ANNEXURE A

ONE-DAY (LIMITED OVERS) SENIOR MEN'S 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) The MCC Laws of Cricket will apply to PCA One Day Matches except as altered by these Playing Conditions and/or the Association Bylaws.

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

(g) 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.

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

(i) "Fielding Restriction Area" is the area defined in playing condition 2.3.3.

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	Innings Duration	First Innings Start Time	Afternoon Tea Schedule	Second Innings End Time
A	50	White 4 Piece	Yes	2hr 55 min	12:15pm	3:10pm - 3:30pm	6:25pm
B	50	White 4 Piece	Yes	2hr 55 min	12:15pm	3:10pm - 3:30pm	6:25pm
C	45	White 2 Piece	Yes	2hr 40 min	12:30pm	3:10pm - 3:30pm	6:10pm
D	45	White 2 Piece	No	2hr 40 min	12:30pm	3:10pm - 3:30pm	6:10pm
E - G	40	White 2 Piece	No	2hr 20 min	12:50pm	3:10pm - 3:30pm	5:50pm

2.1.2 The uniform for all grades shall be of a coloured design approved by the PCA as per bylaw 8.1.

2.1.3 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 D – 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 over's still have to be completed.

2.2.7 Each hour 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, then 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 in2.2.4, 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, 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 3.15pm 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 – A & B Grade

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

2.3.2 Power Play shall be in effect during the below stated overs and shall apply to both innings (Power Play Overs).

(a) **Power Play 1**: During Overs 1-10 no more than two (2) fielders shall be permitted to be outside the fielding restriction area as depicted in playing condition 2.3.3. No stationary catchers are required.

(b) **Power Play 2**: During Overs 11-40 no more than four (4) fielders shall be permitted to be outside the fielding restriction area as depicted in playing condition 2.3.3. No stationary catchers are required.

(c) **Power Play 3**: During Overs 41-50 no more than five (5) fielders shall be permitted to be outside the fielding restriction areas as depicted in playing condition 2.3.3. No stationary catchers are required.

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 In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Reduced Maximum Overs	Power Play 1	Power Play 2	Power Play 3
25	5	15	5
26	5	16	5

Reduced Maximum Overs	Power Play 1	Power Play 2	Power Play 3
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

2.3.5 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.

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

2.4 Power Play – C Grade

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

2.4.2 Power Play shall be in effect during the 1st 14 overs and shall apply to the first overs of each innings (Power Play Overs).

2.4.3 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.

2.4.4 During the Power Play Overs only two fielders shall be permitted outside the Fielding Restriction Area at the instant of delivery.

2.4.5 During the non-Power Play Overs, no more than 5 fielders shall be permitted outside the Fielding Restriction Area.

2.4.6 In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Reduced Maximum Overs	Power Play Overs
23-24	7
25-27	8
28-30	9
31-33	10
34-36	11
37-39	12
40-42	13
43-45	14

2.4.7 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.

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

2.5 General Conditions of Play

2.5.1 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.

2.5.2 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.

2.5.3 For the avoidance of doubt any short pitched delivery that is called a Wide under clause 2.5.2 shall also count as the one allowable short pitched delivery in that over.

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

2.5.5 A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided he/she maintains a normal batting position and has not 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 Law 22.

2.5.6 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

(a) the ball passes between the striker and the stumps.

(b) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

(c) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

2.5.7 When adjudicating wides, leniency should be given in Grades D to F. Any ball pitching within the wide guidelines on either the leg side or off side of the batter should be called a fair delivery.

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

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

2.5.10 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.

2.5.11 For 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.

2.5.12 For any Free-Hit the striker can only 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.

2.5.13 In the competitions E Grade and below no bowler will bowl more than 8 balls in an over, this includes wides or no balls, except for the final four overs of an innings where all wides and no balls must be re-bowled.

2.5.14 In all grades once a result has been reached the match will conclude.

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

3. MATCH POINTS SYSTEM

3.1 Standard Match Points (All Grades)

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	The team available to play shall receive 8 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 Bonus Points (All Grades)

3.2.1 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 (40 overs in A and B Grade, 36 overs in C and D Grade, and 32 overs in E and F Grade if there hasn't been a reduction in overs).

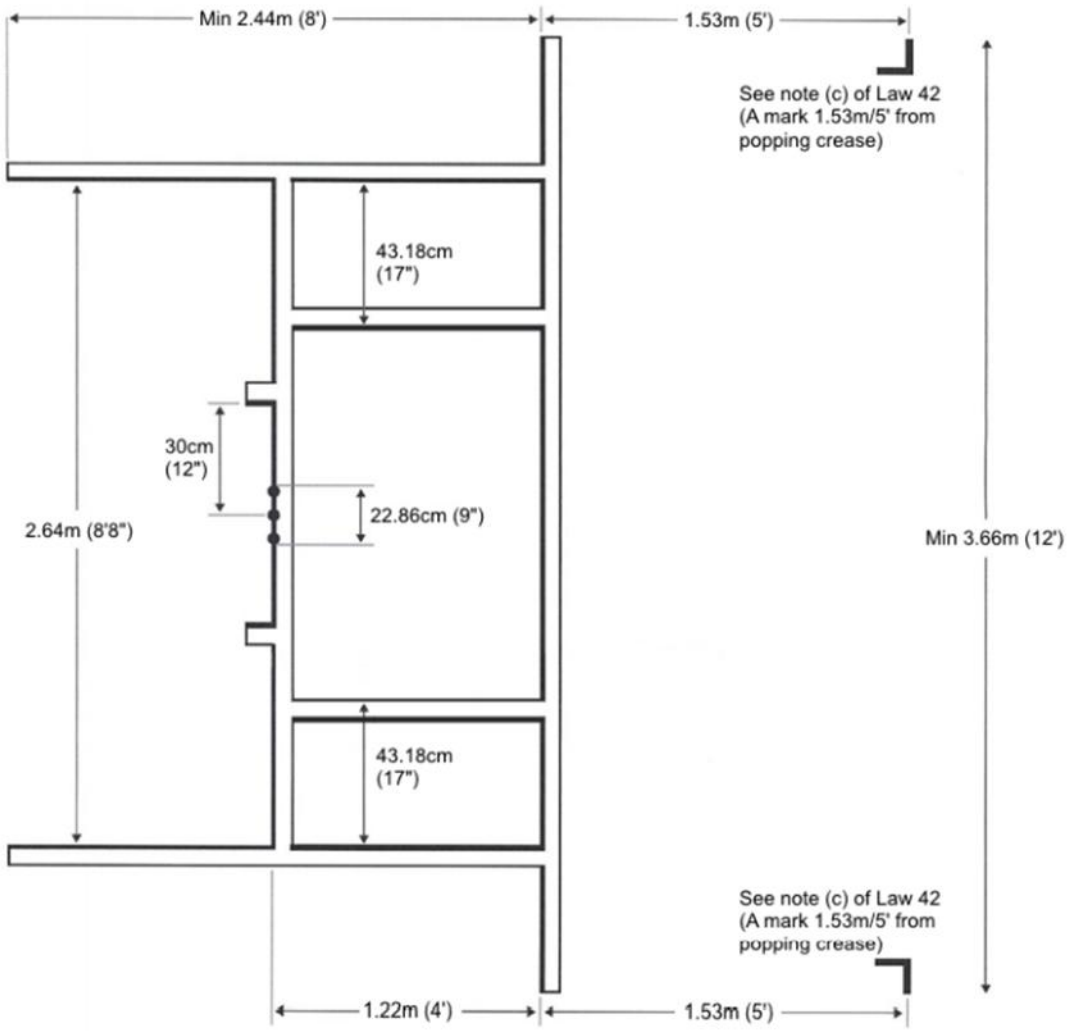
3.2.2 The team batting second shall receive 2 bonus points if it reaches the winning score having batted for 50% or less of its allotted overs (25 overs in A and B Grade, 22.3 overs in C and D Grade, and 20 overs in E grade and below if there hasn't been a reduction in overs).

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

3.2.4 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.

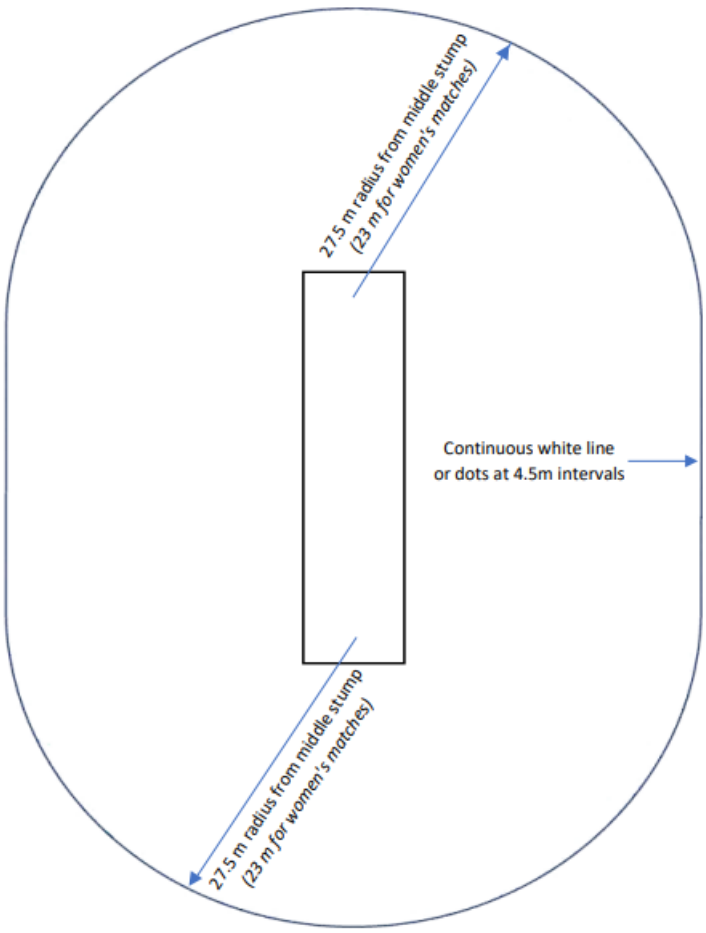
3.2.5 The team bowling second shall receive 2 bonus points if it dismisses or restricts the batting team to 50% or less of the score achieved by the bowling team in the first innings.

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 – BONUS POINT CALCULATION TABLE

6.1.1 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

7. APPENDIX D – EXPECTED OVER RATES

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

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

Innings Time (minutes)	Overs Completed
60	17 to 18
120	34 to 35
140 (for E and lower)	40
160 (for C & D)	45
175 (for A & B)	50

8. REVISION HISTORY

Date Issued	Revision	Notes	Date Approved
24-Aug-23	2023.1	Final Draft for Approval	
09-Sep-23	2023.2	Approved by Member Clubs	07-Sep-23
25-Sep-24	2024.1	**Additions** 2.1.4 - add that all players must wear consistent playing attire 7 - added over rate tables **Updates** 2.1.1 - update ball type used for B & C Grades in the Conditions Table 2.1.2 - update to detail A, B, and C grade shall wear coloured clothing 2.1.3 - add that clothing for the D, E and F Grade competitions shall consist of a coloured or predominantly white designed shirt and white playing pants 2.2.5 & 2.2.7 - add clarification on penalties for slow over rates 3 - points system now the same across all grades **Deletions** 2.1.1 - removal of Mercy Rule column from Conditions Table Removal of Mercy Rule for Grades D-F	09-Sep-24
10-Sep-25	2025.1	**Updates** 2.1.1 - update ball type used for D to F Grades in the Conditions Table	03-Sep-25
09-Sep-26	2026.1	**Updates** 2.1.1 - updated to include G grade 2.1.2 - uniform colour 2.5.14 - updated to E grade and below 2.5.15 - match conclusion 3.1 - updated to cover all grades 3.2 - updated to cover all grades 3.2.2 - updated to E grade and below **Remove** 2.1.3 - uniform colour 2.5.11 - helmet rules now mandatory under bylaws	09-Sep-26