

HORNSBY KU-RING-GAI & HILLS DISTRICT CRICKET ASSOCIATION Inc.



SENIOR COMPETITION (2026/27) MATCH DAY RULES SUMMARY

To be read in conjunction with the 2026 MCC Laws of Cricket

SECTION A: JUNIOR PACE BOWLING RESTRICTIONS

1.1 JUNIORS ON TEAM SHEETS

In all matches, the age group of any player under the age of nineteen at midnight on the 31st of August of the current season must be listed on the team sheet. Juniors who have bowled earlier that day in another match must have the number of overs they bowled declared on the team sheet. Where a match extends beyond the first day, the team sheet is to be updated each day to reflect any overs bowled earlier that day.

1.2 PACE BOWLING

Any junior bowler who, in the umpire's sole opinion, is bowling at medium or fast pace shall be subject to the following restrictions. The position of the wicketkeeper shall not influence this assessment. Once a player has been classified as bowling at medium or fast pace, those restrictions shall apply for the remainder of that day's play, irrespective of any later change to slow bowling.

Date of Birth	Age Group	Max Overs per Spell	Max Overs per Day
After 31/08/2015	Under 11	3	6
01/09/2013 to 31/08/2015	Under 12 & 13	4	8
01/09/2012 to 31/08/2013	Under 14	5	10
01/09/2011 to 31/08/2012	Under 15	5	12
01/09/2010 to 31/08/2011	Under 16	6	16
01/09/2009 to 31/08/2010	Under 17	6	16
01/09/2008 to 31/08/2009	Under 18	7	18
01/09/2007 to 31/08/2008	Under 19	8	20

1.3 REST PERIODS

The prescribed rest period for a bowler under these restrictions extends until the number of overs equal to the length of the bowler's last spell has been bowled from the end from which he last bowled.

1.4 SPELLS

Once the bowler reaches their maximum spell, they must cease bowling and may not bowl again until the prescribed rest period has expired. If a bowler bowled less than their maximum spell, they may recommence bowling at any time, however if they have not rested for their prescribed rest period, subsequent overs will form part of the same spell.

1.5 BREAKS IN PLAY

A rest period credit of one over for each full four minutes lost during any scheduled or unscheduled break shall apply unless an over spans that period.

SECTION B: SATURDAY COMPETITION RULES

2 AFTERNOON TWO-DAY GAMES – ALL GRADES

2.1 HOURS OF PLAY

Scheduled playing hours are 1:00pm until 6:00pm (12.00pm until 5.30pm for A Grade). The minimum number of overs to be bowled on each day of a two-day match is 70 (80 for A Grade). A change of innings will reduce this by three overs, provided it does not occur during a scheduled interval. Completed overs only shall apply in calculating the number of overs remaining in a day's play.

2.1.1 Last hour of match – number of overs

When one hour of Playing time of the match remains, according to the agreed hours of play, the over in progress shall be completed. The next over shall be the first of a minimum of 18 overs, provided that a result is not reached earlier and provided there is no interval or interruption to play.

2.2 TEA INTERVAL

A Tea Interval is scheduled to be taken between 3:30pm and 3:45pm (2.30pm and 2.45pm for A Grade) or within 20 minutes of the scheduled time if the innings closes. If the start of play is delayed, the Tea Interval may be moved back by agreement of the two Captains (and the official Umpire(s) if present). If no play occurs before 3:00pm the Tea Interval shall NOT be taken.

2.3 LOSS OF PLAYING TIME

If there is an interruption of play during the match, including the last hour of the match, then one over shall be deducted for every complete four minutes lost.

2.4 PLAY ABANDONED DAY 1

If the first day of a two-day match is cancelled or the ground closed (see **Rule 3.1**) and toss was not conducted, the match shall be played as a one-day match under **Rule 6** on Day 2 (excluding semi-finals and finals).

2.5 FOLLOW-ON

In two day matches, the follow-on for all A Grade and A2 Grade matches is 100 runs, whilst in B Grade and below the follow-on margin is 75 runs.

3 12th to 14th Players – TWO-DAY GAMES

A Grade to C2 Grade

A team sheet may contain up to 13 players (14 in C1 and C2 Grades), with up to two players (three in C1 and C2 Grades) nominated as **Day 1** or **Day 2** players. Day 1 and Day 2 players may be nominated after the toss and before the commencement of the first innings. Where an innings remains incomplete at the end of Day 1, a Day 2 player may not bat or bowl in that innings if the corresponding Day 1 player has already commenced batting or bowling. If both Day 1 players have commenced batting (or bowling), neither Day 2 player may bat (or bowl) in that innings. Any Day 1 batter who is not out at stumps on Day 1 may not continue their innings on Day 2, nor may a replacement batter continue on their behalf. Such batters shall be recorded as **Retired Out**.

C3 Grade to D2 Grade

There is no limit to the number of players listed on the team sheet. Any eligible listed player may bat or bowl on either day, although only ten wickets may fall in an innings and only eleven players may field at any one time. A batter may retire at any time and be deemed **Retired Not Out**. After all other players have batted, and before ten wickets have fallen, a retired batter may return and continue their innings until dismissed or the team is all out. Retired batters must return in the order they retired. MCC Law 24 does not apply in these grades. No penalty time applies for time spent off the field.

4 GRADE PLAYER REPLACEMENT

4.1 FORMAT

On Day 2 of a match, a player who is selected in any team participating in the Sydney Premier Cricket competition (1st to 5th Grade) may be replaced. The replacement for the Premier player may already be playing in the round in progress, however the subsequent replacement cannot be playing in the current round. This rule will apply to two-day games during the season, excluding semi-finals and finals. It is restricted to one player per team, per round. A club must notify the Association's Executive Officer (executive.officer@hkhdc.com.au), the Umpires' Secretary (hornsbymumpires@outlook.com) and the Secretary of the opposing team at least 48 hours prior to the commencement of play on Day 2.

4.2 RESTRICTIONS

The replacement player can participate in the match as per a normal player, subject to the following restrictions.

4.2.1 A player who is out

The replacement player cannot bat in an innings where the replaced player has already been dismissed.

4.2.2 A player who is not out

If the replaced player was not out at the close of play on Day 1, his "retirement" does NOT count as a wicket. The replacement player must assume the not out batting position of the replaced player. For the purposes of Association trophies and records, the innings is to be recorded as "retired out".

4.2.3 A player who has partly completed an over

Any player may finish an incomplete over that was bowled by the replaced player, in accordance with MCC Law 17.8.

5 PLAYING EQUIPMENT

5.1 NEW BALL

A subsequent new ball may be taken at the bowling Captain's option following the completion of 65 overs (80 for A Grade where a four-piece ball is used). The umpires must advise the fielding Captain at the completion of the 65th over.

6 AFTERNOON ONE-DAY GAMES – ALL GRADES

6.1 HOURS OF PLAY

All One-day matches in all grades shall be 35 overs (40 overs for A Grade) per side with play commencing at 1.00pm (12.00pm for A Grade) and shall be of one innings only per team. The break between innings shall be fifteen minutes and the scheduled finishing time is 6.00pm (5.30pm for A Grade).

6.2 FORMAT

A Grade to C2 Grade

A team sheet may contain 13 eligible players (12 in A Grade). After the toss and before the first innings, the captain may nominate one or more players as a batter ("Bat") and one or more as a bowler ("Bowl"). Nominated players must be rated for that grade or lower (e.g. in C2 Grade, nominated players cannot be rated 5). During the batting innings, nominated batters may bat anywhere in the order. Nominated bowlers may not participate unless an injury or absence occurs and the opposing captain agrees. While fielding, a nominated batter may not bowl or keep wicket, except with the opposing captain's approval in the event of an injury or absence but may substitute field as required. A batter may retire not out after scoring 30 or more runs. After all other players have batted, and before ten wickets have fallen, a retired batter may return and continue their innings until dismissed or the team is all out. Retired batters must return in the order they retired. Any batter who does not return will be recorded as Retired Out.

C3 Grade to D2 Grade

There is no limit on the number of players listed on the team sheet. Any eligible listed player may bat or bowl, although only ten wickets may fall in an innings and only eleven players may field at any one time. A batter may retire at any time and be deemed Retired Not Out. After all other players have batted, and before ten wickets have fallen, a retired batter may return and continue their innings until dismissed or the team is all out. Retired batters must

return in the order they retired. MCC Law 24 does not apply in these grades. No penalty time applies for time spent off the field.

6.3 LOSS OF PLAYING TIME

Time Lost in First Session

The number of overs to be bowled in each innings is reduced by one over per eight full minutes lost. If more than 15 overs are lost per innings (20 overs for A Grade), the match shall be abandoned. If overs are lost, the captains (and/or Umpires) will agree on the number of overs to be played by each side and the match will be played as per a normal one-day match.

Time Lost in Second Session

The number of overs to be bowled is reduced by one over per full four minutes lost to a maximum of 15 overs lost (20 overs for A Grade). Lost overs may occur immediately at the commencement of the second session and/or during the session. If less than 20 overs are completed in the second session without a result being achieved, the match shall be declared a draw.

6.3.1 Adjusted Run Aggregate

Where the team batting second loses overs under Rules 6.2.1 or 6.2.2, it shall chase a Revised Total. To win, the team batting second must score at least one run more than the Revised Total.

The Revised Total is calculated as follows:

- (i) Determine the total overs lost compared to the team batting first. Overs lost from multiple interruptions are cumulative.
- (ii) Determine the applicable Adjustment Rate from the table below (e.g. five overs lost = 0.903).
- (iii) Multiply the first innings total by the applicable Adjustment Rate to determine the **Revised Total**. The target score is one run more than the Revised Total. If further overs are lost, the Revised Total and target shall be recalculated using the cumulative overs lost. For example, if five overs are lost the Adjustment Rate is 0.903; if a further ten overs are lost, the total overs lost becomes 15 and the Adjustment Rate becomes 0.708.
- (iv) Any fraction of a run is rounded down (e.g. 175.915 becomes 175). Teams must carry a copy of these rules to enable calculation of revised scores.
- (v) All Revised Totals must be recorded in both scorebooks and initialled by both Captains each time they are amended.

Overs List	Adjustment Rate	Overs List	Adjustment Rate	Overs List	Adjustment Rate	Overs List	Adjustment Rate
1	0.981	6	0.883	11	0.786	16	0.689
2	0.961	7	0.864	12	0.767	17	0.669
3	0.942	8	0.844	13	0.747	18	0.650
4	0.922	9	0.825	14	0.728	19	0.630
5	0.903	10	0.806	15	0.708	20	0.610

6.3.2 Incomplete Overs

In the event of the team batting second facing an incomplete over due to lost time (e.g., 30.3 overs), any runs scored in the incomplete over cannot be included in the final total.

6.4 BOWLING RESTRICTIONS

No bowler may bowl more than 20% of the allocated overs for an innings. Where overs are reduced, the maximum allocation for each bowler shall be adjusted accordingly. Rounding up is permitted to enable the innings to be completed by a minimum of five bowlers. For example, in a 31-over innings, four bowlers may bowl six overs and one bowler seven overs; in a 32-over innings, three bowlers may bowl six overs and two bowlers seven overs. A bowler who has exceeded their revised allocation may not bowl again.

6.5 FREE HITS (A Grade only)

If a bowler delivers a no-ball, the next delivery is a free hit. In the next ball, the batter can only be dismissed by the dismissals run out, hitting the ball twice or obstructing the field. If the same batter is on strike for the free hit then the field must remain the same, however it may change if the batter have swapped ends.

6.6 Fielding Restrictions (A Grade only)

The batting innings shall be divided into 3 powerplays with the following fielding restrictions:

- **Powerplay 1** (Overs 1-8 or approximately one-fifth of the innings if the innings is shortened): A maximum of **2 fielders** are allowed outside the 30-yard (27 metre) circle.
- **Powerplay 2** (Overs 9-32 or approximate middle three-fifths of the innings if the innings is shortened): A maximum of **4 fielders** are allowed outside the 30-yard (27 metre) circle.
- **Powerplay 3** (Overs 33-40 or approximately the last fifth of the innings if the innings is shortened): A maximum of **5 fielders** are allowed outside the 30-yard (27 metre) circle.