

TWO DAY MATCHES

SENIOR PLAYING CONDITIONS SEASON 2026/27

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1 Hours of Play and Intervals

1.1 Application

Two-Day Matches are played by Men's Premier and Championship Divisions.

First Session	Interval	Second Session
12.30pm - 2.50pm	2.50pm – 3.10pm	3.10pm - 5.30pm

1.2 Interval Time and Length

Unless varied below, the tea interval length and time at which taken, shall be 2.50pm - 3.10pm.

If time in excess of 60 minutes is lost the tea interval shall be reduced to 10 minutes.

When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately if -

(i) an innings ends;

(ii) the players have cause to leave or be off the field for any reason; or

(iii) nine wickets are down and one of the remaining batters is injured and unable to continue within two minutes.

Deferment of Interval : Nine Wickets Down

Unless already varied, an interval will not be taken until the end of the over in progress 30 minutes after the scheduled time if the ninth wicket -

(i) is already down when three minutes remain to the scheduled time; or

(ii) falls within those three minutes or at any later time up to and including the final ball of the over in progress at the scheduled time.

Scheduled drinks breaks are to be 1:40pm and 4:20pm unless altered due to interruption of play (can be close of innings or loss of play etc.), or due to extreme weather conditions.

1.3 Cessation of Play

Play on each day shall cease at the completion of the 80th over bowled for the day unless interrupted by adverse conditions, in which case the cessation time shall be advanced by the aggregate of time lost to a maximum of 60 minutes.

If any game commences in a division then all games in that division will play under rule 2.2.

2. PLAYING CONDITIONS

2.1 Uninterrupted game

Where a team bats for 80 overs on the first day of a two-day match it must compulsorily close its innings and the team batting second is entitled to the same number of overs. Where the team batting first is dismissed prior to the allotted overs, the team batting second shall be entitled to the remaining overs for that day's play, plus the allotted overs for the second day.

2.2 Interrupted game

In the event of the game being interrupted for any reason on either or both days, play may be extended up to a maximum of 60 minutes both days. If such interruption occurs on the first day and the allotted overs are not bowled on that day, the team batting first, if not dismissed, may continue batting on the second day but must compulsory close at the completion of the 80th over. No overs to be lost on changeover of innings.

Once a game is being played as Ordinary Conditions ie. team batting first bats into second day or in excess of 30 minutes lost on second day a minimum 20 overs must be bowled in last hour commencing first full over after 5.30 pm. Unless the total overs bowled on the second day reaches 80, bad light or weather does not permit play. If play lost during last hour, one over deducted for each 3 minutes lost.

If team batting second haven't received a minimum of 80 overs, they have to be either dismissed or pass the score to get a result, otherwise the game is drawn.
In the event of any one game commencing on day one, all games in the round will play under Ordinary Conditions on day two.

2.3 Early end of Play

Both Captains may agree to end a match on the second day once first innings results have been obtained, or no other result is considered probable. If agreement is NOT reached then the Match will continue to the end of the allotted overs or when agreement is reached to stop play.

2.4 The Follow-on

The follow on rule will apply if the side which bats first and leads by 100 runs, or by 75 runs if the first day's play is abandoned, shall have the option of enforcing this rule.

2.5 Declaration of Close of Innings

An innings may be declared closed at any time except in circumstances which would result in an immediate cessation of a day's play

2.6 Change of innings

When a side is dismissed, or declares its innings closed, the side batting second is entitled to the remaining overs of the match, less 3 overs for a change of innings (if not during a break in play)

2.7 Over Rate Penalties

Bowling side Penalties
If a side bowls fewer overs than expected (80 in uninterrupted play) in the time allocated a penalty of 0.2 premiership points for each over shall be deducted from its match points.
For all finals matches a penalty of 10 runs per over shall apply, in lieu of the loss of premiership points.
Batting side Penalties
A batting side shall 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.
For all finals matches a penalty of 10 runs per over shall apply, in lieu of the loss of premiership points.
Allowances for On-field Delays
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. These allowances are determined by the umpires.
Notification of Penalties
Penalties will be notified to clubs by the umpires if requested on the day or upon notification by the Match Committee.

3 Results of Matches

A completed innings refers to an innings that has been declared closed, compulsory closure after a minimum 80 overs, or the loss of 10 wickets.

3.1 Win Outright

The side scoring an aggregate of runs in excess of the total runs made by the opposite side in its two completed innings shall be an outright winner.

3.2 Tie Outright

If each side has two completed innings and the aggregate scores are equal the result shall be an outright tie.

3.3 First Innings Results

Whether a side gains a further points result or not it shall be entitled to points for:

(a) a first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposite side; or

(b) a first innings **tie** if its completed first innings score is equal to the completed first innings score of the opposite side.

3.4 Drawn Match

(a) If the side batting last has not completed its first innings and its score is equal to or less than the score of the opposite side the result shall be a draw.

(b) If the second innings of the side batting last remains uncompleted a First Innings Result shall be determined as in ***Rule 3.3***.

4 Cancellation of First Day's Play

4.1 All Matches Cancelled

If no play is possible on the first day in all matches of a division the matches in that division shall be played on the second day as One-Day matches under ***WMDCA One Day Matches Playing Conditions*** as appropriate to the division. Such matches shall not form part of the One-Day competition.

4.2 Disregard of Toss and Nominations

Where a match is rescheduled to be played on the second day under ***WMDCA One Day Matches Playing Conditions*** any toss for choice of innings or nomination of teams that may have been made on the first day shall be disregarded.

5 FAST SHORT-PITCHED DELIVERIES LIMIT

5.1 Fast Short-Pitched Limit Per Over

A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 42.7 (a). If the bowler is no-balled for the same offence a second or third time in the innings the final warning and removal procedures of Law 42.7 shall be applied.

5.2 Fast Short-Pitched Limit Delivery Not Within Striker's Reach

Any fast short-pitched delivery, not being a no ball, 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 by the umpire at the bowler's end. Such a delivery shall be counted in the fast short-pitched limit of two allowed in ***Rule 5.1***.

6 High Full-Pitched Deliveries

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.

Any cautionary or other action is to be implemented by the bowler's end umpire as required.

7 TWO DAY GRAND FINAL MATCHES

7.1 Playing Conditions

Playing conditions shall have the following variations, which are applicable to the Grand Final only:

A reserve day will be made available if there has been no result and 160 overs haven't been bowled.
If time was lost on day 1, umpires will be permitted to extend play up to 60 minutes on day 2 in order to make up time to reduce the risk of the requirement for a reserve day.
If there is still no result and the allotted overs (160) still haven't been bowled then the reserve day will be made available.

7.2 Results of Matches

(a) The provisions of Rule 3 shall apply, except that if there is a tie, draw or abandonment without play the best-performed team (as per WMDCA General Playing Condition 3.2) in the Home and Away matches shall be declared the winner.
(b) No Two Day finals match will revert to a One day game regardless of any time lost (Rule 4 does not apply to finals matches).

8 New Ball

8.1 A new red 4 piece WMDCA stamped Kookaburra ball may be taken at the beginning of an innings or after 80 overs have been bowled with that ball.
8.2 The WMDCA is responsible for the supply of match balls for the Grand Final

9 Crease Markings

