubt any short pitched delivery that is called a Wide under clause 2.4.2 shall also count as the one allowable short pitched delivery in that over.

2.4.4 All subsequent short pitch deliveries above and beyond the one allowable delivery per over shall be declared a no ball.

2.4.5 A wide is as defined in the Laws of Cricket as being out of reach of the batter. Any ball that pitches on the wicket, or passes the batter, that is outside the batter's reach, standing in their normal batting position, is a 'Wide'.

2.4.6 Pitches to be marked as per Appendix A – Pitch Markings.

2.4.7 Boundaries are to be marked at 60 metres from the centre of the wicket. Where boundaries must be reduced to avoid a hazard, teams should ensure a safe distance is kept between the boundary line and the hazard.

2.4.8 Coloured plastic cones or domes are the only boundary markers to be used within the Peel Cricket Association, unless otherwise approved by the Management Committee. In the event the boundary line is not also marked, a straight line between the markers is deemed to be the boundary.

2.4.9 For One Day and T20 matches where there is a PCA appointed umpire, in addition to the calling of all varieties of No-Ball the next following delivery shall be a Free-Hit for whichever batter is facing. If the delivery for the Free-Hit is not a legitimate ball (any no-ball or wide), the next delivery shall be a Free-Hit for whichever batter is facing.

2.4.10 For One Day and T20 matches, for any Free-Hit the striker can only be dismissed under the same conditions as a delivery deemed a no-ball, even if the delivery is called wide ball. Field Changes for free-hits are not permitted unless a change of striker has occurred or to correct a fielding restriction breach (only the breaching fielder may be corrected). The Umpire shall signal free hit before delivery after signalling a no-ball.

2.4.11 Maximum of 5 fielders to be allowed to field on the leg side at any one time

2.4.12 The maximum bowling spells to be followed shall be as per the detail in Appendix D – Maximum Bowling Spells.

2.5 Two Day Specific Conditions of Play

2.5.1 In the event a player is not available to play both days of a Two Day match clubs shall be permitted to name a 12A and 12B player. Once named the 12A player must play day 1 and the 12B player must play day 2. Failure to do so will result in the player being ineligible and penalties for ineligible players shall be enforced. The 12A and 12B players names must be emailed to the PCA Operations Manager no later than 6.00 pm the day prior to the fixtured match. The umpire and opposition captain/coach must be notified prior to the toss.

3. MATCH POINTS SYSTEM

3.1 One Day Match Points

3.1.1 As per below table:

Match Win	6 Points
Tied Match	3 Points Per Team
Abandoned Match (each team)	Points to be averaged out from the games played (all team points in the grade concerned) and awarded to teams involved in the abandoned match
Forfeit / Disqualification	The team available to play shall receive 6 points
Bye Points	Zero unless they are uneven throughout the competition. If uneven, they are to be averaged out from the games played (all team points in the grade concerned) and awarded to the team involved in the bye

3.2 T20 Match Points

3.2.1 As per below table:

Match Win	4 Points
Abandoned Match (each team)	2 Points Per Team
Forfeit / Disqualification	The team available to play shall receive 4 points
Bye Points	Zero unless they are uneven throughout the competition. If uneven, 2 Points will be awarded to the team involved in the bye

3.3 Two Day Match Points

3.3.1 As per below table:

Won Outright & Won First Innings	10 Points
Won Outright & Tie First Innings	8 Points
Won Outright & Loss First Innings	6 Points
Tie Outright & Win First Innings	6 Points
Tie Outright	4 Points
Tie Outright & Loss First Innings	2 Points
Lost Outright & Won First Innings	4 Points
Lost Outright & Tie First Innings	2 Points
Won First Innings	4 Points
Tie First Innings	2 Points
Draw	3 Points

Abandoned Match (each team)	Points to be averaged out from the games played (all team points in the grade concerned) and awarded to teams involved in the abandoned match
Forfeit / Disqualification	The team available to play shall receive 4 points
Bye Points	Zero unless they are uneven throughout the competition. If uneven, they are to be averaged out from the games played (all team points in the grade concerned) and awarded to the team involved in the bye

3.3.2 A team may declare their 1st Innings at any stage after 40 overs have been bowled.

3.3.3 A team may declare their 2nd Innings at any stage.

3.4 Bonus Points (One Day Matches)

3.4.1 The team batting second shall receive 1 bonus point if it reaches the winning score having batted for 80% or less of its allotted overs.

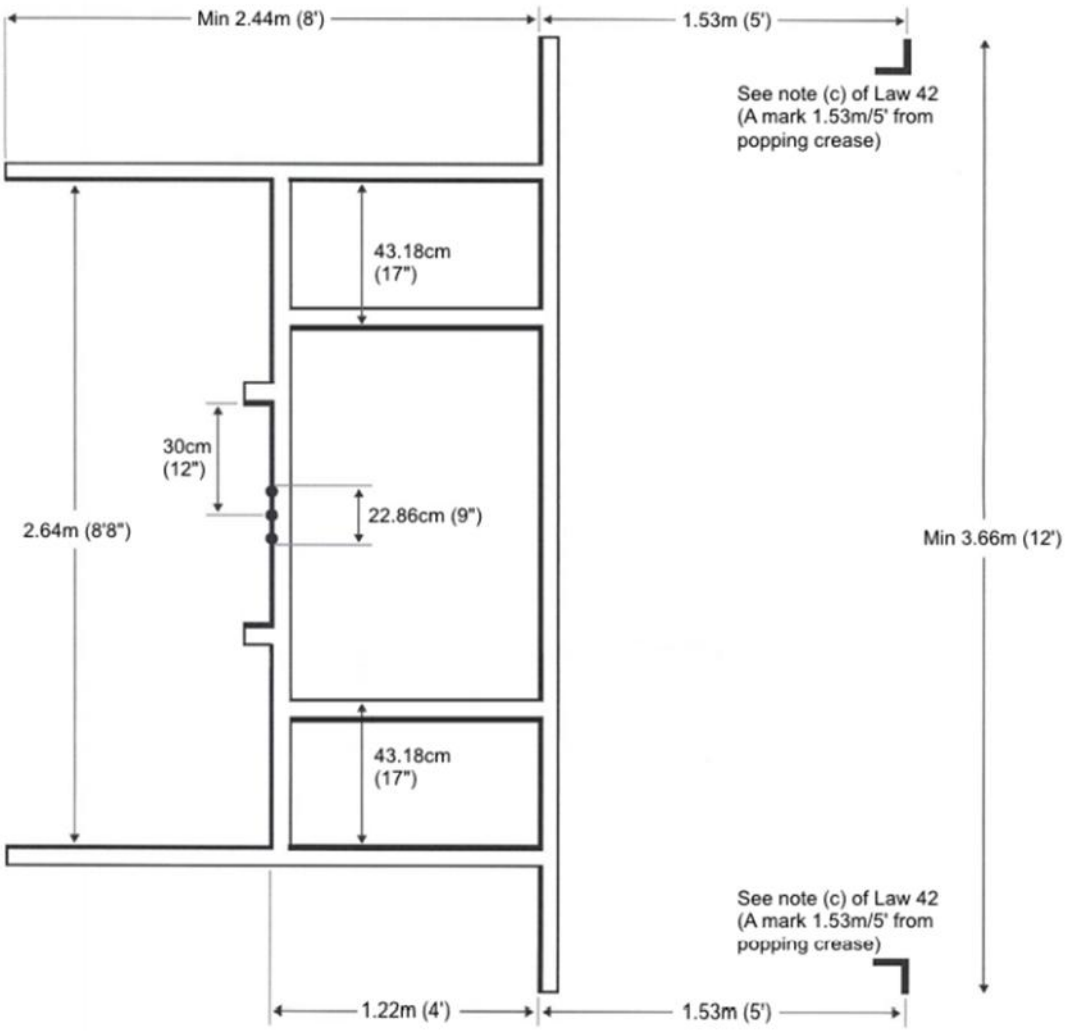
3.4.2 The team batting second shall receive 2 bonus points if it reaches the winning score having batted for 50% or less of its allotted overs.

3.4.3 Should a delay result in a reduction in overs then Appendix F – Bonus Point Calculation Table is to be utilised to determine whether a bonus point is to be applied.

3.4.4 The team bowling second shall receive 1 bonus point if it dismisses or restricts the batting team to 80% or less of the score achieved by the bowling team in the first innings.

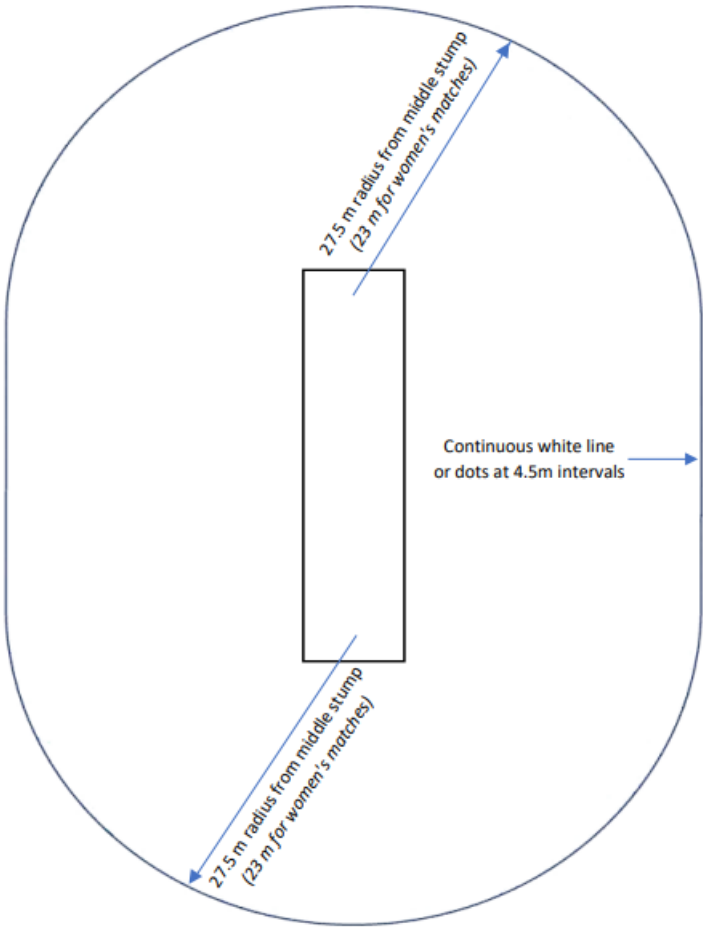
3.4.5 The team bowling second shall receive 2 bonus points if it dismisses or restricts the batting team to 50% or less of the score achieved by the bowling team in the first innings.

4. APPENDIX A – PITCH MARKINGS



5. APPENDIX B – FIELDING RESTRICTION AREA

INFIELD CIRCLE



An oval shall made by drawing two semi-circles on the field of play.
The semi-circles shall have as their centre the middle stump at either end of the pitch.
The semi-circles shall be linked by lines which are drawn parallel to the pitch.

6. APPENDIX C – REDUCED POWER PLAY OVERS TABLE

6.1.1 One Day Reduced Power Play Overs:

Reduced Maximum Overs	Power Play Overs
25-28	7
29-32	8
33-36	9
37-40	10
41-44	11
45-47	12
48-50	13

6.1.2 T20 Reduced Power Play Overs:

Reduced Maximum Overs	Surge Available After Overs	Number of Power Play Overs	Surge Available Between Overs	Number of Surge Overs
5	N/A	2	N/A	0
6	N/A	2	N/A	0
7	N/A	2	N/A	0
8	N/A	2	N/A	0
9	5	2	6 – 9	1
10	5	2	6 – 9	1
11	5	2	6 – 10	1
12	6	3	7 – 11	1
13	6	3	7 – 12	1
14	7	3	8 – 13	1
15	7	3	8 – 14	1
16	8	4	9 – 15	1
17	8	4	9 – 16	1
18	9	4	10 – 17	2
19	9	4	10 – 18	2
20	10	4	11 – 19	2

7. APPENDIX D – MAXIMUM BOWLING SPELLS

7.1.1 Maximum bowling spells shall be as per below:

	U / 11	11 - 13	14 - 15	16- 17	18 - 19
Max Overs per day (Pace bowling)	4	8	12	16	18
Max Spell Overs (Consecutive, Pace bowling)	2	4	5	5	6
Rest Between Spells (minutes)	Rest between spells should be the same number of overs from the same end as the completed spell (Minimum of 20 minutes)				

8. APPENDIX E – EXPECTED OVER RATES

8.1 Two Day Matches

8.1.1 On average in Two Day matches, the bowling side should complete 1 over every 3.33 minutes.

8.1.2 The expected Over Rates for Two Day Matches are as follows:

Innings Time (minutes)	Overs Completed
60	20
120	40
180	60

8.2 One Day Matches

8.2.1 On average in One Day matches, the bowling side should complete 1 over every 3.5 minutes.

8.2.2 The expected Over Rates for One Day Matches are as follows:

Innings Time (minutes)	Overs Completed
60	17 to 18
120	34 to 35
175	50

8.3 T20 Matches

8.3.1 On average in T20 matches, the bowling side should complete 1 over every 4 minutes.

8.3.2 The expected Over Rates for T20 Matches are as follows:

Innings Time (minutes)	Overs Completed
30	7 to 8
60	15
80	20

9. APPENDIX F – BONUS POINT CALCULATION TABLE

9.1.1 The team batting 2nd must pass the 1st innings score in equal to, or under the amount of overs detailed in the table below:

Overs Completed (1st Innings)	1 Bonus Point (80%)	2 Bonus Points (50%)
20	16	10
21	16	10.3
22	17	11
23	18	11.3
24	19	12
25	20	12.3
26	20	13
27	21	13.3
28	22	14
29	23	14.3
30	24	15
31	24	15.3
32	25	16
33	26	16.3
34	27	17
35	28	17.3
36	28	18
37	29	18.3
38	30	19
39	31	19.3
40	32	20
41	32	20.3
42	33	21
43	34	21.3
44	35	22
45	36	22.3
46	36	23
47	37	23.3
48	38	24
49	39	24.3
50	40	25

10. REVISION HISTORY

Date Issued	Revision	Notes	Date Approved
21-Sep-23	2023.1	Final Draft for Approval	
25-Sep-24	2024.1	**Additions** 2.1.1 - update ball type used for One Day and T20 Competitions in Grade Conditions Table 2.1.2 - update wording from 'after' to 'before' 2.1.3 & 2.1.4 - add clarification to player eligibility 2.2.5 & 2.2.7 - add clarification on penalties for slow over rates 7 - added maximum bowling spells 8 - added over rate tables **Updates** 2.1.9 - add that for the One Day and T20 Competitions players shall wear coloured clothing 2.1.10 - add that clothing for the Two-Day competitions shall consist of a coloured or predominantly white designed shirt and white playing pants 2.1.11 - add that all players must wear consistent playing attire	09-Sep-24
10-Sep-25	2025.1	**Addition** 3.4 - bonus points 9 - add bonus point table **Update** 2.1.3 - update player age **Remove** 2.1.4 - player age	03-Sep-25
09-Sep-26	2026.1	**Addition** 2.3.5 - added rules for Surge Overs **Update** 2.1 - updated with Power Surge information 2.3.2 - clarified when Power Play and Surge overs apply 2.3.4 - clarified fielding restrictions for Power Play Appendix C - expanded Power Play and Surge Over information in reduced overs matches Appendix D - updated maximum bowling spells to match Bylaws **Remove** 2.4.9 - helmet rules now mandatory under bylaws	09-Sep-26