



LDCA Senior TWO-DAY Grand Final. 2026/27

92. Teams Eligible for Grand Final:

92.1. Winners of the Semi-Finals will proceed to the Grand Final.

92.1.1. If no play is possible to achieve a result in the Semi-Finals due to adverse conditions, the two highest-placed teams on the ladder after the Home and Away games will proceed to the Grand Final.

92.2. Grand Final: If no play is possible in the Grand Final or if no result is achieved due to adverse conditions:

92.2.1. The highest-placed team after the Home and Away games going into the Grand Final shall be declared LDCA Premiers in each grade.

93. Grounds:

93.1. Selection of Grand Final Grounds:

93.1.1. The LDCA COM will select all Grand Final grounds from available grounds.

93.1.2. Consideration will be given to suitable facilities and rooms being available.

93.1.3. B Grades: Games to be played on synthetic pitched grounds of the highest-placed teams on the ladder after the Home and Away fixture.

93.1.4. The LDCA COM will decide on A Grade Grand Final grounds up to four weeks before the finals. This allows clubs and curators to water and prepare for the best possible surface.

93.1.5. All A grade Grand Finals will be played on turf pitches.

93.2. Payment for Grand Finals Ground Usage:

93.2.1. For games held on turf pitches, the cost is \$100 per game.

93.2.2. For games held on synthetic pitches, the cost is \$50 per game.

93.2.3. Both clubs will share the costs.

93.2.4. The LDCA treasurer will make these transfers.

94. Players Eligibility to play Finals:

94.1. Finals qualification for registered players in LDCA Cricket follows specific criteria:

94.2. Minimum Days Played: A player must have participated in at least five days of LDCA Home and Away fixture matches to be eligible for finals. The LDCA COM reserves the right to adjust this requirement in case of abandoned rounds during the season.

94.3. Grade Eligibility: Players who have played in higher grades for at least sixty percent (60%) of their Home and Away games are not eligible to play in lower grade finals. However, matches played in finals do not contribute to eligibility or ineligibility.

- 94.4. Replacement Players:** If a player acts as a replacement for an emergency player on day two of a game, their eligibility will be based on the grade they were playing in on day one of the round at sixty percent. The same rule applies to Representative Replacement Players.
- 94.5. Playing in Lower Grade:** A player eligible to play in a particular grade may also play in the next lowest grade if their club is represented in both grades at the same time.
- 94.6. Exception for Clubs with Multiple Teams:** Clubs with more than one team in a final may include up to three players who have not played the majority of games in that team. However, prior approval must be obtained from the LDCA COM for the inclusion of such players.
- 94.7. Penalties for Non-compliance:** Any club fielding an ineligible player during finals games will forfeit the match in which the ineligible player participates and will be fined \$100 for each offence. The opposing team will be awarded the match in the affected game.
- 94.8. Notification of Breaches:** Where a club has infringed By-Laws 72 of the LDCA and there is a possibility of being disqualified, the club must be notified in writing by the LDCA within fifteen (15) business days of the infringement being reported. The notification should state the offence and the closing date for any reply regarding the incident.

95. Players:

- 95.1.** Each club participating in LDCA finals must adhere to specific procedures for player selection and assignment:
- 95.2. Selection Deadline:** Clubs must select players for each final and assign them to a team on the LDCA Competition Management Platform by 8 PM on the Thursday preceding the game. Failure to complete this task may result in penalties. The captain and wicket-keeper must be clearly identified.
- 95.3. Extra Players:** Additional players can be added to the LDCA Competition Management Platform if needed. These players must be eligible for the final, and their inclusion can help address any doubts about player availability. The final team selection must align with the team sheet/list in the scorebook.
- 95.4. Captain Nominations:** Before the coin toss, captains must nominate a team of up to eleven (11) players for A Grade and twelve (12) players for B & C Grades.
- 95.5. Designation of Extra Players:** In B Grades, team lists/sheets must designate extra players as 1st-Day players (1st) or 2nd-Day players (2nd). 1st-Day players will participate only on day one, while 2nd-Day players will play only on day two. Alternatively, players may play on both days and be designated as a bowler or batter (limited to this status).
- 95.6. Identification of Junior Players:** All team lists/sheets must clearly mark junior players with an asterisk (*) to denote their status.
- 95.7. Handling of Batters:** If batters are selected as 1st-Day players and are not out at stumps on day one, they will be automatically marked as "Absent Out" on the commencement of day two. Players marked as 1st and 2nd week players may bat in one innings, with a maximum of eleven batters allowed. All player privileges, responsibilities, statistics, and records of participation will be applied equally to all thirteen players.

96. Ball:

- 96.1. New Ball:** A new LDCA branded Kookaburra ball supplied by the LDCA must be taken at the start of the first innings.

96.1.1. Another new ball may be taken after 75 overs have been bowled in any innings and will be supplied by the clubs.

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

96.2. Second Innings: A new ball need not be taken for a second innings.

96.2.1. However, the ball must be in good condition and be sighted by the umpire and opposition captain before the innings commencing.

96.2.2. It must conform with grade and match requirements.

96.3. Ball Specifications by Grade:

96.3.1. A Grade: A four-piece regulation red LDCA Kookaburra branded 156g ball shall be used in two-day games.

96.3.2. B Grade: A two-piece tuf-pitch red LDCA Kookaburra branded 156g ball shall be used in two-day games.

96.3.3. B Grade (Turf Only): When playing on turf, a four-piece regulation red LDCA Kookaburra branded 156g ball shall be used in two-day games.

96.4. Spare 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.

97. Clothing:

97.1. Players must wear white/cream pants and a shirt.

97.1.1. Players are allowed to wear a white/cream jumper and preferably a club cap.

97.2. Batting Gear: The batter must wear white pads while batting.

97.3. Umpire Discretion: Umpires have the authority to accept variations in attire if conditions warrant it.

97.3.1. Umpires are empowered to report any unsatisfactory clothing of players to the LDCA COM, who will address the issue accordingly.

97.4. These regulations ensure a standardised and appropriate appearance for players participating in LDCA matches with a red ball.

98. Umpires:

98.1. The LDCA will ensure that two umpires are appointed for all finals matches, provided they are available. Additionally, the LDCA will cover the costs associated with the umpire's fees. This ensures that finals matches are officiated by qualified umpires, contributing to the fair and smooth conduct of the games.

99. Creases:

99.1. Refer to **MCC Law 7 Note:** It's acknowledged that on certain narrow pitches, marking the return crease may pose challenges due to pitch limitations.

100. Stumps:

100.1. The team that finishes the regular season in the highest position on the ladder will be responsible for providing the stumps and bails on the first day of the match. Conversely, the opposing team will be responsible for providing the stumps and bails on the second day of the match. This arrangement ensures that the necessary equipment is available for both days of play during the match.

101. Times of Play:

101.1. In all grades, matches start at 11:00 AM on both Saturdays and Sundays. The LDCA Competition Management (COM) has the authority to adjust starting times, or clubs can agree to start earlier if necessary.

101.2. Regarding breaks:

101.2.1. A and B Grade matches have a lunch break from 1:00 PM to 1:30 PM, lasting for 30 minutes. Additionally, there is a tea break from 3:30 PM to 3:50 PM, which lasts for 20 minutes.

101.3. Regarding lunch provision: (Ref: By-Law 7)

101.3.1. The team that finishes the regular season in the highest position on the ladder will provide lunch on day one of the match.

101.3.2. Conversely, the opposing team will provide lunch on day two of the match.

102. Innings:

102.1. Maximum overs in a day's play for each grade are as follows:

102.1.1. A Grade: 90 overs, with a match limit of 180 overs.

102.1.2. B Grade: 70 overs, with a match limit of 140 overs.

102.2. In the Final Games, the daily overs allotted per grade must not be exceeded, unless the appointed umpires for any senior final believe a result could be achieved on day one by continuing play. In such cases, the umpires will consult with both captains, and if they agree, play may continue for a period not exceeding 30 minutes or 8 overs. If no result is attained by the end of this period, play will end for the day, and any extra overs bowled will be deducted from the allotted overs for day two.

102.3. If the team batting first is dismissed within ten (10) overs of their allotted overs on the first day's play (**A Grade** 80th over, **B Grade** 60th over), the team batting second has the choice of batting for the remainder of the day's overs or declining them. These overs are not added to the second day's play; they are forfeited by the second batting team.

102.4. A team reaching their allocated overs in all grades will have their innings compulsorily closed. If the first team is dismissed before reaching their allocated overs, the second team is entitled to the remainder of the maximum overs unless match overs have been reduced due to adverse conditions.

103. Declaration:

103.1. Any team in any grade has the option to declare their innings before the allocated overs are reached. Once a declaration has been made, it cannot be changed according to **MCC Law 15.1 to 15.3**

103.2. Following the declaration, there will be a 10-minute change of innings unless the declaration occurs within 30 minutes of a scheduled break or within 10 minutes of the lunch break, as per **MCC Law 11.5.1 & 11.6.1**. If this occurs, lunch or tea will be taken immediately. There will be no loss of overs for the change of innings.

103.3. If a declaration is made at the start of the day or during an interval, a minimum of 10 minutes notice must be given to the opposing captain and the appointed umpires before play commences at the scheduled time.

103.4. In the event of a team declaring/closing their innings on any day, and their player(s) who are yet to bat are not present at the ground within three minutes of the fall of the previous wicket and the allotted overs have not been reached, the innings will be recorded as **All Out**. These players will be marked as **Absent Out** in the scorebook and on the online scorecard.

103.5. No overs are deducted for the change of innings.

104. Follow-On:

104.1. Any team that is one hundred (100) runs or more behind on the first innings may be required to follow on by the opposing team. If the request to follow on is made at the start of the second day or during an interval, there must be sufficient time to allow the batting side to prepare to bat. This requires a minimum of ten minutes notice to the opposing captain and the appointed umpire.

104.2. It's important to note that if this is a change of innings, then **MCC Law 14** comes into play.

105. Result:

105.1. Runs Scored in First Innings: Matches not otherwise completed shall be decided by the number of runs scored in the first innings, regardless of the number of wickets lost.

105.2. Incomplete Second Innings: If the team batting second has not received their allotted overs and has not surpassed the runs scored by the first batting team, and no result has been achieved, then the highest-placed team coming into the match will be declared Premiers of the Grand Finals. This determination is based on ladder positions after the Home and Away fixtures.

105.3. Total Washout or Tie: In the event of a total washout or a tie, the highest-placed team coming into the game will be declared the winner of all grades of the Grand Finals.

105.4. Declaration in First Innings: If the team batting first declares, the team batting second can still receive its full complement of allotted overs. However, they are required to reach the required total to win the game unless they do not receive their full allotment of overs.

106. No Balls:

106.1. MCC Law 21 applies, meaning there's no free hit for any No Ball penalty. Here's how runs scored off a No Ball are handled:

- One run is awarded for the initial No Ball, in addition to any other runs scored off that delivery.
- Any dismissal resulting from a No Ball is also counted.
- 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's no contact made by the bat with the ball, it's signalled as a No Ball and Byes.
- Additionally, a ball that pitches off the pitch surface on synthetic or turf pitches will be considered a No Ball. This includes balls hitting the edge of synthetic pitches or those diverting irregularly off the pitch, based on the umpire's opinion or a local rule.

107. Wide Balls:

107.1. Under **MCC Law 22**, umpires must consider certain criteria when making wide ball calls:

- Umpires should focus on balls pitched outside the forward extensions of the marks, or as designated in the MCC Law 22 Wides.
- A delivery that, in the umpire's opinion, does not give the striker a reasonable opportunity to score either leg-side or off-side at the popping crease shall be called a wide.
- Wide calls should be based on the delivery at the popping crease.
- Additionally, due to variations in pitch widths within the Association, umpires should discuss with captains the markings or judgement they will use to judge wides before the coin toss.
- Furthermore, bouncers over the head height of the batter are considered a No Ball under **MCC Law 22**, although in International Cricket, this is classified as a Wide Ball as an Experimental Rule.

108. Fielding:

108.1. In A Grade matches, specific fielding regulations apply: Within a 30-meter circle, there must always be three fielders, in addition to the bowler and wicket-keeper. If fewer than five fielders are within the circle, a No Ball is to be called by the umpire. The square leg umpire can assist, but the umpire makes the final call. It's the responsibility of the home team club to ensure the 30-meter circle is marked.

108.2. For all grades, the following fielding regulations apply: Fielders within seven meters of the batting crease (excluding slips and gully) must wear a helmet with a face mask. Players under 15 years of age as of September 1st are not allowed to field in this zone.

108.3. Wicket-keepers standing up to the stumps may choose not to wear a helmet, but they do so at their own risk. However, the LDCA COM highly recommends wearing a helmet with a grill for safety reasons.

109. Adverse Conditions:

109.1. Initial Deduction of Lost Time: Deduct the total lost time per over only if it exceeds 60 minutes for A Grade and 120 minutes for B & C Grades before the commencement of play calculation. No overs are deducted for the first 60 minutes for A Grade and 120 minutes for B & C Grades.

109.2. Calculation of Overs Lost: Overs are then deducted for every 4 minutes or part thereof of lost time. The resulting overs lost are divided between the two teams to the nearest even number.

109.3. Minimum Reduced Overs: The minimum reduced overs cannot go below 60 overs each side, or 120 match overs, for all grades.

109.4. Time Lost Calculation after Delayed Start: After a delayed start on both days, any time lost is divided by four minutes, and overs lost are deducted from the day's total and the team batting second's total. Overs are to be recalculated after each interruption.

109.5. Calculation When No Time Lost Before Game Commenced: If no time was lost before the game commenced, or the lost time did not exceed 59 minutes for A Grade and 119 minutes for B & C Grades at the start of both days, then any time lost that exceeds 60 minutes for A Grade and 120 minutes for B & C Grades before play resumes from interruptions is calculated. This calculation involves dividing the time lost (minus the initial 60 minutes for A Grade and 120 minutes for B & C Grades) by four minutes or part thereof, and the resulting overs are deducted from team two's batting overs. On the second day, any time lost exceeding 60 minutes for A Grade and 120 minutes for B & C Grades is deducted from the total time calculated after each interruption once the initial threshold is exceeded. Each over-loss calculation off team two's batting overs each day is calculated separately.

109.6. 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.