



# B & C GRADE MENS ONE DAY RULES

SEASON 2024 / 2025



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**1. B & C GRADE – ONE DAY MATCHES**

Times of Play	12.30pm – 6.00pm
Scheduled Overs	40
Tea Adjournment	2.55pm – 3.15pm

- a) Coin Toss
- I. Selected Teams to be given to the Umpires (if appointed) prior to the toss and discuss any subs for the match.
  - II. Captains to toss in the presence of the Umpire/s (if appointed) for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
  - III. Drink Breaks to be determined.
  - IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.
- b) Overs
- B GRADE:** 40 overs to be bowled to each team.  
**C GRADE:** 40 overs to be bowled to each team. Five consecutive overs shall be bowled from each end before changing to the opposite end for the next five overs.
- c) Players: Teams may use twelve (12) players in any game including all finals. The opposing captain and umpires must be informed of the player who shall bat or bowl only in either innings. This player cannot be the wicket keeper. There shall be only eleven (11) players in the field at any time.
- d) **Match Time**
- I. Team batting first receives 40 overs( compulsory closed)
  - II. Fielding team are required to bowl the 40 overs by 2.55pm (**145 minutes**)
  - III. Team batting second is entitled to receive 40 overs
  - IV. The Second fielding team are required to bowl the 40 overs by 6.00pm (**145 minutes**)
  - V. In both innings an allowance of 10 minutes will be allowed for any interruption to play from the ball being retrieved from outside the boundary area.  
This can only occur with consultation and agreement between the Umpire and the 2 x Captains.
  - VI. If time is lost through player injury, then the finish time of that bowling innings will be extended by that time. Example: if 20 minutes was lost in the first innings due to a player injury, then play would cease 3.25pm.
- e) The team batting first if not previously dismissed shall be entitled to receive 40 overs after which their innings shall be compulsorily closed with the fielding team required to complete their overs by 2.55pm and the team batting second shall be entitled to receive 40 overs or until a 1<sup>st</sup> innings result is achieved, these overs need to be completed by 6pm.
- f) If the innings of the team batting 1<sup>st</sup> is dismissed the team batting 2<sup>nd</sup> shall be entitled to receive 40 overs or until a 1<sup>st</sup> innings result is achieved.
- g) If less than 30 minutes of play is lost during the 1<sup>st</sup> or 2<sup>nd</sup> innings play shall be extended to enable 80 overs to be bowled.





- h) If an over is commenced before the schedule time for an interval it shall be completed but if a wicket falls during such over the interval shall be taken immediately.
- i) If more than 30 minutes of play is lost during the 1<sup>st</sup> innings the umpires shall decide on a new starting time and will then determine the remaining overs to be bowled to each side as follows and shall allow 1 over for each 3 ½ minutes of time lost, and the match shall only proceed if there is sufficient time for a minimum of 15 overs to be bowled to each side by 6.00pm and if not, the match shall be abandoned.
- j) If play is interrupted:  
*PRACTICAL EXAMPLE OF DIVIDING THE REMAINING OVERS:*  
*15 Overs have been bowled to the side batting 1st / 42 minutes have been lost = 12 overs, leaving 63 overs in the match.*  
*15 Overs to be allocated to the side batting second / leaving 48 overs to be bowled – 24 overs to each side.*
- k) **Play shall be terminated if**
- I. The requirement of overs has been completed.
  - II. A 1<sup>st</sup> innings result is achieved.
  - III. Play has not commenced by 4.00 pm.
- l) **Results**
- I. If the side batting 2<sup>nd</sup> receives its entitlement of overs or is dismissed in fewer overs the winner shall be the side with the higher actual score: if the scores are equal it shall be a tie.
  - II. If a win result has not been achieved and the overs to be received by the team batting 2<sup>nd</sup> are less than its entitlement but receive a minimum of 15 overs the scores of both teams shall be calculated in accordance with the following clause and the winner shall be the team with the higher calculated score and if the scores are equal then the result shall be a tie.
- m) **Calculation of deciding score**
- I. The Duckworth Lewis Calculator will be used in this situation.
  - II. If the first team is dismissed in less than the set number of overs the remainder shall be deemed to have been received as nil scoring overs and included in the calculation as such. A resulting fraction shall be disregarded.
- o) **Bowlers' over limits**
- I. A bowler shall not deliver more than one-fifth (8 overs) of the maximum 40 overs permitted for an uninterrupted innings, but where the maximum is reduced for either innings because of interruptions, the limit shall be one-fifth of the adjusted maximum, except for any bowler who has already exceeded the reduced limit.
  - II. No further deliveries shall be allowed to a bowler who has reached or exceeded a re-calculated limit, except to complete an over previously commenced by him.
  - III. Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the higher number for as many bowlers as is necessary to absorb the balance in whole overs.
  - IV. A part of an over bowled shall not count as one full over in the limit of each bowler concerned.



**p) Inner field area Restriction**

- I. The restricted area shall be the area around the pitch with semicircles, one at each end and straight lines, one at each side.
- II. The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.
- III. The limits of the restricted area shall be clearly marked by a white line, coloured discs or a mower mark. Failure to do so will incur a \$50 fine.

**q) Fielding restrictions**

- I. On-side fieldsmen: at the instant of the bowler's delivery not more than two (2) fieldsmen (excluding the wicket keeper) shall be behind the line of the popping crease at the striker's end, inclusive of those two, not more than five (5) fieldsmen on the on-side).
- II. There must be 2 catching fieldsmen, other than the wicket-keeper for the first 10 overs.
- III. There can be only 5 fieldsmen out at anytime.
- IV. Either umpire shall call and signal 'no ball' if these fielding restrictions are not observed.

**2. B & C GRADE FINALS: STRUCTURE / ELIGIBILITY**

- a) If 12 or more Teams, the finals will be played between the highest ranked top 6. If 11 teams or less the finals will be played between the highest ranked top 4 at the completion of the home and away fixture. The finals shall be played over two (2) weeks and possibly three (3) weeks.
- b) **TOP 6 PROCEDURE:** Game 1: Semi-Finals
  - I. The two most highly-ranked teams after the home-and-away rounds shall have the semi-final day off, the next four most highly ranked teams will play Semi-Finals, as follows- 3 v 6 & 4 v 5.
  - II. The teams that contest the Semi Finals but do not qualify for the Preliminary Finals shall be awarded 5th and 6th positions, according to their relative positions after the home-and-away rounds.
 Game 2: Preliminary Finals
  - I. The winners of the semi-finals shall contest the Preliminary Finals. Teams will be ranked 1<sup>st</sup> to 4<sup>th</sup> after Semi-Finals.
  - II. Preliminary Finals shall then be played as follows- 1st v 4th, and 2nd v 3rd.
  - III. The teams that contest the Preliminary Finals but do not qualify for the Grand Final shall be awarded 3rd and 4th positions, according to their relative positions after the Semi- Finals.
- c) **TOP 4 PROCEDURE :** Week 1 semi finals
  - I. After the home and away matches the teams finishing first to fourth shall play semi-finals as follows; 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>. Should there be a tie draw or abandonment without play the higher ranked team in the competition after the home and away matches shall be declared the winners.
  - II. The semi-final winners shall play in the final. Should there be a tie draw or abandonment without play the higher ranked team after the semi-finals shall be declared the winner. In the final should there be a tie draw or abandonment without play the higher ranked team in the final shall be declared the winner.
- d) **Player Eligibility**
  - I. **B Grade:** All players are required to play 6 matches (heat & washed out matches do not count towards eligibility) during the current season to qualify to play in the finals.  
**C Grade:** All players are required to play 6 matches (heat & washed out matches do not count towards eligibility) and 1 of those matches being in C Grade to qualify for finals.





- II. A player is not eligible to play Finals in the Grade below if he has played 8 matches or more playing days in a higher Grade unless rule d) iii. below applies.
  - III. Where in final matches if the Grade above from the one club are playing on the same day then the club may select the best team irrespective of qualifications.
  - IV. A semi-final match shall not qualify towards playing days taken into account to qualify to play in the final.
  - V. A bye will not be included as a match for the purposes of eligibility to play in the finals.
  - VI. The GMC Executive shall determine any changes to the player eligibility due to lost playing days prior to the Final Series.
- e) The Board shall determine umpires for all finals.
  - f) For the semi-finals the team finishing higher on the ladder than its opponents after the home and away matches shall choose the venue.
  - g) For the final the Board will choose the venue and Umpires.
  - h) All clubs shall make their grounds available until the venues are determined.
  - i) All final matches are to be played on turf.

### 3. B & C SEMI FINALS

- a) All playing conditions will be the same as for one day home and away matches.
- b) Should there be a tie, draw or abandonment without play the higher ranked team in the competition after the home and away matches shall be declared the winners.

### 4. B & C FINAL

Times of play	12.30pm – 6.00pm
Scheduled Overs	40
Tea Adjournment	2.55pm – 3.15pm

- a) The intention of this rule is that the final is played on one day with a maximum of 80 Overs. In the event of the match not having achieved a result at the end of that day, 1 extra day are reserved to maximize the possibility of achieving a result. In the event of all extra day's play being cancelled due to weather then the highest placed team shall be declared the winner.
- b) **Coin Toss**
  - I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
  - II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
  - III. Drink Breaks to be determined.
  - IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.
- c) **Overs**
  - I. 40 shall be bowled to each team.
  - II. C Grade will bowl Five consecutive overs from each end before changing to the opposite end for the next five overs.



**d) Players**

Teams may use twelve (12) players in any game including all finals. The opposing captain and umpires must be informed of the player who shall bat or bowl only in either innings. This player cannot be the wicket keeper.

**e) Match Time**

- I. Team batting first receives 40 overs( compulsory closed)
  - II. Fielding team are required to bowl the 40 overs by 2.55pm (145 minutes)
  - III. Team batting second is entitled to receive 40 overs
  - IV. The Second fielding team are required to bowl the 40 overs by 6.00pm (145 minutes)
  - V. In both innings an allowance of 10 minutes will be allowed for any interruption to play from the ball being retrieved from outside the boundary area.
  - VI. This can only occur with consultation and agreement between the Umpire and the 2 x Captains.
  - VII. If time is lost through player injury, then the finish time of that bowling innings will be extended by that time. Example: if 20 minutes was lost in the first innings due to a player injury, then play would cease 3.25pm.
- f) If the innings of the team batting 1<sup>st</sup> is dismissed the team batting 2<sup>nd</sup> shall be entitled to receive 40 overs or until a 1<sup>st</sup> innings result is achieved.
- g) If less than 30 minutes of play is lost during the 1<sup>st</sup> or 2<sup>nd</sup> innings on the 1<sup>st</sup> day of play, play shall be extended to enable 80 overs to be bowled.
- h) If an over is commenced for a drinks break it shall be completed but if a wicket falls during such over the drinks break shall be taken immediately.
- i) The 40<sup>th</sup> over shall be completed even if a wicket falls in such over

