



CSSA 50/50 Cricket Rules

1. Laws of Cricket

Except as varied below, the laws of Cricket 2017 Code apply.

http://mrdca.nsw.cricket.com.au/files/2955/files/MCC_Laws_of_Cricket_2017_Code.pdf

2. Hours of Play

2.1 Hours (suggested)

Morning session	9.00 am	-	12.15 pm
Interval	12.15 pm	-	1.00 pm
Afternoon session	1.00 pm	-	4.15 pm

2.2 Drink Breaks

Two drink breaks per session are permitted, at intervals of one hour and five minutes. In cases of extreme heat, an extra drinks break may be taken with the agreement of the umpires.

2.3 Interval between innings

Where play is delayed or interrupted, the umpires will vary the break between innings as follows:

<i>Time Lost</i>	<i>Interval</i>
Up to 60 minutes	30 minutes
Between 60 - 120 minutes	20 minutes
Over 120 minutes	10 minutes

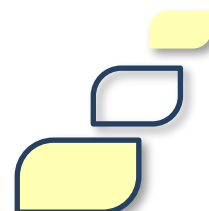
If the team batting first is dismissed within 30 minutes before the scheduled time for lunch, the interval shall be taken at the time, and play shall commence 45 minutes later.

If the team batting first is dismissed at least 30 minutes prior to the interval, there will be a 10 minute break when the team batting second shall commence its innings and the interval shall be as scheduled.

3. Length of Innings

3.1 In an uninterrupted match

- (a) Each team shall bat for 50 overs unless all out earlier.
- (b) If the team fielding first fails to bowl 50 overs by the scheduled time for cessation of the first session, the over in progress is completed and the innings of the team batting second is limited to the number of overs received by the team batting first.
- (c) If the team batting first is all out and the last wicket falls within two minutes of the scheduled time for the interval, the innings of the team batting second is limited to the same number of overs as the team batting first. The over in which the last wicket falls counts as a complete over.
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second is entitled to bat for 50 overs except as provided in 4.1 (c) above.





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- (e) If the team fielding second fails to bowl 50 overs or the number of overs provided for in 4.1 (b), (c) or (d) by the scheduled cessation, the hours of play are extended until the number of overs has been bowled, or a result achieved.

3.2 In matches where play is delayed or interrupted.

- (a) The object should always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. The calculation of the number of overs to be bowled is based on an average rate of 16 overs per hour in the time available. If a reduction in the number of overs is required, any re-calculation must not cause the match to be re-scheduled to finish earlier than the original cessation of time. This time may be extended to allow for one extra over, for both teams, to be added if required.
- (b) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as calculated by applying clauses 3.3 and 4.2 (a).
- (c) If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time, the hours of play are extended until the required number of overs has been bowled, or a result achieved.
- (d) If the innings of the team batting second is delayed or interrupted, and it is not possible to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16 overs per hour for time lost (Clauses 3.3 to be invoked where applicable). The "target score" is set according to Clause 10.3 (a).
- (e) The team batting second is not to bat for a greater number of overs than the first team unless the first team was all out in less than the agreed number of overs as in 4.1 (c).
- (f) Fractions are to be ignored in all calculations of number of overs
- (g) A team is not permitted to declare its innings closed.

Note: Scorers need to keep a progressive record of the score at the end of each over - including byes, leg byes, wides and no balls.

4. Number of Overs Per Bowler

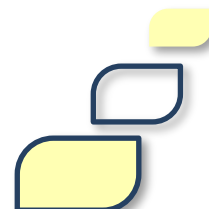
- 4.1 No bowler is to bowl more than ten six-ball overs. [Age limitations also apply as per NSWCA guidelines.](#)

Maximum overs in a spell are as follows:

U/13	U/14	U/15	U/16	U/17	U/18 +
1	2	3	4	4	6

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- 4.2** In a delayed or interrupted match where the overs are reduced, no bowler is to bowl more than one-fifth of the overs allowed. This only applies if the calculation is done before the innings commences. No further deliveries are to be made by a bowler who, at the time of the re-calculation has reached, or exceeded, the re-calculated limit, unless it is to complete an over previously commenced.

Note 1:

Where the total overs target is not devisable by five, one additional over is added to the maximum number per bowler necessary to make up the balance.

Note 2:

In the event of a bowler being unable to compete an over, the remaining balls will be bowled by another bowler. such part of an over counts as full over in the limit of each bowler concerned in that over.

5. No Ball

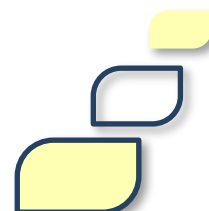
- 5.1** No bowler may deliver the ball underarm.
- 5.2** If the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal 'no ball'.
- 5.3** Should a bowler bowl a fast high pitched ball, either umpire shall call and signal a 'no ball'.
In the event of such unfair bowling, the umpire at the bowler's end shall adopt the procedures of caution, final warning, action against the bowler and reporting as set out in Law 42.8.
- 5.4** No-balls shall be scored as follows:
- (a) Where No runs are scored off the bat, Two runs shall be added to the score and debited against the bowler.
- (b) Where runs **are** scored off the bat, Two runs **plus** the runs scored shall be added to the score, credited to the batsman, and debited against the bowler.

6. Wide Ball (Judgement of)

- 6.1** Umpires are instructed to apply a strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wickets.
- 6.2** An off-side or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity of scoring shall be called 'wide', as a guide, a ball pitching outside the leg stump and going further away should be called 'wide'. The above provisions do not apply if the striker makes contact with the ball.

Note 1: Scorers are instructed to debit no-balls not scored from and wides progressively against relevant bowler's analysis.

Note 2: An over containing a no-ball or a wide in not a maiden over.





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7. Time Wasting

Umpires should take into account any deliberate slowing down of tempo by either batsman or fieldsman where it may be to the disadvantage of the opposition team.

8. The Ball

Generally two-piece balls shall be used, however if both teams agree four-piece balls may be used. One ball is used for each innings.

9. The Result

- 9.1** A result can be achieved only if both teams have batted for at least 15 overs, unless one team has been all out in less than 15 overs, or unless the team batting second scores enough runs in less than 15 overs. All matches in which one or both teams have not had the opportunity of batting for a minimum of 15 overs are drawn and may be replayed as advised by the Organising Committee.
- 9.2** In matches in which both teams have the opportunity of batting for the agreed number of overs (50 in an interrupted match or lesser number in an interrupted match), the team scoring the higher number of runs wins. If scores are tied, the winner is the team losing the lesser number of wickets.
- 9.3** If the team batting second has not had the opportunity of batting for the agreed number of overs, and has neither been dismissed nor passed its opponent's score, the result is decided as follows:

The Target Score

- (a) If, due to a suspension of play, the number of overs for the team batting second has to be revised, the **target score** shall be calculated as follows:
- (i) From the table of runs scored per over of the team batting first, the scorers shall calculate the total runs scored by that team from the equivalent number of highest scoring overs. This total is then discounted at the rate of 0.5% per over lost.
- (iii) The **target score** is the discounted total runs (ignore fractions) plus one. (refer sample Calculation Form enclosed)
- (b) In an interrupted match, the important figure is the **target score** which is set by the umpires when they decide on the number of overs able to be bowled to the team batting second. The game concludes when the target is reached, or, when the nominated number of overs is completed, or when the team batting second is dismissed within the nomination number of overs.

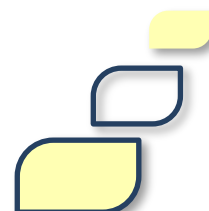
10. Runner's Equipment

A player acting as a runner shall wear similar external clothing and external protective equipment to that of the injured batsman.

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11. Substitutes Players

- 11.1** In normal circumstances a substitute shall be allowed to field only for a player who satisfies the umpires that he has been injured or become ill during the match. In exceptional circumstances, the umpires may use their discretion to allow a substitute for a player who has to leave the field for wholly acceptable reasons, subject to the consent of the opposing captain. If a player wishes to change his shirt, boots, etc. he may leave the field to do so (no changing on the field) but no substitute is allowed.
- 11.2** A player, who suffers an injury caused by an external blow (as opposed to an injury such as a pulled muscle) and has to leave the field for medical attention, may, subject to the umpires' approval, bowl immediately after his return, irrespective of the length of time for which has been absent.
- 11.3** If both teams can agree clause 12.1 can be revoked so that the 12th man can come on and off the field at any time.
- 11.4** Before the start of their innings each team should nominate their 11 batsmen who can be chosen from the 12 players selected for the match. Substitute fielders can play as long as 11 batsmen are nominated before the start of play.

A team shall consist of 12 players. Eleven fieldsmen only shall be on the field of play at any one time. One player in each side not being the wicket keeper shall not be permitted to bat. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted.

(In this competition extra substitutes can field and bowl but not bat)

12. Coaching

- 12.1** Coaches are not to encroach upon the field of play except in an emergency eg. injury to a player
- 12.2** There is to be no coaching from the boundaries while the game is in progress.

