

ONE DAY MATCHES

SENIOR PLAYING CONDITIONS SEASON 2026/27

Last Updated 15 September 2026

Contents

1 Hours of Play and Intervals 3
1.1 Hours of Play 3
1.2 Interval Time and Length 3
2 Compulsory Closure: Length of Innings 3
2.1 Uninterrupted Innings 3
2.2 Delayed or Interrupted Innings 3
2.3 Calculation Table 4
2.4 Over Rate Penalties 4
2.5 Declaration 4
3 Ending of Second Side's Innings and Match 5
4 Calculation of Deciding Score 5
5 Results of Matches 5
5.1 Win or Tie: Normal Conditions, or Equal Overs 5
5.2 Win or Tie: Fewer Overs for Second Side 5
5.3 Drawn Match 5
5.4 Bonus point rule 5
6 Over Limits for Bowlers 5
6.1 Limit Per Bowler 6
6.2 Limit Reached or Exceeded 6
6.3 Fractional Adjustments 6
7 Fielding Restrictions (Premier, Championship and Div 2 ONLY) 6
7.1 Area and marking of restriction area 6
7.2 Restrictions 6
8 Notification to Captains 7
9 No Ball 7
9.1 Free Hit After a Foot Fault No Ball (All grades) 7
9.2 Fast Short Deliveries Above Shoulder Height of Striker 7
9.3 Free Hit After a Waist High Full-Pitched Delivery 7
10 Wide Ball (Premier, Championship and Div 2 ONE-DAY Only) 8
11 The Ball 9
12 One-Day Grand Finals Matches (all Divisions) 9
12.1 Playing Conditions 9
12.2 Disregard of Toss and Nominations 9
13 No Result 9
14 Division 3 and 4 9

1 Hours of Play and Intervals

1.1 Hours of Play

The following hours of play apply.

Match	First Session	Interval	Second Session
Premier & Championship	12pm - 2.40pm	2.40pm - 3pm	3pm - 5.30pm
Div 2,3 & 4	12.30pm - 2.50pm	2.50pm - 3.10pm	3.10pm - 5.30pm

NOTE: Start times may only be altered with the approval of the Match Committee.

1.2 Interval Time and Length

a) An interval of 20 minutes shall be taken at the scheduled time excepting where the innings of the side batting first ends within 30 minutes of the scheduled interval in which case the interval shall be taken immediately.

b) If time in excess of 90 minutes is lost intervals shall be reduced to 10 minutes.

2 Compulsory Closure: Length of Innings

2.1 Uninterrupted Innings

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 45 overs for Premier and Championship Divisions and for Division 2, 3 and 4 after 40 overs.

2.2 Delayed or Interrupted Innings

In the event of a delayed or interrupted match a minimum number of 25 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one per side for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 25 overs the match shall be abandoned.

b) Where 25 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in ***a)*** equate with the number bowled.

c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in ***a)*** or ***b)***.

d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 5:30pm (all Divisions) to less than that listed on the Table in ***Rule 2.3*** for those overs. In such case the overs for the reduced time shall be its entitlement, even if less than 25 overs.

e) If play ceases in accordance with ***Rule 3(e)*** the overs already bowled shall be its entitlement for purposes of this Rule.

f) Calculation of Deciding Score shall be in accordance with the procedure in ***Rule 4***.

2.3 Calculation Table

Calculations of overs, except where otherwise specified, shall be made from this table. Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	33 - 36	10	65 - 68	19	97 - 100	28	129 - 132	37
5 - 7	2	37 - 39	11	69 - 71	20	101 - 103	29	133 - 135	38
8 - 11	3	40 - 43	12	72 - 75	21	104 - 107	30	136 - 139	39
12 - 14	4	44 - 46	13	76 - 78	22	108 - 110	31	140 - 142	40
15 - 18	5	47 - 50	14	79 - 82	23	111 - 114	32	143 - 146	41
19 - 21	6	51 - 53	15	83 - 85	24	115 - 117	33	147 - 149	42
22 - 25	7	54 - 57	16	86 - 89	25	118 - 121	34	150 - 153	43
26 - 28	8	58 - 60	17	90 - 92	26	122 - 124	35	154 - 156	44
29 - 32	9	61 - 64	18	93 - 96	27	125 - 128	36	157 - 160	45

2.4 Over Rate Penalties

a) *Bowling side Penalties*

In the programmed series if a side bowls fewer overs than required in the time allocated under ***Rule 2*** a penalty of 0.2 premiership points for each over shall be deducted from its match points. However a penalty shall not occur if the side has been dismissed or a result has been achieved and the time taken did not exceed that calculated for the innings as per ***Rule 2.***

For all finals matches a penalty of 10 runs per over shall apply, in lieu of the loss of premiership points.

b) *Allowances for On-field Delays*

The allowances to the bowling side shall be actual times for injuries requiring treatment or assistance to leave the field, ball drying or replacement, other delays unrelated to adverse conditions or time wasting and tardiness in starting or resuming play and any wilful time wasting for which the batting side is to be penalised

c) *Batting side Penalties*

A batting side shall also be penalised at 0.2 premiership points per over for the number of overs relative to the amount of actual batting time wilfully wasted by it in each innings including such things as, but not limited to, undue time taken by an incoming batsman to reach his wicket, repeatedly taking or checking guard, regularly taking prolonged time to take strike or holding repeated lengthy mid-pitch conversations with the non-striker. However a penalty shall not occur if the side has been dismissed or a result has been achieved and the time taken did not exceed that calculated for the match as per ***Rule 2.***

For all finals matches a penalty of 10 runs per over shall apply, in lieu of the loss of premiership points.

d) *Notification of Penalties*

Penalties will be notified to clubs by the umpires if requested on the day or upon notification by the Match Committee.

2.5 Declaration

Neither side shall be permitted to declare its innings closed.

3 Ending of Second Side's Innings and Match

Play shall continue until the requirement of overs under ***Rule 2*** is completed, unless one of the following circumstances applies:

a) when the score of the opposite side is passed (All Divisions);
b) the requirement of overs under ***Rule 2*** is completed;
c) the innings ends before completion of its required overs;
d) the number of overs under ***Rule 2*** is less than 25 and both captains agree that a points result is no longer possible; or
e) the players are off the field at, or leave, after 5:30pm (all Divisions).

4 Calculation of Deciding Score

Duckworth Lewis Stern system will be used to calculate the deciding score where overs have been reduced

a) Where the overs available for the second batting side are fewer than 25 completed overs a minimum deciding score shall be calculated as in ***a)*** on 25 overs.
b) When 5 run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further 5 run penalties are awarded against the side batting second the deciding score shall be increased equally.

5 Results of Matches

5.1 Win or Tie: Normal Conditions, or Equal Overs

When there is no interruption after play has commenced, or if after a reduction, both sides have had the opportunity of batting for the same number of overs under ***Rule 2***, the team scoring the higher number of runs shall be the winner or, if equalled, a tie

5.2 Win or Tie: Fewer Overs for Second Side

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under ***Rule 2***, a number of runs as calculated in ***Rule 4*** shall be the first side's deciding score which, subject the provision for a draw in ***Rule 5.3***, must be exceeded by the second side for a win or equalled for a tie.

5.3 Drawn Match

If the side batting second receives fewer than 25 completed overs and no other result has been obtained, the match shall be drawn.

5.4 Bonus point rule (Premier and Championship Divisions)

A bonus point will be awarded in One Day matches if either of the below conditions are met:

1. Batting Second – The team batting second wins the match by reaching the required target score on, or before, the completion of the 36th over of their innings, or in a reduced overs game it will be less than 80% of available overs faced.

2. Bowling Second – The team bowling second wins the match by dismissing the opposition on, or before, the completion of the 36th over of their innings, or in a reduced overs game it will be less than 80% of available overs faced.

6 Over Limits for Bowlers

6.1 Limit Per Bowler

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in ***Rule 2***. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

6.2 Limit Reached or Exceeded

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that bowler.

6.3 Fractional Adjustments

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

7 Fielding Restrictions (Premier, Championship and Div 2 ONLY)

7.1 Area and marking of restriction area

a) Two semicircles shall be drawn on the field of play.
b) The semicircles shall have as their centre the middle stump at either end of the pitch.
c) The radius of each of the semicircles shall be 27.5 metres.
d) The semicircles shall be linked by two parallel straight lines drawn on the field.
e) The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc.

7.2 Restrictions

a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
b) The fieldsmen permitted outside the restricted area, at the instant of delivery, during the overs set for compulsory closure at the start of a match shall be not more than the number indicated in the Table below:

Overs Set at Start	Fieldsmen outside restricted area		
	2	3	5
45	1 - 15	16 - 30	31 - 45
42 - 44	1 - 14	15 - 28	29 - 44
39 - 41	1 - 13	14 - 26	27 - 41
36 - 38	1 - 12	13 - 24	25 - 38
33 - 35	1 - 11	12 - 22	23 - 35
30 - 32	1 - 10	11 - 20	21 - 32
27 - 29	1 - 9	10 - 18	19 - 29
25 - 26	1 - 8	9 - 16	17 - 26

c) The restrictions in ***a)*** shall apply in both innings and shall not be changed for any later reduction of either side's overs.
d) Any non-compliance of these fielding restrictions shall result in a no ball call by the umpire

8 Notification to Captains

After each adjustment of an anticipated batting time the umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers and fielding restrictions. A record of this is to be entered in the scorebook of the reduced time and overs.

9 No Ball

9.1 Free Hit After a Foot Fault No Ball (All grades)

The delivery following a no ball called for a foot fault (***MCC Law 21.5***) 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. 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. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

9.2 Fast Short Deliveries Above Shoulder Height of Striker

a) In any one over a bowler shall be permitted to bowl one fast short-pitched delivery to each batter, which having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Once a bowler has bowled one such delivery to that batter in the over any further repetition to the same batter in that over shall result in either umpire calling and signalling “no ball”.

b) Any fast short pitched delivery, not being a no ball under ***a)***, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled “wide ball” by the umpire at the bowler's end.

9.3 Free Hit After a Waist High Full-Pitched Delivery

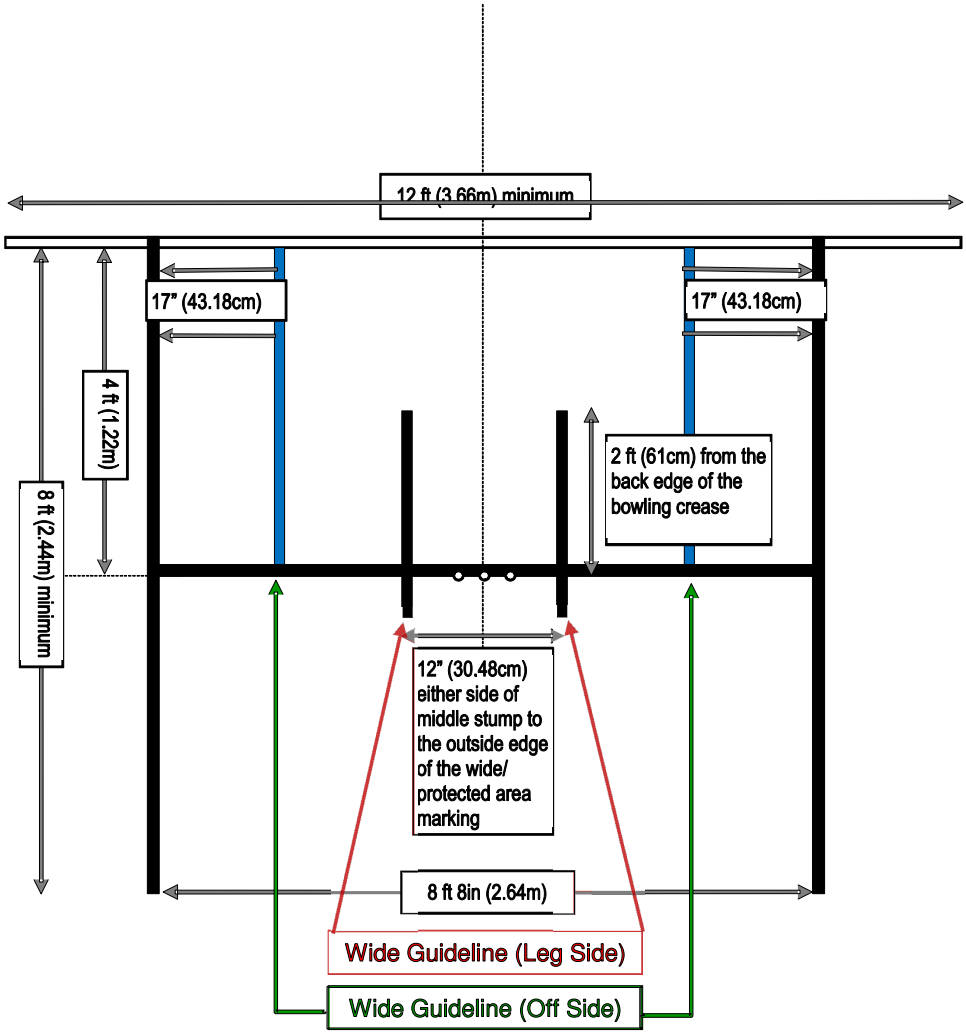
The dangerous and unfair bowling provisions of Law 41.7 shall apply to any full-pitched delivery above waist height of an upright striker at the popping crease. A no ball shall be called and if the umpire considers it to be dangerous or deliberate then a first and final warning will be issued. A free hit will apply in this instance. Any cautionary or other action is to be implemented by the bowler’s end umpire as required.

10 Wide Ball (Premier, Championship and Div 2 ONE-DAY Only)

Umpires will apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

a) Any delivery passing the striker on the leg side of a line 1 ft (30.48 cm) from the middle stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps. Lines shall be drawn extending forward 2 ft (60.96 cm) from the bowling crease, parallel with the return crease, measured 1 ft (30.48 cm) from the middle stump on both sides of the pitch.

b) The line will be used as a guide subject to the movement of the batsman, any delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the striker's bat or person shall be a wide. **Blue** lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the pitch.



11 The Ball

White WMDCA stamped and approved 4 piece balls will be used for Premier and Championship Divisions. Red WMDCA stamped and approved 4 piece balls will be used for Division 2. Division 3 and 4 will use red WMDCA stamped and approved 2 piece balls.
One new ball shall be used for each innings.

12 One-Day Grand Finals Matches (all Divisions)

12.1 Playing Conditions

Playing conditions shall be as listed in these One Day Match Playing conditions subject to the following variations, which are applicable to the Grand Final only:

a) If overs are lost due to adverse conditions, 30 minutes can be added to the days play.
b) Where, due to adverse conditions, time lost during the first innings exceeds 142 minutes for Premier and Championship Divisions, and 107 minutes for Division 2, 3 and 4, play on that day shall be abandoned and a reserve day will be made available.
c) Where, due to adverse conditions, time lost during the second innings doesn't allow the second team to get 25 overs a reserve day will be made available.

12.2 Disregard of Toss and Nominations

Where a match is rescheduled to be played on the reserve day under ***Rule 12.1*** any toss for choice of innings or nomination of teams that may have been made shall be disregarded.

13 No Result

The following will apply where there is no result (ie a draw or an abandonment of play):

a) In any round of matches in any division, where there is a result, the result will stand irrespective of how many other games do not achieve a result.
b) If there is no result, all individual and team statistics achieved will be viable as will any effect such team statistics will have on a team's standing on the ladder.

14 Division 3 and 4

Division 3 and 4 plays a modified set of one day rules in regards to wides and fielding restrictions, 2 day rules apply here.
Bowling will be undertaken in 5 over blocks from alternate ends, and a maximum of one-fifth of the overs per bowler.