SECOND GRADE
ONE-DAY PLAYING CONDITIONS
2026-27

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CNW 2nd Grade One-Day Playing Conditions

Cricket North West Second Grade One-Day matches are played under the Laws of Cricket (2026 Code) and shall apply except, where varied below.

111. Duration of Matches and Composition of Team

(a) CNW 2nd Grade One-Day matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 45 six-ball overs. A minimum of 25 overs per team shall constitute a match.

(b) A team shall consist of a maximum of twelve players with no substitutes. In the case of a team nominating eleven players on their team sheet, per the Laws of Cricket, a 12th Man can be used to take the place of an injured or absent fielder with the consent of the umpires.

112. Hours of Play, Intervals & Extra Time

112.1 Hours of Play

2nd Grade One-Day Matches	Start	Lunch	Stumps	Maximum Overs
All matches	10.30 am	1.30 - 2.00 pm	5.00 pm	45

Please note: In the event of the team batting first being dismissed before the scheduled lunch break, the lunch break will be taken immediately.

112.2 Interval between Innings

The innings of the team batting second shall commence when the team batting first has completed its innings and a 30-minute interval has been taken for lunch.

Where play is delayed or interrupted the length of the interval shall be as follows:

Time Lost	*Interval*
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

112.3 Intervals for Drinks

Two drinks breaks per session shall be permitted; at the conclusion of the 17th and 34th overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

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. Any player taking drinks onto the field shall be dressed in proper cricket attire.

112.4 Extra Time

There shall be, no extra time allowed.

113. Length of Innings

113.1 Uninterrupted Matches

(a) Each team shall bat for 45 (six ball) overs unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

The interval shall not be extended and the second session shall commence at the scheduled time.

(c) If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs.

(d) If the team fielding second fails to bowl 45 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved

(e) Penalties for slow over rates are:

(1) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

(iii) (2) shall not apply where:

a. a side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

b. a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

a. the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and

b. any time allowances as and when they arise.

(2) If the team fielding second fails to bowl the required number of overs by the scheduled time of cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

(iii) (2) shall not apply where:

(a) side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and

(b) any time allowances as and when they arise.

(3) For the purpose of determining penalties, the below allowances shall be taken into account:

(i) Actual time taken for treatment of an injured player on the field;

(ii) Actual time taken for a player leaving the field in the event of serious injury;

(iii) Actual time taken to dry a wet ball;

(iv) Actual time taken to find or replace a ball;

(vi) 5 minutes for each drinks break in excess of two per innings in extreme heat;

(vii) Actual time lost due to all other circumstances beyond the control of the fielding side.

(4) There shall be no allowances given for:

(i) Wickets falling;

(ii) Drinks intervals;

(ii) Sightscreen changes (if applicable).

114. Delayed or Interrupted Matches

114.1 General

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum 25 overs must be bowled to both sides to constitute a match, providing they are not dismissed earlier, or the team batting second passes the score of the team batting first.

The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes or part thereof per over in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

(b) Fractions are to be ignored in all calculations re number of overs.

114.2 Delay or Interruption to the Innings of the Team Batting First

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of 114.1 (a).

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per 113.1 (b) and,

(c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

114.3 Delay or Interruption to the Innings of the Team Batting Second

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in 114.1 (a), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per 113.1 (b) and,

(c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

LOSS OF PLAY IN CNW 2ND GRADE ONE-DAY MATCHES

Note: Refer to Rule 111.2 and 112 for provision to make up lost time PRIOR TO reducing overs.

TIME LOST PRIOR TO PLAY COMMENCING

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 8 minutes lost. For matches scheduled to start at 10:30am, play must be able to start by 1:30pm, otherwise match is abandoned.

TABLE 1 – TIME LOST DURING INNINGS OF THE TEAM BATTING FIRST

For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 8 minutes lost

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	80	10	152	19
16	2	88	11	160	20
24	3	96	12	168	21
32	4	104	13	176	22
40	5	112	14	184	23
48	6	120	15	192	24
56	7	128	16	200	25
64	8	136	17		
72	9	144	18		

TABLE 2 – TIME LOST DURING INNINGS OF THE TEAM BATTING SECOND

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17		
36	9	72	18		

CNW SECOND GRADE
ONE DAY LIMITED OVER MATCHES
BOWLING RESTRICTIONS IN A REDUCED OVER GAME

BOWLING	OVERS
5 X 9	45
4 X 9 & 1 X 8	44
3 X 9 & 2 X 8	43
2 X 9 & 3 X 8	42
1 X 9 & 4 X 8	41
5 X 8	40
4 X 8 & 1 X 7	39
3 X 8 & 2 X 7	38
2 X 8 & 3 X 7	37
1 X 8 & 4 X 7	36
5 X 7	35
4 X 7 & 1 X 6	34
3 X 7 & 2 X 6	33
2 X 7 & 3 X 6	32
1 X 7 & 4 X 6	31
5 X 6	30
4 X 6 & 1 X 5	29
3 X 6 & 2 X 5	28
2 X 6 & 3 X 5	27
1 X 6 & 4 X 5	26
5 X 5	25

Notwithstanding the above, underage bowling restrictions must be enforced.

115. Restrictions on the Placement of Fieldsmen

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

(b) In addition to the restriction contained in 96 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

(c) The following fielding restrictions shall apply:

(i) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres).

(ii) The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

(iii) During the first block of 10 Fielding Restriction Overs (as set out below in 96 (f)), no more than two (2) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. In an innings of 45 overs, these are overs 1 to 10 inclusive. This is to be known as Phase 1.

(iv) During the next 30 FRO’s no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 11 to 40 inclusive. This is to be known as Phase 2.

(v) During the remaining 5 FRO's no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 41 to 45 inclusive. This is to be known as Phase 3.

(d) In circumstances where the number of overs to be faced by the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with Table 4 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.

(e) If play is interrupted during an innings and the arrangements specified by Table 4 apply, the FRO's take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:

Example 1: *A 45-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+21+6. Therefore, the Phase 2 fielding restrictions take immediate effect when play resumes and last for a further 19.3 overs. Phase 3 begins after 28 overs have been bowled.*

Example 2: *A 40-over innings in interrupted after 18.5 overs and reduced to 25 overs. The new FRO's are 5+17+3. When play resumes, Phase 2 fielding restrictions continue for another 3.1 overs, before the Phase 3 restrictions apply for the final 3 overs of innings.*

(f) At the commencement of Phase 2 and Phase 3 in each innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

(g) The scoreboard shall indicate the current FRO Phase in progress (if possible).

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

TABLE 3 – SIMPLE GUIDE TO THE NEW FRO PHASES

PHASE	SELECTED BY	DURATION	CATCHERS	FIELDERS ALLOWED OUTSIDE 30-YARD CIRCLE
1	Compulsory	10 Overs *(Overs 1-10 inclusive)*	None	2
2	Compulsory	30 Overs *(Overs 11-40 inclusive)*	None	4
3	Compulsory	5 overs *(Overs 41-45 inclusive)*	None	5

(i) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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.

TABLE 4 – FIELDING RESTRICTION OVERS CALCULATIONS (THREE PHASES)

NO. OVERS IN INNINGS	FRO's PHASE 1	FRO's PHASE 2	FRO'S PHASE 3
25	5	17	3
26	6	17	3
27	6	18	3
28	6	19	3
29	6	19	4
30	7	20	3
31	7	21	3
32	7	21	4
33	7	22	4
34	7	23	4
35	8	23	4
36	8	24	4
37	8	25	4
38	8	26	4
39	9	26	4
40	9	27	4
41	9	27	5
42	9	28	5
43	9	29	5
44	10	29	5
45	10	30	5

116. Bowling Restrictions

116.1 Number of Overs per Bowler

(a) No bowler shall bowl more than 9 (six ball) 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.

(c) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

(d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

(e) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allotted amount of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, note the appropriate penalty is to be applied and that the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.

(f) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.

116.2 Under-Age Bowling Limits

(a) This rule relates to fast and medium pace bowlers, broadly defined for the purpose of this rule as those to whom the wicket keeper stands back.

(b) This rule is to apply for all 2nd Grade One-Day matches.

(c) These regulations are to apply to players for the entire season, even if they turn 15, 17 or 19 in that season. The player's age shall be taken as at the 31st of August each year.

(d) Captains are to note the age of all under age players on the team sheet.

(e) While the umpires will record overs bowled and apply this rule, captains are ultimately responsible to junior players for complying with bowling limits.

(f) Daily limits are imposed as follows:

(i) For under 19, a maximum spell of six (6) consecutive overs, and are permitted to bowl a full 9 overs in a One-Day match.

(ii) For under 17, a maximum spell of six (6) consecutive overs, and are permitted to bowl a full 9 overs in a One-Day match.

(iii) For under 15, a maximum spell of five (5) consecutive overs, and are permitted to bowl a full 9 overs in a One-Day match.

(iv) For under 13, a maximum spell of four (4) consecutive overs, and are only permitted to bowl a maximum of 8 overs in a One-Day match.

The break between spells must be the same number of overs from the same end as the completed spell, with a maximum break of 1 hour, inclusive of scheduled or unscheduled breaks. No restrictions apply to Twenty/20 matches.

For example, if an Under-17 player bowls six (6) overs in their spell, their sixth being over number 21, they would have to wait until an equivalent number of overs have been bowled from the same end before bowling again (23, 25, 27, 29, 31, 33). They could therefore bowl again from the start of the 34th over.

(h) A bowler who has bowled less than the maximum spell permitted for their age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break (as per {38 (f)} above) between spells will apply and the break within the spell disregarded.

(i) If any interval or interruption in play results in over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

(j) Where there is an unscheduled break in the innings, the time off the field shall be counted towards the break between spells, calculated as 4 minutes per over.

(k) Each bowler in this category must ensure the bowler's end umpire is aware of his identity, and that he is subject to this by-law, whenever commencing or resuming bowling.

Scorers are also to be informed prior to the commencement of the innings which bowlers are subject to this by-law on account of their age.

(l) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play, this rule applies as follows:

(i) If he begins with medium pace (or faster) he is subject to the rule throughout the day.

(ii) If he begins with slow bowling and changes to medium pace (or faster) the rule applies from the time of the change, and in that case any overs bowled prior to the change shall not be taken in either the daily limit or current spell.

(m) In the event that a player currently bowling an over in progress has breached rules 116.2 (f-l) above, the bowler's end umpire shall instruct the fielding captain to remove the bowler from the attack immediately, and another player shall complete the over. The player who committed the breach may not bowl again until permitted under the rules. Relevant penalties will be applied at the conclusion of the innings.

The penalties are as follows:

Roster Matches: **1 point** for the 1st over that is over the limit for the relevant bowler and his limitations and **2 points** for every subsequent infringement during the match

117. No Balls

117.1 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by Rule 118.1.

117.2 No Ball – Games Played on Synthetic Pitches

(a) Any ball that when bowled, pitches off the surface of artificial pitches shall be called a No Ball. In this instance the following delivery shall not be a free hit.

117.3 Free Hit After a No Ball

(a) The delivery following a No Ball {except as outlined in 117.2 (a) above} shall be a free hit for whichever batsman 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 batsman is facing it.

(b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide.

(c) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.

(d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

118. Unfair Play

118.1 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.

118.2 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.

(b) Any delivery which passes of 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.

(c) 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.

(d) 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.

(e) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.

(f) 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.

119. Wide Bowling – Judging a Wide

Law of Cricket 22.1 shall be replaced by the following;

(a) The batters off and leg side are determined by their stance when the ball first becomes live for that delivery.

(b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

(c) Normal, routine movements by the batter prior to receiving the ball will not, of themselves, be treated as a place where the batter has stood for the purposes as mentioned in the preceding paragraph. However, where in the opinion of the umpire the batter's movement is made in an attempt to deceive the bowler or to access a particular part of the ground, the batters's stance as mentioned in the preceding paragraph is to be applied strictly. For example, where the batter steps back towards the leg side, the leg side wide line will move with the batter, and the off side wide line will remain. Where the batter moves across to the off side to create access for a leg side shot, the off side wide line will move with the batter, and the leg side wide line will remain.

(d) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

(e) 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.

(f) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.

(g) 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:

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

(2) 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.

(3) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep, switch hit or any type of reverse stroke. In this scenario, the definition of a Legside Wide shall be the ball, without any contact with the striker's bat or person, passing outside of the Wide marking 43.18cm in from the return crease. Interpretation of a Wide to a ball passing the batter on the offside of the stumps, in this scenario, remains unchanged.

120. The Ball

i. New Kookaburra-brand White 4-piece 156g balls as approved by CNW will be used in all matches. For your information, the approved balls are Kookaburra Regulation, Regulation Reject, Club Match or Senator.

ii. Each fielding team shall have one new ball for its innings.

iii. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

iv. Either bowler or batsman may raise the matter with the Umpires and the Umpires' decision as to replacement or otherwise will be final.

v. Umpires shall inspect the ball at the second drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

121. Result

121.1 A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Rules 113 and 114, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared no result.

121.2 Tie

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Rules 113 and 114 the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

121.3 Bonus Points (Roster Matches)

(a) Any team that achieves victory with a run rate 1.25 times that of the opposition = **1 bonus point.**

(b) Any team that achieves victory with a run rate 2.00 times that of the opposition = **2 bonus points.**

(c) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.

(d) Where a side is all out, the number of overs to be used is the maximum number of overs that it was otherwise eligible to face.

121.4 Determining a Result - Delayed or Interrupted Matches

If, having received 25 overs, the team batting second has not had the opportunity to complete the agreed number of overs subject to the provisions of Rules 113 and 114, and has neither been dismissed, nor passed its opponent's score, the result shall be decided using the Calculation of Target Score arrangements as outlined below in 121.4.

121.5 Calculation of Target Score

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team's innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version with the home team to provide a hard copy of the par score table to both captains (if possible).

Application of the Duckworth/Lewis/Stern Formula

(a) If the match is being scored on the club's scorer laptop, the Duckworth/Lewis/Stern calculator featured in the latest version of the Total Cricket Scorer software shall be used to calculate the target score. This method of calculation takes precedence over any other way of calculating the target score.

(b) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used

(c) The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 121.4 (a) and (b) above, is not available. It is to be applied as follows:

   a. The Calculation of Target Score formula (see below) will be used to calculate the revised target score.

   b. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

TABLE 3 - 2ND GRADE ONE DAY GAMES – CALCULATION OF TARGET SCORE

The calculation is based on the difference in the number of overs faced.

DIFFERENCE Subtract overs to be faced by team batting second from overs faced by team batting first.	CALCULATION Multiply team batting first's final total by the appropriate number below, based on the difference in overs faced.
1 OVER	0.995
2 OVERS	0.99
3 OVERS	0.985
4 OVERS	0.98
5 OVERS	0.975
6 OVERS	0.97
7 OVERS	0.96
8 OVERS	0.95
9 OVERS	0.94
10 OVERS	0.93
11 OVERS	0.92
12 OVERS	0.905
13 OVERS	0.89
14 OVERS	0.875
15 OVERS	0.86
16 OVERS	0.845
17 OVERS	0.83
18 OVERS	0.815
19 OVERS	0.80
20 OVERS	0.78
21 0VERS	0.76
22 OVERS	0.74
23 OVERS	0.72
24 OVERS	0.70
25 OVERS	0.675

Note: Round the target score up, to the next whole number. This will be the number of runs required to win the match.

WORKED EXAMPLE

2nd Grade One Day Games – Calculation of Target Score

Example:

1. Team A bats first and reaches 6-152 off 41 overs.
2. Due to another rain interruption, Team B will receive 34 overs.
3. Calculate the difference, which will be 41 – 34 = 7.
4. Go down to 7 OVERS in Table 4, then go across to find the number you must multiply by to determine the target score, in this case 0.96.
5. Multiply Team A's final score by the calculation number, which is 152 x 0.96 = 145.92.
6. Round up the target score up to the nearest whole number = 146.
7. Team B's target score is 146.

122. Second Grade Competition One-Day Grand Final

Grand Final

(a) The top two teams at the end of the One-Day matches roster series will playoff in the CNW Second Grade One-Day Cup Grand Final.

The Grand Final of the Second Grade One-Day Cup shall be hosted by the highest ranked qualified team, subject to consideration by the CNW Board on ground conditions, facilities and availability.

(b) Should the Grand Final be washed out, if a reserve date has been scheduled the match shall be replayed. In the event that the original and reserve dates are declared washed out or are a no-result occurs, then the highest ranked qualifying team will be declared the Premier.

Player Qualification for Finals

(c) All players must have played a minimum of four (4) days with their club in the current season (excluding T20 matches) in 2nd Grade or below to participate in the CNW Second Grade One-Day Cup Grand Final.