



Masters Cricket Playing Conditions 2026

RULES FOR CFN MASTERS CRICKET 2026

These Rules are adapted from the Qld Veterans Rules for 2021. They are written in the "Spirit of Veterans Cricket" and (the CFN Masters Cricket Committee) encourages all players and administrators to follow them with that in mind.

In 2026 Cricket Australia has changed the name "Veterans" to "Masters" to remove the inference of ex-service persons.

"... Cricket is a game that owes much of its unique appeal to the fact it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse the spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with captains..."
Laws of Cricket 2017 Code (3rd Edition - 2022)

Culture of the Competition. Whilst the structure of the competition provides for a competitive approach, the committee believes this should not result in over-competitiveness or over-shadow what they believe is the competition's main purpose – to provide an opportunity for cricketers of all standards despite their advancing years, to continue to participate in a sport we all love.

Changes to last season's Playing Conditions are written in RED.

1. The Laws of Cricket apply except for variations mentioned herein.

2. Registration of players.

All players must register through PlayHQ to Cricket Far North the season's winter competition.

A registration fee of \$260.00 per player will be requested upon registration.

This fee will cover:

- The match fees for the entire season which includes the costs for the grounds, balls and other equipment.
- An additional Cricket Australia nominal fee of \$36.50 is also mandatory with registration. This covers a player's insurance and Cricket Australia's administration costs for the upgrading and maintenance of their websites and databases.
- Luncheons provided by the Masters Committee made available during some matches will be covered by this fund.

3. Team Lists:

- 3.1 It will be very helpful and speed up the starting of a game if the players for the forthcoming match are entered into PlayHQ at least 24 hours before the match is drawn. This can be adjusted if needed but will save crucial time before a match.
- 3.2 Before the toss, captains will exchange team lists of all players. The team lists should be seen by the umpire(s) and remain near the scorers. **If the team is listed in PlayCricket (that is the players were added before the match in PlayHQ) then that will suffice. Replacement players can be added before the match commences.**
- 3.3 Each team may consist of up to 14 players. In such event, the 12th 13th and 14th person shall be permitted to bowl, and bat. See 3.7 and 3.8 below.
- 3.4 **The minimum number of players to comprise a match is 7.**

- 3.4.1 Players from the opposition may provide fielders to take the fielding numbers to 11.
- 3.4.2 See item 5.2 and 5.3 below regarding replacement players.
- 3.5 In 2026, there will be no specific age group, all players will be considered Over 50 and as such there will be no total age calculations.
- 3.6 If either team has only 11 players, then both teams can only bat 11 players.
- 3.7 The 12th to 14th player must bat before any retired batsman is recycled.
- 3.8 If a team has more than 11 players available to act as substitute fielders, those players must be entered into PlayHQ. These players can bat or bowl. See 3.3 above and retirement of players when batting see 5.2 and 5.3 below. See item 17 – batting below for more detail on retiring batters.
- 3.9 The bowling team needs to take a maximum of 10 wickets to dismiss the batting team.
- 3.10 If the innings is not closed, and there are still remaining batters, as mentioned above in 3.6, then the extra players may bat until such time as the innings is closed.

4. Age.

- 4.1 To play in the Over 50s competition, a male player must have reached/surpassed 50 years of age or be turning 50 during the year of the competition.
- 4.2 To play in the Over 50s competition a female must have reached/surpassed 40 years of age or be turning 40 during the year of the competition.
- 4.3 Notwithstanding, each team may be permitted to play two under-age players who must be turning 38 or 39 for the Women, 48 or 49 for the men during the calendar year of competition in any one game.
- 4.4 Applications for approval for underage players must be forwarded to the CFN Masters Cricket Committee (veterans@cricketfarnorth.com.au) for consideration before they play a game stating Name, DOB and reason for the request.
In approving any request, the CFN Masters Cricket Committee may place bowling restrictions e.g., number of overs, restricted bowling run up, as considered necessary considering the "Culture of the Competition" as set out in the Preamble. See Appendix A below.
- 4.5 For any male player who is more than 2 years younger than the age requirements the same process is required as outlined in 4.5 above, however, these players (unless exempt as decided by the committee) will have some restrictions placed upon them as outlined in Appendix A below.
- 4.6 There are no restrictions to be placed on female players who are more than 2 years younger than the age requirements.
- 4.7 Any women's masters player is eligible to play in any QVC regional matches.

5. Player Availability:

- 5.1 If a team is unable to field 11 players, the opposition team will make up the fielding numbers. Opposition players will not bat for the team which is short of numbers.
- 5.2 Replacement players can be sought from other teams with the permission of the opposition captain. A replacement player may be selected from the opposition team before the toss as long as the opposition team has more than 11 players.
- 5.3 The replacement player can then play as if a member of that team. He/she will be listed as substitute for the Live Score App.

6. Match fees:

Match fees are paid upon registration (see item 2. Registration of Players above).
No further match fees are required during the season, unless a player is selected as a representative player.

7. Umpires.

- 7.1 Initially umpiring will be done by the batting team members. See more details below. Otherwise:
- 7.1.1 Two official umpires are to be allocated to each match wherever possible.
 - 7.1.2 If only one official umpire is available, he/she is to stand at each bowling end. The batting team will provide a square leg umpire. It is recommended that the batsman who is to bat at the fall of the next wicket stands at square leg for this purpose. This umpire will call for short runs and stumpings only. They can assist the official umpire with no ball heights, but it will be the call of the official umpire to make the decision on the status of each delivery.
 - 7.1.3 If no official umpire(s) are available, then both captains shall agree on non-official umpire(s).
- 7.2 Umpires (or team captains if no umpires available) have the final say on whether play will start, continue, resume or cease due to rain, unsafe ground conditions or extreme heat. When heavy rain is imminent, or when lightning is approaching, umpires (or team captains if no umpires available) should use their discretion to ensure covers (when available) are installed promptly on turf pitches if play must cease. (See Rule 30).
- 7.3 A Marsh Safety checklist must be completed by umpires or team captains before the start of play which will consider playing field conditions and safety. This is mandatory for insurance purposes. A QR code is available in the clubhouse at the venues for this purpose.
- 7.4 Any player or official who is injured during a match where a Safety checklist has not been completed and signed will not be insured for the match and will need to cover their own medical treatment or worker compensation due to the injury. There is a QR code on every clubhouse which takes one to the Marsh Insurance page.

8. Competition Structure:

- 8.1 The Masters Cricket competition will comprise a single division.
- 8.2 All matches in 2026 season will be 35 over matches unless they are reduced to a T20, or another format (such as Super 6) for whatever reason the committee may consider changing the format.
- 8.3 The minimum number of players to constitute a match is 7 players per team. Extra players from the opposition (and other teams if playing at the same venue) may be used as fill-in players. See item 5 above. However, if neither team can fill 7 players, the match will be declared abandoned.
- 8.4 Overs will be bowled in 5 over blocks from the same end to ensure the matches are played in the timeframe outlined in the fixture.
In this case, batters will change ends during the end of each over in the block until the next block commences whereby the batters remain at their end and the fielding team rotates to the opposite end.
- 8.5 Matches will be played as outlined in the draw which is available on the PlayCricket app.
- 8.6 The duration of the matches will be:
 - start time 10:00
 - each innings should take no more than 2 hours and 20 minutes (35 overs x 4 mins per over = 140 minutes)
 - First Innings 10:00 to 12:20
 - interval 30 minutes will be taken at the conclusion of the first innings.
 - Second innings will be 2 hours and 20 minutes from the start of that innings.

If weather intervenes, 16:00 remains the maximum completion time and overs are deducted at the rate of 4 minutes per over to conclude at this time.

See also Item 13 – Finishing Time below.

Any adjustments to these times will be given to the teams prior to the weekend of the match and reflected in the PlayCricket App.

8.7 A draw will be available on PlayCricket, and any changes will be reflected on this app, as well as team coordinators being informed prior to the weekend of the match.

8.8 All matches will be played at the Walker Road Sports Precinct on a turf wicket and if required on the astro wicket. Some matches may be assigned to other grounds if required.

8.9 Teams will self-umpire. Both captains must agree on the match umpires, and they must wear clothing which distinguishes them from the players. Please ensure they wear shoes and look respectable.

Players are to treat the umpires as the match officials and any 'sledging' or breaches of the Laws of Cricket "Spirit of Cricket" will be dealt with by the Committee. See "Culture of the Competition" above. This must be adhered to.

The committee will re-evaluate this condition at any time and an official umpire may be appointed. This will not incur any extra cost to the players.

8.10 Competition points will be allocated, and premierships awarded in this competition.

8.11 Finals

8.11.1 There will be no semi-finals played if there are less than 6 teams in the competition.

8.11.2 Depending upon the number of teams in the competition, a final will be played following the completion of the preliminary matches:

a 3 team competition: 1 v 2

b 4 team competition: 1 v 2 and 3 v 4. The winner of the 1 v 2 final will be the premiership team.

c 6 team competition: 1 v 2, 3 v 4, 5 v 6. The winner of the 1 v 2 final will be the premiership team.

d 7 and 8 team competitions: A semi-final series will be played 1 v 4, 3 v 2. The winner of each semi-final will play in a final.

8.11.3 If the semi-finals are washed out, the higher placed teams proceed to the grand final.

8.11.4 A reserve day (only for the grand finals) may be allocated if a grand final is abandoned completely or has not been played to the minimum number of overs to be received by both teams to constitute a match. See rule 27.4 below.

If the reserve day is utilised and it is also abandoned the higher placed team will be deemed the winner.

8.12 Prior to the commencement of each season, the CFN Masters Cricket Committee will determine the CFN Masters Playing Schedule for the season.

8.12.1 Only the above Committee can make changes to the schedule for the season.

8.12.2 Games may only be rescheduled in the following situations:

- 1 Incorrect information on PlayHQ
- 2 Double booking of a ground
- 3 Extraordinary circumstances (such as government health restrictions)
- 4 A request for rescheduling must go to the CFN Masters Cricket Committee.

9. Competition Points/Placings:

9.1 The following points shall be awarded.

- Winning team – 4 points
- Losing/Forfeiting team – 0 points
- Bye – 2 points
- Abandoned Match – 2 points each
- Tied or Drawn Result – 3 points each

9.2 The match is completed when a result is achieved.

9.3 In all competitive divisions, the placing for teams level on points at the conclusion of fixtures will be decided by identifying the team with the higher Net Run Rate (NRR).

The NRR is calculated as below:

- i The average runs per over scored by a team in the competition minus the average runs per over scored against that team in the competition.
- ii A teams NRR is calculated automatically on PlayHQ.
- iii In the event of a team being all out in less than its full quota of overs in a match, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.

10. Female player additional Playing Conditions

10.1 When a female batter is facing, there can be no more than 1 fielder on either side within 10 metres of the batter. To stay within the fielding restrictions, the remaining fielders who must be within the restriction circle must be on the circle at the time of the delivery of the ball.

Failure to do this will result 5 run penalty to the batting team.

10.2 When a female is bowling, they will bowl a maximum of 8 balls in an over. If the 8th ball is delivered illegally only a single will be added to the score. There will be no free hit (if a No Ball) or extra ball bowled in that over.

10.3 Item 10.2 will be void, and all balls must be delivered legally if the bowler is bowling in the final 3 overs of an innings.

11. Fielders:

Only eleven fielders can be on the field at any one time. Fielders on the team list may rotate at any time, after notifying the nearer umpire. (Refer also to Rule 3 – Team Lists).

12. Commencement Time:

12.1 Each match is to commence at the scheduled time unless prior to the weekend of the match the CFN Masters Cricket Committee has made a new arrangement which has been advertised to the teams concerned.

12.2 See Rule 31 – backup synthetic pitches for match starts delayed beyond 30 minutes of scheduled start times.

13. Finishing Time:

13.1 The scheduled cessation time is as scheduled.

13.2 Play will finish no later than 16:00 unless the required number of overs have not been delivered, and play will continue until such time as the required overs are completed.

14. Innings:

Each innings is to be a maximum of 35 overs, unless another format has been chosen for a particular round.

15. Drinks Breaks:

There will be two standard drinks breaks to be taken at intervals which divide the full innings into 3 equal sessions (or thereabouts).

In the 35 over competitions this should be at the end of the 12th and 24th overs.

Consideration should be taken of the prevailing temperature and humidity, and where appropriate extra drinks breaks can be called. Batters can be supplied between overs if so requested.

16. Lunch Interval:

16.1 Lunch is taken whenever the first innings is completed.

16.2 The duration of the lunch interval shall be a maximum of 30 minutes, and a minimum of 10 minutes.

17. Batting Retirements:

The game finishes when a side is all out or has passed the required score. However, captains may decide to play on without scoring.

17.1 Batters must retire when they have reached or surpassed 50 runs, in 35 over match and 30 runs on a T20 match.

17.2 Subject to the dismissal of all other batters, retired batters must return to the crease in the order that they retired.

17.3 However, if one or more of the retired batters is an underage player, that batter may not return until all other retired batters have returned to the crease. If the batter in question is more than 2 years younger than the competition they are playing in, they may only return on the approval of the opposition captain. See Appendix A below.

17.4 Any batters retiring due to genuine injury or illness with the umpire's agreement before being compulsorily retired under Rule 17.1 and 17.2, may return to continue their innings as per normal "retired hurt" rules.

18. Bowling:

18.1 A bowler may bowl a maximum of 1/5 of the total number of overs in an innings. i.e. for a 35 over match, the maximum number of overs which can be bowled is 7. The maximum overs in a T20 match is 4 per bowler.

18.2 The number of overs that an underage bowler may bowl is reduced by 50% of the maximum overs as set out in rule 18.1. If an odd number, the over number will be rounded down. For players more than 2 years younger, see appendix A.

18.3 If the number of overs to be bowled in an innings is reduced, the maximum number of overs to be bowled by any bowler will be proportionately reduced. (Refer to Rule 33 in the case of matches requiring a reduction in overs to be bowled). See Appendix C – Over Deduction Ready Reckoner to help in calculating the number of overs remaining for bowlers in a reduced match.

19. No-Ball:

19.1 – Off the Pitch

A No Ball is to be called for any delivery that lands or bounces off the prepared turf or synthetic pitch in front of the batters.

19.2 – bounces more than once.

A No Ball is to be called for any delivery that bounces more than once on the pitch, even if it is considered Wide.

19.3 All standard No Ball laws as outlined in the Laws of Cricket apply.

19.4 The umpire will signal for a free hit to be played on the next ball following the call of No Ball.

20. Unfair Deliveries:

An Unfair Delivery is:

- Any delivery that pitches and clearly passes above the batter's shoulder, as judged from where the batter takes his/her stance as if he/she had been standing erect.
- Any full-toss delivery that clearly arrives or would have arrived above waist height as judged from where the batter takes his/her stance as if he/she had been standing erect.

Either the umpire at the bowler's end or the square leg umpire is to instantly call and signal **No Ball** for any unfair deliveries.

21. Dangerous deliveries:

Any unfair delivery which is considered dangerous will be accompanied by a warning to the bowler. If the bowler bowls another dangerous delivery in the innings, they will be removed from bowling from that instance, until the end of the innings.

Consideration for deeming a ball dangerous will include:

- the pace of the ball
- whether the ball will hit a batter above the solar plexus or head
- the skill level of the batter

22. Wide Delivery:

If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a wide if, according to the definition below, the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.

Definition: The ball will be considered a wide unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.

A line perpendicular to and marked between the popping crease and the bowling crease 75cm outside of the off stump will be drawn on the pitch for both left and right-handed batsmen.

In Addition: Any ball that **clearly** passes outside the striker's legs and outside the protected area line where it would cross the popping crease (measured 12 inches/30.48cms) from the middle stump is to be called a wide.

23. Substitute Runners:

Injured batters will not be entitled to have a runner if injured during the match in progress. If after the 9th wicket falls and there are no retired players available to bat, a runner may be used to complete the innings.

24. Fielding Restrictions:

24.1 For full fielding restrictions, including powerplays see Appendix B, and rule 10 for female bowlers above..

25. Ovals, Clothing and Equipment.

- 25.1 Appropriate white team shirts and trousers are permitted with approval of the CFN Masters Cricket Committee.
- 25.2 In the 2025 season, white playing shirts and trousers will be used.
- 25.3 Only approved four-piece balls will be used in all CFN Masters Competition fixtures.
- 25.4 The Oval playing size is to be measured to a maximum 55 metre half circle from the stumps at each end to form the ends and then joined by straight boundaries on the off and on sides.

26. Helmets – British Standard Helmet Policy

PLAYER SAFETY

Cricket Australia has strongly recommended that the wearing of compliant helmets (British Standard 7928:2013) when batting, wicket keeping up to the stumps and fielding close-in is mandatory.

BATTING

- 26.1 A batter must wear a British Standard 7928:2013 compliant helmet at all times.

WICKET-KEEPING

- 26.2 At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

FIELDING

- 26.3 A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- 26.4 The umpire(s) are the sole judges of the distance from the stumps as per point (21.10) above.
- 26.5 Note: For the avoidance of doubt, any fielder within the prescribed distance deemed to be fielding at "leg slip" or "leg gully" must wear a British Standard 7928:2013 helmet.

ENFORCEMENT

- 26.6 The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- 26.7 In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
- 26.8 In accordance with the Laws of Cricket, the Umpires shall award 5 penalty runs to the opposing team:
 - i When any batsman fails to wear a helmet pursuant to 24.1.
 - ii Each time a wicketkeeper stands up to the stumps or
 - iii a fielder (pursuant to 24.3 to 24.5) fails to wear a helmet as required by these playing conditions.
- 26.9 If after the action above in 24.8 (i) the batter continues to not comply with these playing conditions within 3 minutes, the umpire(s) shall time out the batter who fails to wear a helmet.
- 26.10 In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (in situations required by Playing Condition 24.1) and also fails to leave the wicket having been given out in according with 24.9 above, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
- 26.11 In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by Playing Conditions 24.8(ii) and (iii), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).

- 26.12 In addition to the above, the umpire(s) will report any breach of Playing Condition 24 to the CFN Veterans Cricket Committee. Upon receiving information regarding the incident, the committee shall take reasonable and appropriate measures to investigate the instance (s). The committee shall take such action as they deem appropriate against the involved participants and teams, if applicable.
- 26.13 In a match without association appointed umpires, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
- 26.14 Upon receiving information regarding the incident, The CFN Veterans Cricket Committee shall take reasonable and appropriate measures to investigate the instance(s). The Committee shall take reasonable and appropriate measures to investigate the incidence(s) and take such action as they deem appropriate against the above participants & team(s) if applicable. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
- i Remove all match points from the fielding team whose batters, wicketkeeper (or fielders) failed to comply with clause 21.
 - ii Award an outright win (or equivalent maximum available points) to the batting team.
 - iii Take appropriate action against each player who failed to comply with clause 21.
 - iv Impose an appropriate sanction on the captain of the team of the player(s) who failed to comply with clause 21.
 - v Impose an appropriate sanction on the club of the player(s) who failed to comply with clause 21 including, but not limited to:
 - 1 Financial penalties
 - 2 Removal of match points from one or more club teams
 - 3 Denial of one or more club teams from taking part in finals.
- 26.15 Note: For the purpose of this Playing Condition, no time/overs shall be lost to the game after the completion of any of the above actions described.

27. Playing Time:

- 27.1 Provided play commences no later than 30 minutes after the scheduled start of play, each innings will be 35 overs per team.
- 27.2 For interrupted matches see item 35 below regarding over calculation for reduction of overs.
- 27.3 The lunch interval may be shortened to a minimum of 10 minutes.
- 27.4 Each team must bat a minimum of twenty (20) overs, otherwise the result will be a draw.

(Refer also to Rule 34 - Target Score Calculations if overs are reduced, and Rule 35 – Interrupted Match.)

28. Heat:

- 28.1 During adverse weather conditions the aim is to provide maximum playing time wherever possible without endangering individual safety.
- 28.2 Extra drink breaks may be added, as advised by the umpires, or in their absence, with the agreement of both Captains, in the event of unusually hot conditions.

28.3 In the event of extremely hot conditions only, the umpires and captains may consult to vary the innings structure of each game for the first innings alternating for each team, before the lunch break. That is to play a match in quarters.
In such an event, each innings will continue after the lunch break and play continues until all eleven (11) wickets have fallen or until a result is achieved, up to the maximum overs scheduled for the match.

29. Available Pitch Covers:

- 29.1 Covers are to be used as required.
- 29.2 During play, the batting team is responsible for the speedy delivery of the covers when rain is imminent, and both teams must assist with the covering.
- 29.3 Both teams must also assist with the removal of the covers when required.

30. Lightning Rule:

- 30.1 Umpires must call for play to cease once they are satisfied that thunder is heard less than **40 seconds** after the related lightning strike.
- 30.2 Once play ceases at one oval, play must cease on all adjoining ovals.
- 30.3 **Covers can be placed before thunder is heard less than 40 seconds and more than 30 seconds after a flash of lightning.**
- 30.4 If thunder is heard less than 30 seconds after a lightning flash, and the covers have not been placed, then they cannot be placed. Player safety is paramount. Even if rain is expected, nobody is to be on the oval while the 30 second lightning rule is in effect.
- 30.5 Play will commence 30 minutes after the last lightning event as outlined in 28.1.

31. Backup Synthetic Pitches:

- 31.1 Synthetic Pitches may be assigned for a match as outlined in the draw.
- 31.2 Synthetic pitches, if available **at the drawn venue** on the scheduled day, are only to be used whenever play on a turf pitch is unlikely to commence 30 minutes after the scheduled start of play.
- 31.3 Moving to a synthetic pitch must be with the consent of both captains.
- 31.4 If rain or unsafe conditions prevent any match which commenced on turf from being fully played out, it may be completely restarted on an alternate synthetic pitch, provided less than twenty (20) overs of the first team's innings have been bowled. The restarted game will be reduced to twenty (20) overs for each team's innings. If more than twenty (20) overs have been bowled, the match shall not be restarted and will be declared a draw.

32. Scoring:

Two scorers are required for all matches. The home and away teams shall supply their own scorebooks and if available the home team will supply a computer tablet with the PlayHQ Live Scoring App.
Where there is Live Scoring available, the teams may choose to use one scorebook only. Each team is required to have competent Live Scorers App user available if a non-playing Live Scorer is not present. If the PlayHQ Live Scoring App is NOT available or fails during the match, two scorebooks must be used.

33. Match Results:

If the Live Score app cannot be used, the winning team's designated PlayHQ delegate shall enter the match scores and player statistics into PlayHQ within 48 hours of the completion of the game. Failure to do this by Wednesday 9:00 p.m. of the week following the match will result in a loss of 1 match point for the team.

Note: Draw or Tie results must be entered.

34. Target Score Calculations:

34.1 The Duckworth Lewis Stern (DLS) method of target score calculation is to be used in all games. It is the responsibility of Captains/Regional Co-ordinators to ensure they, or someone in their team has access to and knowledge of the DLS App available on the Live Score App.

34.2 The Duckworth Lewis System will only apply when there has been a reduction of overs after the start of play and/or there is insufficient time to bowl the remaining overs, taking into consideration that play can continue **until 4:00pm**.

34.3 When there is a loss of overs in the first innings, a DLS calculation will be made at the end of the innings to determine the target score of the team batting second.

34.4 When DLS comes in to play for the second innings, the par score calculates who wins or loses at the end of each over. The DLS system therefore, exempts the minimum overs (20 overs) rule, and a winner can be chosen based on the par score at the end of each over. A win is a score one or more runs above the par score.

34.5 If the commencement of the game is delayed and the number of overs reduced for each team, DLS does not come into play as both teams have the same number of overs from the start of the game.

35. Interrupted Match:

When there is either a late start or an interruption in play that causes a loss of overs to the team batting first, the umpires will reduce the overs for **both teams** by one over (1) for each 7.5 minutes lost. Example – 60 minutes divided by 7.5 = 8 overs lost from both teams' innings.

35.1 If there is an interruption in play of the team batting second, the umpires will reduce the remaining overs by one (1) for each 4 minutes lost. Example – 30 minutes lost divided by 4 = 8 over reduction.

35.2 If play commences on time and there are no interruptions prior to the team batting second, the overs will not be reduced until after 30 minutes of lost time has elapsed.

35.3 When there is insufficient time for the team batting second to receive 20 overs, the umpires will abandon play.

36. Eligibility for Finals (note there are NO finals in the 2025 Winter season)

36.1 to be eligible for finals, a player must have played at least **three** games in the CFN Masters Competition during that season. If the player has been out injured, approval must be sought from the CFN Masters Cricket Committee for the player to play.

37. Age based adjustment to target score.

(NOTE: There is NO aged based calculation to be used in the 2026 competition)

Each team will be designated a grade (Over 50, Over 60, Mixed Over50/60 etc.).

IF teams are playing another team of the same grade, NO aged adjustment is required.

An age handicap system will be used if teams of different grades is playing each other.

Adjustment

The adjustment to the scores is to be made by the following formula [always rounding up to next whole number]

ADD LADIES +10

$S2 = [A1 \times S1] / A2 + 1$, where

S2 is score required by the team batting second;

A1 is the aggregate age in whole years of **team batting first** [only count 12 players if more than 12 are available on the day.]

S1 is the score of the team batting first

A2 is the aggregate age in whole years of the **team batting second** [only count 12 players if more than 12 available]

***Example 1** Higher aggregate team batting first*

A1 aggregate age is 706 years

A2 aggregate age is 594 years

S1 the team batting first scores 130 runs

The adjusted score for the team batting second is

$S2 = [A1 \times S1] / A2 + 1$, and entering the details is $[706 \times 130] / 594 + 1$ which means the target score (S2) for the team batting second is 156.

***Example 2** Lower aggregate team batting first*

Using the same details as above but the team batting first scores 200 runs

The adjusted score for the team batting second is

$S2 = [A1 \times S1] / A2 + 1$, and entering the details is $[594 \times 200] / 706 + 1$ which gives means the target score of the team batting second (S2) is 170.

Appendix A – MALE Players who are more than 2 years below the age group.

Player age requirements are outlined in rule 4.1 to 4.3 above. In an instance where a player is more than 2 years younger than the limits outlined in rule 4.4, the following conditions may arise depending upon:

- The skill level of the player.
If a player is deemed by the Committee to be of a similar skill level of an average aged player, then he/she may play without restriction.
- Approval from the opposition captain.
If the opposition captain feels the younger player will not have an influence over the outcome of the game, he/she may allow the younger player to play without restrictions. The opposition captain can make that judgement when he/she first bowls or when he/she first bats. The committee does not recommend this rule, as it may cause some issue on the match day, but the call may be made in a sensible and agreeable atmosphere and discussed by both captains prior to the toss.

Restrictions for a male player more than 2 years younger than the competitions age group:

- They cannot bat higher than 8 in the batting order.
- If they reach the required runs to force a retirement, they cannot return to bat.
- They cannot bowl any more than 1/3 (rounded up) of the total number of allowed overs, rounded up. For example, in a 35 over match, the maximum overs per bowler is 7. Under this restriction, the player cannot bowl more than 3 overs maximum.
- They cannot bowl and keep wickets in the same innings. If keeping, they cannot keep for more than a total of 10 overs in an innings.
- They cannot field within 7 metres of the batter on either the on-side or off-side of the pitch.

Failure to adhere to these restrictions will result in a loss of any match points for that match, and a report to the committee who shall take reasonable and appropriate measures to investigate the instance (s). The committee shall take such action as they deem appropriate against the involved participants and teams, if applicable.

Appendix B – Over 50s Fielding Restrictions

Definition of Fielding Restriction Area –

- Two semi-circles shall be drawn on the field of play.
- The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 27.5m (30 yards).
- The ends of each semi-circle shall ideally be joined to the other by a straight line. If not, then the semi-circle can take the form of a series of dots forming the semi-circle, or soft flat markers.
- In the unlikely event that the semi-circle cannot be drawn, the umpires will use their judgement basing the circle on the estimated halfway point to the boundary.

Application of Restrictions –

Fielding restrictions shall apply to certain overs in each innings.

There are fielding restrictions when a female is bowling, see rule 10 above. This pertains to the whole innings.

The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs. Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:

Powerplay 1 - no more than three (3) fieldsmen shall be permitted outside this fielding restriction area for $\frac{1}{4}$ of the maximum overs in a match. If an odd number, the value is rounded down. Example: In an innings of 35 overs, $\frac{1}{4}$ of 35 is 8.7, so powerplay would be overs 1 to 8.

Powerplay 2 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction for the remainder of the match. This will be overs 9-35.

Restriction of Leg Side Fieldsmen - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.

Powerplay Infringement –

In the event of an infringement of the above Playing Condition (i) or (ii), either umpire shall call and signal 'No ball' at the instant of delivery. A free hit will be called, and the infringing fielder(s) only may move into the correct position. The remaining fielders cannot change their position in the field.

Powerplays in Reduced Over Games –

In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced proportionally.

35 Over Matches - Powerplays in reduced overs.

Innings Duration	Powerplay 1	Powerplay 2
10	2	Remaining overs
11	2	"
12	2	"
13	2	"
14	3	"
15	3	"
16	3	"
17	3	"
18	4	"
19	4	"
20	4	"
21	4	"
22	5	"
23	5	"
24	5	"
25	5	"
26	5	"
27	6	"
28	6	"
29	6	"
30	6	"
31	6	"
32	7	"
33	7	"
34	7	"

Appendix C – Over deduction ready reckoner

Limited Over Matches

See 27.4 Minimum Overs

Over #	Bowler Number				
	1	2	3	4	5
50	10	10	10	10	10
49	10	10	10	10	9
48	10	10	10	9	9
47	10	10	9	9	9
46	10	9	9	9	9
45	9	9	9	9	9
44	9	9	9	9	8
43	9	9	9	8	8
42	9	9	8	8	8
41	9	8	8	8	8
40	8	8	8	8	8
39	8	8	8	8	7
38	8	8	8	7	7
37	8	8	7	7	7
36	8	7	7	7	7
35	7	7	7	7	7
34	7	7	7	7	6
33	7	7	7	6	6
32	7	7	6	6	6
31	7	6	6	6	6
30	6	6	6	6	6
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5	5	5	5
25	5	5	5	5	5
24	5	5	5	5	4
23	5	5	5	4	4
22	5	5	4	4	4
21	5	4	4	4	4
20	4	4	4	4	4