



Goulburn
Murray
Cricket

D GRADE MENS ONE DAY RULES

SEASON 2024 / 2025



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**1. D Grade – ONE DAY MATCHES**

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| Times Of Play | 12.30pm – 5.30pm |
| Scheduled Overs | 36 |
| Tea Adjournment | 2.50pm – 3.10pm |

a) 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.

b) Umpiring in D Grade is to promote an age reduction for juniors to be able to be the central umpire under the guidance of an appointed Umpire or a senior player if umpiring is done by each club.

c) Overs

- I. 36 overs to be bowled to each team.
- II. Four bowlers can bowl a maximum of 8 overs.
- III. Six consecutive overs shall be bowled from each end before changing to the opposite end for the next six overs.

d) Players

- I. Teams may use twelve (12) players in any game including all finals.
- II. The opposing captain and umpires must be informed of the player who shall bat or bowl only in each innings. This player cannot be the wicket keeper.
- III. There shall be only eleven (11) players in the field at any time.

e) The team batting first if not previously dismissed shall be entitled to receive 36 overs after which their innings shall be compulsorily closed with the fielding team required to complete their overs by 2.50 pm and the team batting second shall be entitled to receive 36 overs or until a 1st innings result is achieved.

f) If the innings of the team batting 1st is dismissed the team batting 2nd shall be entitled to receive 36 overs or until a 1st innings result is achieved.

g) If less than 30 minutes of play is lost during the 1st or 2nd innings play shall be extended to enable 72 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) The sides 36th over shall always be completed even if a wicket falls.

j) If a team has lost nine (9) wickets at the time of a schedule break in play, play shall continue for thirty (30) minutes or until the innings is completed when the scheduled break in play shall be taken.

k) If more than 30 minutes of play is lost during the 1st 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 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.

l) Play shall be terminated if

- I. The requirement of overs has been completed.
- II. A 1st innings result is achieved.
- III. Play has not commenced by 3.30pm



**m) Results**

- I. If the side batting 1st 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 2nd 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.

n) 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 8 of the maximum overs permitted for an interrupted 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 made by 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 under shall not count as one full over in the limit of each bowler concerned in that over.

p) Field Restrictions, No Balls and Wides

- I. On-Side fieldsmen: at the instant of the bowler's delivers not more than two (2) fieldsmen shall be behind the line of the square leg umpire and inclusive of those two, not more than five (5) fieldsmen on the on-side.
- II. Fieldsmen within restricted area see by-law 7(q) (ii) & (iii).
- III. Two semicircles shall be drawn on the field of play.
- IV. The semicircles shall have as their centre the middle stump at either end of the pitch.
- V. The radius of each of the semicircles shall be 27.5 metres
- VI. The semicircles shall be linked by two parallel straight lines drawn on the field.
- VII. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals. Failure to do so shall incur a \$50 fine.
- VIII. At the instant of the bowler's delivery at all times there shall be a minimum of four (4) fieldsmen inside the restricted area; excluding the wicketkeeper.

q) Batters' run limits

- I. A batsman must retire upon reaching 50 runs but will be eligible to resume their innings at the fall of the 8th wicket (as per the score sheet). If all 11 batters have had a bat and the 8th wicket has not fallen, the first retired batsman may resume their innings.

r) No Ball

Either umpire shall call and signal 'no ball' for any delivery that lands off the pitch or is deemed 'dangerous' such as an above waist high full toss.





2. D GRADE FINALS: STRUCTURE / ELIGIBILITY

- a) The finals shall be played over two (2) weeks and possibly three (3) weeks between the highest placed four (4) teams after completion of the home and away rounds.
 - Week 1 semi finals:
 - I. After the home and away matches the teams finishing first to fourth shall play semi-finals as follows; 1st v 4th and 2nd v 3rd. 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.
 - Week 2 (and possibly 3) Final.
 - 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.
 - III. The Board shall determine umpires for all finals.
 - IV. For the semi-finals the team finishing higher on the ladder than its opponents after the home and away matches shall choose the venue.
- b) **Player Eligibility**
 - I. All players are required to play 6 matches (heat & washed out matches do not count towards eligibility) and 1 of those days in D grade during the current season to qualify to play in the finals D Grade.
 - II. A player is not eligible to play in D Grade finals if he has played 8 matches or more in higher Grades.
 - III. Where in finals matches, both D grade and the clubs "Immediate Higher Grade" are playing on the same day then the club may select the best team irrespective of qualifications. (Provided the player has qualified for the "Immediate Higher Grade" and play 6 matches from b) i. above has been met)
 - 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 due to heat out and wash outs.

3. D GRADE SEMI FINALS

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

4. D GRADE FINAL

- a) The intention of this rule is that the final is played on one day with a maximum of 72 overs.
- b) In the event of the match not having achieved a result at the end of that day or play being cancelled due to weather then the highest placed team shall be declared the winner.

