

CRICKET
North West



FIRST GRADE TWO-DAY PLAYING CONDITIONS

2025-26

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Cricket North West - 1ST Grade Two-Day Playing Conditions

49. Conditions of Play – CNW Two Day Matches

All matches are played in accordance with the Laws of Cricket (2022 Code) as recognised by Cricket Australia and as adopted by Cricket Tasmania except amended as below.

50. Hours of Play

1st Grade Two-Day Matches	Start	Lunch	Tea	Stumps	Minimum Overs
Two-Day Matches	10.30 am	12.30 - 1.00 pm	3.00 – 3.30 pm	5.30 pm	96

51. Composition of Teams

- (a) A 1st Grade team shall consist of a maximum of 11 players.

52. Substitutes and Replacement Players – Representative Duties

- (a) Substitutes must be allowed to field for players taking part in International, Interstate, Intrastate and Greater Northern Raiders CTPL matches provided such players have been named in their pennant team, and the opposing Captain and Umpires notified.
- (b) A player required for duties with an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team and who, as a result of that requirement, is unavailable on either day of a pennant match may be replaced by a player of a similar type provided that the approval of the Regional Authority has been obtained prior to the commencement of the said pennant match. A replacement shall be allowed irrespective of whether the replaced player has batted or bowled in the said match. In the event that the replaced player has not completed his innings or over as the case may be the replacement player shall take that players place at the crease. The principle of this rule shall apply to all grades. The playing of an authorised player shall be at the discretion of his club.
- (c) A player selected in an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team, and currently playing in a pennant match, may be replaced in this pennant match by a player of similar type approved by the Regional Authority whether or not such a player has batted or bowled in the current round of matches. A replacement player shall take the place of the replaced player at the crease (batting or bowling), if the replaced player has not completed his innings or over as the case may be at the time when he is replaced. The principle of this rule shall apply to all grades.
- (d) Should a replaced player return before the completion of the match, he may take the place of the replacement player. The above provisions relating to batting and bowling shall apply.
- (e) If a player returning from Australian, Tasmanian, Association or Greater Northern Raiders CTPL team duties is unable to take his place in his club team, then the replacement player must remain in the team.

53. Substitutes and Replacement Players – Unavailability

- (a) Teams in 1st Grade shall be allowed to name a maximum of two (2) substitute players per game to cover for another player's unavailability on either day of a Two-Day match.
- (b) Both the opposing captain and officiating umpires must be notified of the substitution/s prior to the toss of the coin and the name of the substitute/s and the player/s they are substituting for shall be written on the official team sheet.

- (c) The substitute player/s, if required to act as a substitute for any named player, must play for a full day.
- (d) Any player named as a substitute to play on either day cannot be replaced by any other player. However, a substitute fielder is allowed to take the place of a named substitute.

This rule is separate from players who are on Representative Duties as detailed in rule 52.

54. Follow-On Rule

The side which bats first and leads by:

- (a) 100 runs or more in one whole day match, a two whole day match, or a two afternoon match, or bats first and leads by 150 runs or more in a three-day match shall have the option of requiring the other side to follow-on.

55. Declaration of Innings

- (a) The provisions of MCC Law 11.3.2 & 11.3.3 shall apply. In addition, if playing time is lost due to a late declaration or forfeiture at the end of an interruption or interval then the minimum overs for the day should be reduced by 1 over for each complete 3.75 mins of playing time lost.
- (b) In a Two-Day match, the team batting first, having not been dismissed, but having received the minimum overs specified in rule 50, shall have the option to declare the innings prior to the commencement of play on day two. In order to obtain a result, they shall be required to bowl the equivalent number of overs to that bowled on day one unless a prior result has been achieved.
Play may continue for up to 30 minutes after scheduled/rescheduled stumps on day two to achieve this. Following the bowling of the equivalent number of overs, the innings shall be deemed to have been completed. Both sides are entitled to a second innings following such a declaration

56. Minimum Overs

- (a) The minimum number of overs to be bowled before the time scheduled for stumps is shown in the Table – Rule 50 (hours of play and overs). The same minimum over requirement shall also apply from the start of the second day of play. Should there be a change in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 93. Should there be two changes in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 90.
- (b) (i) Should the minimum number of overs not be bowled by the time specified for the completion of the day's play, the match shall continue until the requirement is reached. However, play shall not continue for more than 30 minutes beyond the scheduled cessation time (permitted overtime) and any overs remaining will not be made up on any subsequent day. The over in progress at that time shall be completed except if a wicket falls or a batter retires or if the players have occasion to leave the field during the last minimum over or beyond within 2 minutes of the original scheduled or re-scheduled cessation time or thereafter. So, on a day where there are no interruptions to scheduled play, permitted overtime shall not continue beyond 6.00 pm.

(ii) The provision laid out here for permitted overtime does not apply if there is any delay or interruption to that day's play. In this circumstance, to complete the minimum overs, play can continue for up to one hour after the scheduled close. That is, until, but no later than the over in progress at 6:30 pm. (see clauses d – j below)
- (c) Penalties for slow over rates will apply to any innings of four hours or more on any one day. Table 1 of these Playing Conditions sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting four hours or more. Failure to bowl the minimum number of overs shall result in a penalty of 1 bonus point being deducted for each over not commenced within the time allocated. The umpires may, however, remove or reduce the penalty if they believe that the failure to bowl the specified number of overs was the result of circumstances beyond the control of the bowling team.

Innings of less than four hours' duration are not subject to penalties for slow over rates. However, Laws 41.9 and 41.10 of the Laws of Cricket pertaining to time wasting in all circumstances shall be enforced by the umpires.

The umpires shall both write the details of the adjustment of the penalty in their match report in PlayHQ.

- (d) If there is less than half an hour (30 minutes) delay from the start of either day's play then there will be no change to the minimum amount of overs to be bowled, as play will continue till after 5.30pm, and up to 6.00pm, to make up for lost time. As per 56 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.30 pm).
- (e) Should there be more than half an hour (30 minutes) delay from the start of either day's play, umpires will calculate the time left until 6.00 pm (minus scheduled breaks) and then calculate the minimum overs to be bowled from the agreed start of play at the rate of 16 overs per hour.
- (f) If there is less than half an hour (30 minutes) of playing time lost, other than a change of innings or scheduled break, then there will be no change to the minimum amount of overs to be bowled, as play will continue until after 5.30pm, and up to 6.00pm, to make up for lost time. As per 56 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.30 pm).
- (g) If more than half an hour (30 minutes) of playing time is lost after the commencement of play, then the minimum overs will be reduced by one over for each 3.75 minutes (or part thereof) lost, based on a minimum over rate of 16 overs per hour, as per Table 2. In the event that minimum overs have already been bowled and scheduled time remains; a minimum of one over for each 3.75 minutes (or part thereof) must be bowled.
- (h) Play must not go beyond 6.00pm, apart from completion of over or exemptions in Rule 56 (i)
- (i) The only exceptions to Rule 56 (h) above are:
 - (i) To ensure that the minimum overs are bowled arising from play being rescheduled due to delays or interruptions, as per Rule 56 (b) (ii). In this instance, play may continue until, but no later than 6.30 pm.
 - (ii) In a situation where an outright result is possible on Day 1 of a Two-Day match. If, in the opinion of the umpires, such a result is possible, and conditions are fit for play as per the Laws of Cricket (2.7 & 2.8), then play may continue beyond 6.00 pm until a result is achieved or conditions are no longer fit for play.
- (j) The minimum number of overs to be bowled in an innings of duration greater than 240 minutes is set out in Table 1 (Page 51). This is based on one over being bowled for every 3.75 minutes of playing time (a minimum over rate of 16 overs per hour). As a result, Law 12.6 of the Laws of Cricket does not apply.

Final Hour of Play

- (k) A minimum of 16 overs must be bowled in the final hour of play on Day 2; unless – (1) an outright result is achieved, (2) both captains agree to an early termination within 30 minutes of stumps, or (3) time is lost for a change of innings or unscheduled break in play (one over per 3.75 minutes lost). **Note as per 58 (c) play may continue after completion of 16 overs to complete equivalent overs.**
- (l) A drinks break shall be taken at the completion of the 80th over or within 5 mins. of the scheduled time for the last hour to commence, whichever is the latter. The timing of the final hour shall commence on resumption of play following the drinks interval.

Commencement of Final Hour of Play

- (m) The final hour shall commence when (1) the 80th over of the day (less any reductions for change of innings or unscheduled breaks) has been bowled, or (2) one hour of scheduled or revised playing time remains; whichever occurs latest.

Examples (assuming no unscheduled breaks or extra playing time):

- (n) **Team maintaining Minimum Over-Rate:** A fielding team, having maintained the minimum over-rate, bowls the 80th over of the day by 4.30 pm. Drinks will be taken and the final hour will commence, and the team must bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:34 pm. Play will cease at 5:34 pm or after 16 overs, whichever is the latter.

- (o) **Team ahead of Minimum Over-Rate:** A fielding team, having been ahead of the minimum over-rate, bowls the 86th over of the day by 4:26 pm. Drinks will be taken and the final hour will commence, provided it has reached 4:30 pm by the end of the break. This team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:30 pm. Play will cease at 5:30 pm or after 16 overs, whichever is the latter.
- (p) **Team behind the Minimum Over-Rate:** A fielding team, having been behind the minimum over-rate, bowls 75 overs by 4.30 pm. In this instance, play will continue until such time as the 80th over has been bowled. Drinks will then be taken and the final hour will commence, and this team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:47 pm. Play will cease at 5:47 pm or after 16 overs, whichever is the latter.
- (q) **Day's play interrupted for more than 30 minutes:** In the circumstance where play is rescheduled to finish at 6:00 pm on the final day due to delay or interruption, the final hour shall be scheduled to commence at 5:00 pm. Minimum overs still applies before the commencement of the final hour. E.g. a team has to bowl a minimum of 72 overs for the day after interruption. Therefore, they need to bowl a minimum of 56 overs (72 – 16 overs) before the commencement of the final hour. They finish their 56 overs at 5:08 pm. Drinks is taken and play resumes at 5:12 pm. Play will cease at 6:12 pm or 16 overs, whichever is the latter (apart from exceptions K (1), (2) and (3) above).

57. Maximum Overs

A team batting first is allowed to bat up to a maximum of 104 overs but is not permitted to bat into the second day of a Two-Day match in 1st Grade roster or semi-final match if no time was lost on Day 1. There is no maximum for any other innings of a match.

58. Team Batting Second

The team batting second will begin its first innings after one of three possible situations:

- (a) It will start its innings on the first day of play, after having dismissed the opposition. In this case it is entitled to receive the remaining minimum overs on the first day and the minimum amount of overs on the second day.
- (b) It will start its innings at the commencement of play on the second day of play, after dismissing Team Batting First at stumps on day 1. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. The match will continue to the scheduled close of play if a result has not been achieved before then.

The team with the higher score, regardless of wickets lost at the close of play, shall be determined as the winner of the match, provided that the team batting second has received its entitled number of overs (subject to a minimum of 96 overs).

Should the team batting second not be dismissed, nor pass the score of the team batting first, the match shall be declared a draw unless the team batting second has received the same amount of overs received by the team batting first, subject to a minimum of 96 overs.

Therefore, in matches where both teams do not have the opportunity to bat for 96 overs (due to reductions), the match shall be declared a draw unless a result is otherwise achieved; i.e. the team batting second is bowled out for less than the team batting first, or the team batting second passes the team batting first's score.

- (c) It will start its innings at the commencement of play on the second day of play, after Team batting First declared innings closed at stumps on day 1 **as per 55(b)**. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. **Play may continue for up to 30 minutes after scheduled/rescheduled stumps on day two to achieve this.** Otherwise, the result of the match shall be a draw.

In all cases where the match has ended in a draw on first innings, teams will receive four points each, in addition to batting and bowling points earned in the match.

59. Outright Results

Once a result (other than a draw) has been achieved on first innings, both teams are entitled to go for an outright victory and/or batting & bowling points as long as time permits. There are no restrictions on overs at this point of the match.

60. Cancellation of First Day's Play

If, on the first day of a Two-Day roster match play is either cancelled in advance or cannot commence before the time scheduled for the resumption of play following the tea break, the match shall be played on the second day as a One Day fixture as per CNW One Day Playing Conditions.

61. Making Up for Time Lost

- (a) As well as playing until 6.00pm on the first day, if more than 90 minutes of play is lost on the first day, play may start at 10.00am on the second day and finish at 6.00pm.
- (b) If the first session cannot begin before 12.00pm, lunch shall be taken, and play shall start at 12.30pm with the tea interval taken at 3.00pm and play continuing to 6.00pm.

Preventing Loss of Time

- (c) An interval shall be taken immediately at the end of an innings should there be less than 30 minutes of time left before the interval.
- (d) Similarly, if play has been delayed or suspended, an interval shall be taken once it is within half an hour of that interval's scheduled start.
- (e) If nine wickets have fallen at the scheduled start of an interval, that interval shall be delayed until the wicket falls or half an hour has elapsed.

62. Early Termination of Match

With the agreement of both captains that no result or no further result than that already achieved can be obtained in any match, play may be terminated within 30 minutes of the scheduled completion of the time of the match.

63. No Balls, Fair and Unfair Play

63.1 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by Rule 63.2.

63.2 Bowling of Dangerous and Unfair Short Pitched Deliveries

- (a) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (c) Should a third such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

63.3 Dangerous and Unfair Full Pitched Balls

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No Ball.
- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the

bowler's end umpire it is likely to inflict physical injury on the striker.

- (b) In the event of a bowler bowling a high full pitched ball as defined above in (b), the umpire at the bowler's end shall, in the first instance, call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at wicket of what has occurred.
- (c) 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 take the bowler off immediately. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

64. Arrangements for 1st Grade Semi-Finals

- (a) All CNW 1st and 2nd Grade Semi-Finals and 2nd Grade Grand Final shall be played as per CNW Two-Day Playing conditions, with the following additions:
- (b) If no result (1st innings or outright) is obtained, the team that finished in a higher ladder position at the end of the roster competition shall be declared the winner.
- (c) Clubs on whose grounds finals are played are responsible for the appointment of a Match Manager and the CT Community Competitions Administrator must be notified of the appointment three days prior to the game. Match managers shall be responsible for the satisfactory preparation and covering of wickets, and arranging for stumps, a roller, markers and sawdust being available for use during the game.
- (d) Match Managers shall arrange for lunch and afternoon teas, drinks etc. Players are responsible for paying for their own lunch. Afternoon teas will be paid for by CNW at a rate fixed by CNW each season.
- (e) Balls must be supplied by competing clubs, unless otherwise advised, and must be at least the standard as used in roster matches, i.e. Kookaburra Regulation Balls.
- (f) A Captain can concede the match, but not before 1.00 pm on the second day.

65. Arrangements for 1st Grade Three-Day Grand Finals

- (a) For Grand Finals of three days' duration, the hours of play shall be 11.00am to 6.00pm on all three days.
- (b) On all days, a minimum of 96 overs must be bowled, and extra time can be used if necessary to achieve the minimum. If on any day, time lost previously due to allowable circumstances is to be made up, then one over for each 3.75 minutes of additional time will be added to the minimum number of overs to be bowled on that day.
- (c) Up to two and a half hours of time lost due to inclement weather may be made up by play continuing up to 30 minutes past the scheduled stumps time all three days and starting 30 minutes before the scheduled start time on Day Two and Three.
- (d) **Maximum Overs**
 - (i) The side batting first may bat for a maximum of 140 overs.
 - (ii) If play is delayed at the start or after the game has commenced the side batting first may still bat for the maximum of 140 overs.

(e) **Side Batting Second**

- (i) If the side batting first is dismissed or has declared their innings closed before the maximum 140 overs, then the team batting second is eligible to bat for all remaining time.
 - (ii) If the side batting first has batted for the full 140 overs and has had to compulsorily declare its innings closed, then the side batting second can only bat for a maximum of 140 overs.
- (f) The team scoring the greater number of runs on the 1st completed innings, irrespective of wickets lost, shall be declared the winner, providing no outright result is reached.
- (g) For the second innings, declarations are at the discretion of the captain of the batting side, i.e. there shall be no time or over limits on the innings duration.
- (h) The team winning on the 1st innings shall be premier, should there be no outright result.
- (i) In the event of a tie over the four innings the team that finished in the highest place on the ladder shall be premiers.
- (j) A Captain can concede the match but not before the close of play on the second day
- (k) Cricket North West shall provide Kookaburra Regulation balls for use in the 1st Grade Grand Final.
- (l) Clubs on whose grounds finals are played shall be responsible for the appointment of a Match Manager, and the appointee notified to CNW three days prior to the match. Match Managers shall be responsible for the satisfactory preparation and covering of wickets, and arranging for stumps, a roller, markers and sawdust being available for use during the game.
- (m) Match Managers shall arrange for lunch and afternoon teas etc. Players are responsible for paying for their own lunch. Afternoon teas will be paid for by CNW at a rate fixed by CNW each season.

TABLE 1 – MINIMUM OVER RATES

Minutes	Overs	Minutes	Overs	Minutes	Overs
240	64	341	91	443	118
244	65	345	92	446	119
248	66	349	93	450	120
251	67	353	94	454	121
255	68	356	95	458	122
259	69	360	96	461	123
263	70	364	97	465	124
266	71	368	98	469	125
270	72	371	99	473	126
274	73	375	100	476	127
278	74	379	101	480	128
281	75	383	102	484	129
285	76	386	103	488	130
289	77	390	104	491	131
293	78	394	105	495	132
296	79	398	106	499	133
300	80	401	107	503	134
304	81	405	108	506	135
308	82	409	109	510	136
311	83	413	110	514	137
315	84	416	111	517	138
319	85	420	112	521	139
323	86	424	113	525	140
326	87	428	114	529	141
330	88	431	115	532	142
334	89	435	116	536	143
337	90	439	117	540	144

When an innings of four hours (240 minutes) or more is concluded, the following table determines the number of overs required to have been bowled to avoid penalties as per CNW Rule 56 (c). An over

commenced shall be considered whole for the purpose of calculation. No penalties are to be applied to an innings of less than four hours (240 minutes) excepting the umpires' decision to apply Law 41.9 and 41.10 of The Laws of Cricket as required.

TABLE 2 – LOSS OF PLAY IN TWO DAY MATCHES

Reduce the minimum by one (1) over for each 3.75 minutes (3 minutes and 45 seconds) or part thereof lost.

Refer to CNW Rule 61 for provision to make up lost time before reducing overs, after which, an example would be: 36 minutes lost, reduce minimum for the day by 10 overs.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3.75	1	131.25	35	258.75	69
7.5	2	135	36	262.5	70
11.25	3	138.75	37	266.25	71
15	4	142.5	38	270	72
18.75	5	146.25	39	273.75	73
22.5	6	150	40	277.5	74
26.25	7	153.75	41	281.25	75
30	8	157.5	42	285	76
33.75	9	161.25	43	288.75	77
37.5	10	165	44	292.5	78
41.25	11	168.75	45	296.25	79
45	12	172.5	46	300	80
48.75	13	176.25	47	303.75	81
52.5	14	180	48	307.5	82
56.25	15	183.75	49	311.25	83
60	16	187.5	50	315	84
63.75	17	191.25	51	318.75	85
67.5	18	195	52	322.5	86
71.25	19	198.75	53	326.25	87
75	20	202.5	54	330	88
78.75	21	206.25	55	333.75	89
82.5	22	210	56	337.5	90
86.25	23	213.75	57	341.25	91
90	24	217.5	58	345	92
93.75	25	221.25	59	348.75	93
97.5	26	225	60	352.5	94
101.25	27	228.75	61	356.25	95
105	28	232.5	62	360	96
108.75	29	236.25	63	363.75	97
112.5	30	240	64	367.5	98
116.25	31	243.75	65	371.25	99
120	32	247.5	66	375	100
123.75	33	251.25	67		
127.50	34	255	68		