



LDCA Senior ONE-DAY Home & Away Games 2026/27

44. Players:

44.1. Team Composition Before Coin Toss:

44.1.1. A Grade: Captains nominate a team of up to eleven (11) players.

44.1.2. B & C Grades: Captains nominate a team of up to twelve (12) players.

44.2. Designated Roles on Team Lists/Sheets: Each team list/sheet must designate one player as a "bowler" and one as a "batter."

44.3. Identification of Junior Players: All team lists/sheets must have an asterisk (*) next to a player's name to denote they are a junior.

44.4. Player Participation in Grades: In all grades, a player can only participate in one grade for the round, excluding juniors.

44.4.1. Exceptions are made for LDCA Representative Cricket or as a replacement for an Emergency Worker.

45. Ball:

45.1. New Ball at the Start of Each First Innings: A new LDCA branded Kookaburra ball must be taken at the start of each first innings.

45.2. Ball Supply Responsibility: Each team will supply their own ball for Home and Away matches in all grades.

45.2.1. The umpire should confirm the correct ball is sighted before the start of each inning.

45.3. Reporting Incorrect Balls: Umpires are required to report any incorrect balls used.

45.3.1. The LDCA COM will issue penalties for any such indiscretion.

45.4. Ball Specifications by Grade:

45.4.1. A Grade: A Four Piece Regulation White LDCA Kookaburra Branded 156g Ball shall be used in one-day games.

45.4.2. B & C Grade: A Two Piece Special Test White LDCA Kookaburra Branded 156g Ball shall be used in one-day games.

45.4.3. B & C Grade (Turf Matches): When playing on turf only, a Four Piece Regulation White LDCA Kookaburra Branded 156g Ball shall be used in one-day games.

45.5. Spare Replacement Ball: Clubs must have a spare good quality replacement ball based on the match/grade being played in case a lost ball occurs during a game.

46. Clothing:

46.1. Player Attire: Any player participating in an LDCA fixtured game using a white ball must adhere to specific attire regulations.

46.1.1. Players must wear coloured pants and shirts.

46.1.2. Players can wear a coloured jumper and preferably a club cap.

46.2. Batter Attire by Grade:

46.2.1. A Grade: The batter must wear coloured pads.

46.2.2. B & C Grades: It is recommended that the batter wears coloured pads, but it is not compulsory.

46.3. Enforcement of Batter Attire – A Grade Only:

46.3.1. In A Grade matches, if the first batter comes to the crease wearing white pads, the umpires shall issue a **first and final warning** to the batting team and notify the batting captain.

46.3.2. The batter must change to coloured pads at the **earliest opportunity**, such as the next scheduled break in play.

46.3.3. After the initial warning, **any subsequent batter** who presents at the crease wearing white pads **will not be permitted to take guard** until the correct coloured pads are worn.

46.3.4. Failure to comply within a reasonable time frame may result in the batter being deemed **timed out** under the Laws of Cricket.

46.4. Umpire Discretion and Reporting: Umpires have the ability to accept variations in attire if conditions warrant this.

46.4.1. Umpires have the right to report any unsatisfactory clothing of players to the LDCA COM for further action.

47. Creases:

47.1. Wide Ball Guidelines according to **MCC Law 7.**

47.2. Measurement and Guidelines: Wide guidelines shall be drawn from the popping crease to the bowling crease, parallel with the return crease.

47.2.1. These guidelines are measured 43.18 cm (17 inches) from the return crease on both sides of the pitch.

47.3. Consideration for Narrow Pitches: It's noted that on some narrow pitches, the return crease may be unable to be marked due to pitch limitations.

47.3.1. In such cases, adjustments may be necessary to accommodate the guidelines for wide balls.

48. Times of Play:

48.1. Saturday: All Grades start at 1:00 PM. The LDCA COM has the authority to adjust starting times, or clubs can agree to earlier starting times.

48.2. Sunday: All Grades start at 11:00 AM. The LDCA COM can vary starting times, or clubs can agree to alternate starting times if both parties agree.

48.3. Tea Break: (Ref: By-Law 7 for Home Clubs Afternoon Tea and Drinks)

48.3.1. Duration: All Grades will have a 20-minute tea break.

48.3.2. Timing: Tea break occurs at the completion of the first team's innings or when players are off the field due to adverse conditions.

48.3.3. Agreement: Umpires and Captains must agree on the timing of the tea break, and adjustments can be made if mutually agreed upon.

49. Innings:

49.1. Maximum Overs in a Day's Play: A & B Grades: 40 overs, match 80 overs. **C Grade:** 35 overs, match 70 overs.

49.2. Compulsory Closure of Innings: A team reaching their allocated overs in all grades will have their innings compulsorily closed.

49.3. Match End Due to Adverse Conditions:

49.3.1. In a one-day game (all grades), if teams are off the ground due to adverse conditions at 6:30 PM, the match shall end.

49.3.2. If no result has been achieved by the time teams are off the ground, a draw will be declared.

50. Declaration:

50.1. Innings Declaration: Any team in any Grade may declare their innings before the allocated overs are reached, following **MCC Law 15.1 to 15.3.**

50.1.1. Once a declaration has been made, it cannot be changed.

50.2. Change of Innings: From the declaration time, there will be a 10-minute change of innings, as per **MCC Law 11.5.1 & 11.6.1.**

50.2.1. However, if the declaration is made within 30 minutes of the tea break, the tea break will be taken immediately.

50.2.2. There will be no loss of overs for the change of innings.

51. Result:

51.1. Result Determination: When a result has been achieved, the game will finish at the completion of the over in progress. If the result is achieved on the last ball of the over, consideration can be made to bowl another over to ensure the scores are correct.

51.2. Innings and Winner Determination: Each team has one innings each, and the team with the highest score, irrespective of wickets lost, shall be declared the winner.

51.3. Duckworth-Lewis-Stern (DLS) – A Grade One-Day Matches:

The Duckworth-Lewis-Stern (DLS) method shall apply to **A Grade one-day matches** where play is interrupted or the number of overs available to either team is reduced due to adverse conditions.

51.3.1. Where DLS applies, the revised target and/or match result shall be calculated using the DLS method/system approved by the LDCA.

51.3.2. Captains, umpires and scorers are responsible for ensuring all required match information, including overs, wickets and interruptions, is correctly recorded to enable the DLS calculation.

51.3.3. DLS applies to **A Grade one-day matches only** and does not apply to B Grade or C Grade matches.

51.3.4. DLS does not apply to a scheduled two-day match, except where that match is formally constituted as a one-day match under the LDCA By-Laws.

51.3.5. B & C Grades: Where overs are reduced due to adverse conditions, the existing LDCA reduced-overs provisions shall apply.

51.4. Tie Result: If scores are level at the end of the day's play, the game will be declared a tie. The number of wickets is not applicable in the result.

51.5. Declaration Impact on Overs: If the first batting side declares its innings closed, the second batting side will only receive its allocated maximum overs calculated at the commencement of play (due to adverse conditions if applicable).

51.5.1. Should the overs left to play in the day be less than the allocated overs, then the result will fall back to the same as a side not receiving its total overs. Refer to By-Law 56.

52. No Balls:

52.1. MCC Law 21 applies, indicating that there will be no free hit for any No Ball penalty.

52.2. Only two short-pitched deliveries are allowed per over.

- Runs scored off a No Ball include one run for the initial No Ball, plus any additional runs. Dismissals resulting from a No Ball also count.
- All runs scored off the bat go to the batter. If runs are scored off the body (Leg Byes), it is recorded as a No Ball and Leg Byes. If there is no contact made by the bat with the ball, Byes are signalled as a No Ball.

- A ball that pitches off the pitch surface on synthetic or turf pitches will be called a No Ball. This includes balls hitting the edge of synthetic pitches or a ball diverting irregularly off the pitch in the umpire's opinion or a local rule.

53. Wide Balls:

53.1. MCC Law 22 applies, emphasising the importance of a strict and consistent interpretation to prevent negative bowling wide of the wicket.

53.2. Wide Delivery Definition: Any delivery that, in the opinion of the umpire, does not provide the striker with a reasonable opportunity to score shall be deemed a wide.

53.3. Guidelines for Different Grades:

53.3.1. A Grade: A delivery passing the striker on the leg-side without any contact with the striker's bat or person shall be wide unless the ball passes between the striker and the stumps.

53.3.2. B Grade: After the first two legitimate balls down the leg side, any delivery passing the striker on the leg side without any contact with the striker's bat or person shall be wide unless the ball passes between the striker and the stumps.

53.3.2.1. Additionally, a delivery passing the striker on the off-side more than the wide guidelines without any contact with the striker's bat or person shall be deemed a wide.

53.3.3. C Grade: A ball that, in the opinion of the umpire, does not provide the striker a reasonable opportunity to score either leg-side or off-side at the popping crease shall be called a wide.

53.3.3.1. All wide calls should be based on the delivery at the popping crease.

53.4. Wide Delivery Measurement: Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 43.18 cm (17 inches) from the return crease on both sides of the pitch.

Summary of Wide Delivery Interpretation:

- **Leg-Side Wide:** All deliveries passing down the leg-side and behind the striker shall be considered negative bowling and called wide.
- However, a delivery is NOT wide if it passes on or inside the wide guideline (leg-side) crease marking when the striker moves towards the off side, or if it passes between the striker and leg stump.
- **Off-Side Wide:** A delivery shall be called wide if it passes outside the wide guideline (off-side) with the batter in a normal batting stance, or wide of the return crease, regardless of the striker bringing it within reach.
- However, the delivery is NOT wide if the batter moves to the off-side and brings the ball within reach.
- **Special Cases:** Wide is called on a reverse sweep or switch hit. These shots are considered to bring the ball within reach on both sides of the wicket, and the wide

guideline shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

- **Bouncers over the head height:** Bouncers over the head height of the Batter are considered a No Ball as per **MCC Law 22**, although in International Cricket, this is treated as a Wide Ball under an Experimental Rule.

54. Fielding:

54.1. A Grade Fielding Requirements: Within a 30-meter circle, there must always be three fielders along with the bowler and wicket-keeper.

54.1.1. A No Ball is to be called by the umpire if there are less than five fielders within the circle. The square leg umpire will assist, but the umpire makes the final call.

54.2. Fielding Gear Requirements for All Grades: Fielders within seven meters of the batting crease (excluding slips and gully) must always wear a helmet with a face mask.

54.2.1. Players under 15 years of age on September 1st are not allowed to field in this zone for safety reasons.

54.3. Wicket-keeper Recommendations for All Grades: Wicket-keepers, when standing up to the stumps, may choose not to wear a helmet, but they do so at their own risk.

54.3.1. The LDCA highly recommends the wearing of a helmet with a grill for wicket-keepers standing up to the stumps to ensure safety.

55. Bowling Limits:

55.1. A & B Grades: Bowlers, including juniors, are limited to a maximum of eight (8) overs per bowler.

55.2. C Grade: Bowlers, including juniors, are limited to a maximum of seven (7) overs per bowler.

55.3. These limitations apply to 20% of the allocated overs for the match, adjusted for adverse conditions if necessary. See **Bowling Restrictions Table**.

56. Adverse Conditions:

56.1. Application: For A Grade one-day matches, any revised target or result arising from an interruption shall be determined in accordance with **By-Law 51.3 –**

Duckworth-Lewis-Stern (DLS). The following provisions continue to determine the available playing time and number of overs unless otherwise provided by the approved DLS procedure.

56.2. Before the Game Commences:

56.2.1. If adverse conditions cause a delay exceeding 30 minutes from the advertised starting time, overs are deducted for every 4 minutes or part thereof.

56.2.2. The resulting overs lost are divided evenly between the two teams.

56.2.3. The game cannot proceed below 40 overs (20 overs each innings).

56.3. After the Game Commences:

- 56.3.1.** Time lost after the game starts is calculated differently based on whether time was lost before the game commenced or not.
- 56.3.2.** If time was lost before the game started, any further time lost is divided by 4 minutes and deducted from the second batting team's allocated overs and the match overs.
- 56.3.3.** If no time was lost before the game started or less than 30 minutes were lost, time lost after the game has commenced is calculated by deducting the initial 30 minutes from the total time lost, then dividing the result by four minutes. These overs are deducted from the team batting second and the match day overs.
- 56.4. Cancellation Due to Adverse Conditions:** LDCA COM has the discretion to cancel a round/day's cricket up to 10:30 am on Saturday if weather conditions warrant a decision.
- 56.5. Lightning:** In the event of lightning strikes occurring in the vicinity of the ground, the Umpire(s) or Captain (where Umpires are not present) shall instruct the players to leave the field immediately and seek suitable shelter indoors. Players should remain indoors until there has been a gap of at least 30 minutes since the last lightning strike before returning to the field. Any time lost due to lightning shall be treated in the same manner as for adverse conditions.

See [Overs Table](#) & [Bowling Restrictions Table](#).