

MWCA Rules Update Summary 2024-25

MWCA Rulebook	Rule	Details	Vote
Handbook	6.5.5 Umpire	6.5.5 - Saturday Umpire Match Fees are: 6.5.5.1 - Saturday Regular (One Umpire - \$160, Two Umpires - \$150) 6.5.5.2 - Saturday Finals (One Umpire - \$170, Two Umpires - \$160)	Yes
Handbook	6.5.7 Umpire	6.5.7 - Sunday Twenty20 Umpire Match Fees are: 6.5.7.1 - Sunday Twenty20 Regular (One Umpire - \$120, Two Umpires - \$110) 6.5.7.2 - Sunday Twenty20 Finals (One Umpire - \$125, Two Umpires - \$115)	Yes
Handbook	Appendix A Grading	*Premier Cricket (-5 per grade) *PG = 2nd Grade Premier Cricket *Shires Cricket (-2 per grade) *FG = 2nd Grade Shires *Metro = 5th Grade Shires *Master = 5th Grade Shires *Classics = 6th Grade Shires *Metro = 5th Grade Shires *Sunday Twenty20 (+1)	Yes
Match Day Operations	3.Match Balls	3.All balls used in Two day Matches and One Day Matches are to be red (or pink for special events such as Pink Stumps Day) in colour and shall be two-piece, or four-piece for Turf Matches. 5.The Association's preferred ball for use in all matches is the Kookaburra "Tuf Pitch", "Red King", " Crown " or " Colt ". This ball may be used at any time without objection from opposing teams. 6.A ball, which is not a "Tuf Pitch", "Red King", " Crown " or " Colt ". ball (see 5. above), may be used if the following criteria are met: a)The ball is a Kookaburra ball. b)The ball complies with the requirements of 2(a) and 2(b) and 3; and c)the opposing captain consents to its use.	Yes
Match Day Operations	5.Match Day Responsibilities – Team Captains	If a team captain, or his substitute (who must be a nominated player of the team on the day of play, is not ready to exchange team sheets 10 mins before the start of play that team will be deemed to have lost the toss.	Yes
Match Day Operations	14.5 Match Day Responsibilities – Scoring	5.Scorers are solely responsible for ensure both scorebooks match and not umpires. If both scorers can't confirm the final score within the ten (10) minute innings break or end of match, the umpire (or captains) will take the lowest bowling total score.	Yes
Match Day Operations	APPENDIX 3 Extreme Heat Policy	4B. Cessation, Assumption and Abandonment of Play Matches played on Synthetic ovals a) Cessation of Play: In the event that either the Air temperature or the "Feels Like" temperature reaches or exceeds 34 degrees Celsius, the umpires shall cease play. b) Resumption of Play: Following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 34 degrees Celsius within 1 hour after a cessation of play, otherwise, the day's play shall be abandoned. c) Abandonment of Play: i. The day's play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or ii. Notwithstanding 4 (c) (i) above, the umpires, in consultation with the captains, may abandon the day's play immediately following a cessation, if the BOM App's hourly forecast does not show a fall in temperature to 34 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day's play. d) There shall be no discretion to allow a resumption of that day's play once play has been abandoned due to extreme heat.	Yes
Playing Conditions - Two Day, One Day Twenty20	LAW 1.4.1 - THE PLAYERS	Each captain shall nominate his/her players in writing or photo sent to mobile number to the opposing captain (and one of the umpires, if an umpire is appointed to the match) before the toss.	Yes
Playing Conditions - Two Day, One Day Twenty20	LAW 1.13.2 - INNINGS	If the toss is unable to be completed at 10 minutes before the scheduled start of play, due to the unavailability of one of the captains or his substitute (who must be a nominated player for that match) then that captain's team will be deemed to have lost the toss.	Yes
Playing Conditions - Two Day, One Day Twenty20	LAW 19.1 - BOUNDARIES	19.1Determining the boundary of the field of play 1.All matches in the will have maximum boundary size of sixty (60) metres, with exception of the 5th and 6th grades which will have a maximum boundary size of fifty-five (55) metres. 2.The distances for boundaries will be measured from the mid-way point between the wickets. Teams will use a measuring tape for this purpose. 3.The first team mentioned in the draw is the "Home Team" and is responsible for ensuring that the boundary markers are placed out before the toss is made and at least 10 minutes before play is due to start of Day 2.	Yes
Playing Conditions - Two Day & One Day	24.3 Penalty time not incurred	c)the player arrives late and is on official team sheet	Yes

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Playing Conditions - Two Day, One Day Twenty20	LAW 21.3 - NO BALL	<p>Playing Condition 23.3 is not a substitute for Law 41.6 which umpires may apply at any time</p> <p>23.3 (Bowling of short pitched deliveries)</p> <p>1.A bowler shall be limited to two short pitched deliveries per over.</p> <p>2.A short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.</p> <p>3.The umpire at the bowler's end shall advise the bowler and the batter on strike when each short pitched delivery has been bowled.</p> <p>4.In addition, for the purpose of this regulation and subject to clause 3.41.2 (f) below, a ball that passes above head height of the batter, that prevents him from being able to hit it with their bat by means of a normal cricket stroke shall be called a No Ball</p> <p>5.In the event of a bowler bowling more than two short pitched deliveries in an over as defined in clause 3.41.2 (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.</p> <p>6.If a bowler delivers a third or more short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall inform the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.</p>	Yes
Handbook	6.13.2 Competition Points – Twenty20 Matches	<p>*Win - 5</p> <p>*Win by > 30% margin - 6</p> <p>*Tie - 3</p> <p>*Draw or no result - 3</p> <p>*Loss -1</p> <p>*Loss by > 30% margin - 0</p>	Yes
Playing Conditions - Twenty20	LAW 1.3 - THE PLAYERS	<p>1.3 Nomination and Replacement of Players</p> <p>1.Each captain shall nominate his/her players in writing or photo sent to mobile number to the opposing captain (and one of the umpires, if an umpire is appointed) to the match) before the toss.</p> <p>2.Captains will be allowed to nominate up to a total of (12) players to participate in Twenty20 matches.</p> <p>3.When nominating 12 players, captains will need to either nominate:</p> <p>a) a "specialist batter" and a "specialist bowler"; or</p> <p>b) a "1st Innings" and a "2nd Innings" player.</p> <p>4.Captains must nominate these players on the team sheet prior to the commencement of play.</p> <p>5.A "replacement" player is a player who has taken the place of a nominated player as one of the eleven players involved in the match.</p> <p>6.A "substitute" player is a person permitted to take the field – i.e.; a "substitute fielder" – by an umpire under Law 24.1.1 and takes the place of a player in the field whilst that player is off the field. A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.</p>	Yes
Playing Conditions - Twenty20	LAW 4 - BALLS	<p>1.All balls used in Twenty20 matches on synthetic pitches are to be Kookaburra Special Test, Crown or Colt 156g white in colour. These are to be provided by each team for their own bowling innings.</p> <p>2.All balls used in Twenty20 matches on turf pitches are to be Kookaburra Regulation 156g white in colour. These are to be provided by the association for both teams.</p> <p>3.The ball shall comply with the weight and circumference requirements of Law 5.1.</p> <p>4.The ball shall be new for the commencement of each bowling innings and is subject to Playing Condition 1.2.3.</p> <p>5.The Association's preferred ball for use in all matches is the Kookaburra Special Test, Crown or Colt. This ball may be used at any time without objection from opposing teams. A ball, which is not a "Special Test", "Crown", "Colt" ball (see 5. above), may be used if the following criteria are met: a) The ball is a Kookaburra ball.</p> <p>b) The ball complies with the weight and circumference requirements of Law 5.1 of the Law of Cricket; and</p> <p>c) the opposing captain consents to its use.</p>	Yes
Playing Conditions - Twenty20	LAW 11 INTERVALS	<p>11.2 Drink Breaks</p> <p>1.In matches in Third Grade and below, unless both captains agree otherwise, a two minutes drink break will be taken after ten (10) overs.</p> <p>2.In First and Second Grade there will be a five-minute drink break only if the ambient temperature is 34 degrees or higher for matches played on grass ovals) or 30 degrees or higher for matches played on synthetic ovals.</p>	Yes

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Playing Conditions - Twenty20	LAW 17 - THE OVER	<p>17.2 Minimum Over Rates (Only for official umpired matches)</p> <p>2.The bowling team must commence its final over for the innings within 80 minutes of that innings' commencement (or within any rescheduled duration).</p> <p>3.In First and Second Grade, where the bowling team has not commenced its final over within 80 minutes of the innings commencement that team will be required to have one more fielder within the inner fielding circle in every over commencing after the 80 minute time frame.</p>	Yes
Playing Conditions - Twenty20	LAW 22 – WIDE	<p>22.2Delivery not a Wide</p> <p>1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.</p>	Yes
Playing Conditions - Twenty20	LAW 1.4 - THE PLAYERS	<p>1.4 Final Eligibility</p> <p>1.Minimum of 3x games for that grade or lower for any competition with 6 or more round matches; or</p> <p>2.Minimum of 2x games for that grade or lower for any competition with 5 or less round matches.</p> <p>3.Player restrictions of batting 7 or lower and bowling a maximum of 2 overs. Applies for 2x games for that grade or lower for any competition with 6 or more round matches or 1x game for that grade or lower for any competition with 5 or less round matches. A maximum of 2x restricted players is permitted per team per finals match.</p>	Yes
Playing Conditions - Twenty20	LAW 16 – THE RESULT	<p>16.1.3 .Should the match result match in a "Tie" either under 16.1.1 or 16.1.2 there will be a Super Over played</p>	Yes