

40 OVER DETAILED MATCH DAY RULES – Stage 3 Premier League (Mixed)

DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.		
AGE	U15-U18 <i>Players are not permitted to play up in age in this format without dispensation</i>		
COACH	Accredited Community (Level 1) Coach		
GAME TYPE	• 40 over game (maximum)		
BALL	• 156g PINK two-piece leather		
TIME	<ul style="list-style-type: none"> • Friday afternoon • Toss: 15 minutes before game start time • First Innings start: 4.30pm • First Innings Complete: 6.40pm • Second Innings start: 4.30pm / 6.50pm • Second Innings complete: 6.40pm / 9.00pm • 270 mins (4.5hrs) over two consecutive weeks or on one night where appropriate lighting is available • Please refer to NJCA Playing Conditions document for adjustments required for match interruptions and penalties for slow over rates • Once the match has commenced, guidance from coaches must only occur at the fall of wicket or between overs, and in any event must not impact on the pace of the match 		
EQUIPMENT	<ul style="list-style-type: none"> • Helmets must be worn at all times whilst batting & wicket-keeping. • Leg and Thigh Pads • Gloves • Protector (males) • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of stumps with bails. • Bat size as appropriate to player height • Measuring tape or string to measure boundary. • Boundary markers • Chalk to mark crease centre if on synthetic 		
BOUNDARY	<ul style="list-style-type: none"> • 55m (maximum). • Boundary to be measured from the centre of the pitch. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 		
OVERS	• 40 over maximum per team		
TEAM	<ul style="list-style-type: none"> • 11 players per team • 7 players per team minimum are required to play the game • Maximum 12 players per team 		
INNINGS	<ul style="list-style-type: none"> • One innings of 40 overs (maximum) per team • Format to include: <ul style="list-style-type: none"> ◦ Some matches to be played in a single day/night format; ◦ Some matches to be played as one innings per week across two consecutive weeks • If, for a two day match, a team is bowled out inside their allotted overs in the first week, the second innings can commence on Day 1 by agreement of both teams, but play will still cease at the nominated time for the format. 		
		BATTING	<ul style="list-style-type: none"> • If a two-day match achieves a results on the first day of play, there is no play on the second day of play. • There is no compulsory retirement • Any player who faces more than 60 balls in an innings must not bat higher than No. 5 in the next batting innings for their team; except that this rule does not apply where the next innings is a finals series match • If the team has more than 11 players, those that did not bowl should bat • All balls (regardless of whether wides / no balls) will be included in the batter's ball count • The innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs • Each team must declare their team on the Team Sheet or the scorebook, including their nomination of the 12th (non-batting) player prior to the Toss of the Coin; • When playing on synthetic, players should not mark the 'centre' by scraping marks with their shoes and/or bat as this damages the playing surface.
		BOWLING	<ul style="list-style-type: none"> • 6 balls per over (All Wides and no-balls are to be re-bowled to a maximum of 8 per over, except in the last over where all no balls and wides shall be re-bowled) • A minimum of 5 players must bowl. • There is a maximum of 7 overs per bowler • Bowlers change ends every ten overs. • Maximum spell: 4 overs • Spell Break: 15 overs to elapse between completion of first over and commencement of fifth over • The bowling order should be rotated from match to match • The nominated 12th player may wicket keep and/or bowl
		FIELDING	<ul style="list-style-type: none"> • There is no requirement to rotate fielding positions during the match • No fielders within 10 metres (except regulation off side slips, gully and wicket keeper). • Those players that did not bat in the first innings should bowl or wicket-keep in the second innings. • If a team has less than 11 players present, they may request fielding assistance from the opposition team, however there is no obligation on the opposition team to provide fielders. If fielders are provided, they should be place in non-catching positions where possible. • The bowling order should be rotated from match to match
		DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count, except as noted below regarding LBW. • LBW only counts as a mode of dismissal when: <ul style="list-style-type: none"> ◦ An official umpire is present; or ◦ If no official umpires is present, LBW will only apply if both coaches agree prior to

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	the commencement of the match that they are confident and competent to determine LBW appeals
UMPIRES	<ul style="list-style-type: none"> • When one official umpire is in attendance, the provision of a square leg umpire is the responsibility of the batting team • When no official umpires are in attendance, the square leg umpire shall be a responsible representative of the batting team.

REPLACEMENT PLAYERS	<ul style="list-style-type: none"> • Players may be Replaced between the first and second weeks of a two day game for <i>acceptable reasons</i> by prior agreement of the coaches. • The Replacement Player should be considered a 'like-for-like replacement, in terms of batting / bowling strengths. • If the coaches are unable to agree, then the decision sits with the NJCA rules and competitions committee (or executive if unavailable); • Replacement Players should be notified to the NJCA administrator before the commencement of the second day's play, in any event • Any Replacement player inherits the status of the player they are replacing in terms of overs already bowled and subsequent overs available, and/or wickets already fallen, where applicable • If a two-day fixture is completed in one day, players cannot play in another team for their club on the second day of the same round, unless approved by NJCA • Players cannot be Replaced on the same day that play commenced. Once play has commenced for the day, and the team has been declared, only fielding Substitutes can be made on the same day • Refer to NJCA Detailed Match Day Rules Supplement document for more information on Replacement / Substitute and Fill-In Players
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