



LDCA Senior C Grade One-Day Grand Final. 2026/27

110. Teams Eligible for Grand Final:

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

110.1.1. 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.

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

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

111. Grounds:

111.1. Selection of Grand Final Grounds:

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

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

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

111.2. Payment for Grand Finals Ground Usage:

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

111.2.2. Both clubs will share the costs.

111.2.3. The LDCA treasurer will make these transfers.

112. Players Eligibility to play Finals:

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

112.2. 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.

112.3. 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.

112.4. 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.

112.5. 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.

- 112.6. 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.
- 112.7. 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.
- 112.8. 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.

113. Players:

- 113.1.** Each club participating in LDCA finals must adhere to specific procedures for player selection and assignment:
- 113.2. 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.
- 113.3. 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.
- 113.4. Captain Nominations:** Before the coin toss, captains must nominate a team of up to twelve (12) players for C Grades.
- 113.5. Designation of Extra Players:** In C 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).
- 113.6. Identification of Junior Players:** All team lists/sheets must clearly mark junior players with an asterisk (*) to denote their status.
- 113.7. 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.

114. Ball:

- 114.1. New Ball:** A new LDCA branded Kookaburra ball supplied by the LDCA must be taken at the start of the first innings.
- 114.1.1.** The umpire should confirm the correct ball is sighted before the start of each inning.
- 114.2. Ball Specifications by Grade:**
- 114.2.1.** C Grade: A two-piece tuf-pitch red LDCA Kookaburra branded 156g ball shall be used in two-day games.
- 114.3. 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.

115. Clothing:

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

115.1.1. Players must wear coloured pants and shirts.

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

115.2. Batter Attire by Grade:

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

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

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

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

115.3.2.

115.4. Players must wear coloured shirts. It is recommended that players wear coloured pants, but it is not compulsory.

115.4.1. Players are allowed to wear a coloured jumper and preferably a club cap.

115.5. Batting Gear: It is recommended that the batter wears coloured pads, but it is not compulsory.

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

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

116. Umpires:

116.1. 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.

117. Creases:

117.1. 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.

118. Stumps:

118.1. 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.

119. Times of Play:

119.1. Playing Times are as follows:

119.1.1. Matches start at 11:00 AM. However, the LDCA COM has the authority to adjust starting times, or clubs can mutually agree to an earlier start.

119.2. Breaks during matches are scheduled as follows: (Ref: By-Law 7)

119.2.1. Lunch Break at the end of the first innings. (30 minutes).

119.2.2. No Tea Break is scheduled, but an extra drinks break can be taken if needed.

119.3. Play continues for 30 minutes or until the last wicket falls, unless nine (9) wickets are already down.

119.4. Break times can be adjusted if captains and umpires agree.

119.5. Lunch arrangements: The highest-placed team will provide lunch for the match.

120. Innings:

120.1. Maximum overs in a day's play are as follows:

120.1.1. C Grade: 35 overs per innings, with a match limit of 70 overs.

120.2. Compulsory Closure of Innings: A team reaching their allocated overs in all will have their innings compulsorily closed or the team loses all 10 wickets.

120.3. Match End Due to Adverse Conditions:

120.3.1. 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.

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

121. Declaration:

121.1. 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**

121.2. 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.

121.3. 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.

121.4. 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.

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

122. Result:

122.1. 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.

122.2. 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.

122.3. Match End Due to Adverse Conditions:

- 122.4.** Matches not otherwise completed, If time is lost in the game due to adverse conditions and overs are reduced for the second batting side, The game will be awarded for a win if the second batting side is dismissed for a lower score, or if the second batting side makes the target runs required.
- 122.5.** If no result is achieved then the highest-placed team coming into the match will proceed to the Grand Final. This is determined based on ladder positions after the Home and Away matches.
- 122.6.** 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 Semi-Finals.
- 122.7.** In all grades, if the team batting first declares, the team batting second can still receive its full complement of allotted overs. However, they must reach the required total to win the game unless the total allotted overs are not received.

123. No Balls:

- 123.1.** MCC Law 21 applies, indicating that there will be no free hit for any No Ball penalty.
- 123.2.** 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.
- 123.3.** 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..

124. Wide Balls:

- 124.1.** MCC Law 22 applies, emphasising the importance of a strict and consistent interpretation to prevent negative bowling wide of the wicket.
- 124.2. 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.
- 124.3. 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.
- 124.3.1.** All wide calls should be based on the delivery at the popping crease.
- 124.4. 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.

125. Fielding:

- 125.1. 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.
- 125.2.** 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.

126. Adverse Conditions:

- 126.1. Initial Deduction of Lost Time:** Deduct the total lost time per over only if it exceeds 120 minutes for C Grades before the commencement of play calculation. No overs are deducted for the first 120 minutes for C Grades.
- 126.2. 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.
- 126.3. Minimum Reduced Overs:** The minimum reduced overs cannot go below 60 overs each side, or 120 match overs, for all grades.
- 126.4. 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
- 126.5. Calculation When No Time Lost Before Game Commenced:** If no time was lost before the game commenced, or the lost time did not exceed 119 minutes for C Grades at the start of both days, then any time lost that exceeds 120 minutes for C Grades before play resumes from interruptions is calculated. This calculation involves dividing the time lost (minus the initial 120 minutes for 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 120 minutes for 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.

126.6. 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.