



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

31. Players:

31.1. Player Numbers by Grade: **A Grade:** Up to twelve (12) players. **B Grade:** Up to thirteen (13) players.

31.2. Player Status Designation: Team lists/sheets must indicate extra players as 1st-week players (1st) or 2nd-week players (2nd).

31.2.1. 1st-week players participate in the eleven players on day one, while 2nd-week players resume as the 1st-week players on day two. For example, if a 1st-week player is out going into the second day, then the 2nd-week player cannot bat in that same innings.

31.2.2. Players are limited to these designations.

31.3. Junior Player Identification: All team lists/sheets must include an asterisk (*) next to junior players.

31.4. Batting Status and Absent Out: If batters selected as 1st-week players are not out at stumps on day one, they are marked as "Absent Out" on day two.

31.4.1. All player privileges, responsibilities, statistics, and records of participation apply to all thirteen players.

31.5. Void Status in Case of Limited Play: This designation is void if less than 15 overs are bowled on the first day's play of the game, as well as for 1st & 2nd week players.

31.6. Grade Limitation per Round: Players can only play in one grade for the round, excluding juniors.

31.6.1. Exceptions include LDCA Representative Cricket and replacing an Emergency Worker.

32. Ball:

32.1. 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.

32.2. Replacement Ball After 75 Overs: Another new ball may be taken after 75 overs have been bowled in any one innings.

32.3. Supply of Balls: Each team is responsible for supplying their ball for Home and Away matches in all Grades.

32.3.1. The Umpire must confirm the correct ball is sighted before the start of each inning.

32.4. Second Innings Ball Requirement: A new ball need not be taken for a second innings.

32.4.1. However, the ball must be in good condition and sighted by the Umpire and opposition captain before the innings commences.

32.4.2. It must conform with grade and match requirements.

32.5. Ball Specifications by Grade:

32.5.1. A Grade: A Four Piece Regulation Red LDCA Kookaburra branded 156g ball.

32.5.2. B Grade: A Two Piece Tuf-Pitch Red LDCA Kookaburra branded 156g ball.

32.5.3. When playing on turf only in B Grade, a Four Piece Regulation Red LDCA Kookaburra branded 156g ball shall be used.

32.6. Spare Replacement Ball Requirement: 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.

33. Clothing:

33.1. Clothing Requirements: Players participating in LDCA fixtured games using a red ball must adhere to specific attire regulations.

33.1.1. They must wear white/cream pants and a shirt.

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

33.2. Batter's Attire: The batter must wear white pads.

33.3. Umpire Authority: Umpires have the authority to accept variations in attire if conditions warrant such adjustments.

33.3.1. If a player's attire is deemed unsatisfactory and they refuse to address it, umpires have the right to report the matter to the LDCA COM for further action.

34. Creases:

34.1. 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.

35. Times of Play:

35.1. Saturday: All Grades commence at 1:00 PM. The LDCA COM reserves the right to adjust starting times, or clubs may agree to an earlier start.

35.2. Sunday: All Grades begin at 11:00 AM. The tea/lunch break is adjusted to 1:15 PM. Similar to Saturday, the LDCA COM has the authority to vary starting times, or clubs can mutually agree on alternative timings.

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

35.3.1. A & B Grade: Scheduled from 3:15 PM to 3:35 PM, lasting for 20 minutes. Play continues for an additional 30 minutes or until the last wicket falls if nine wickets are not down.

35.3.2. Note: Tea times may be changed if both captains and umpires reach an agreement.

36. Innings:

36.1. Maximum Overs in a Day's Play:

36.1.1. A Grade: 75 overs per day, totaling 150 overs for the match.

36.1.2. B Grade: 70 overs per day, totaling 140 overs for the match.

36.2. If the team batting first is dismissed within **ten (10)** overs of their allotted overs on the first day's play, the team batting second has the choice of batting the remaining overs of the day or declining them. These overs are not carried over to the second day; they are forfeited by the second batting team.

36.3. The match can be terminated before all overs are bowled if both captains agree. However, this is not the preferred option according to LDCA. If there is no agreement between captains, the match must continue. Umpires cannot decide to call off the match unless adverse conditions apply.

36.4. If a team reaches their allocated overs in all grades, their innings is compulsory closed. If the first team is dismissed before reaching their allocated overs, the second team is entitled to bat for the remaining overs, unless match overs have been reduced due to adverse conditions.

37. Declaration:

37.1. Any team in any grade has the authority to declare their innings before the allocated overs are completed, following **MCC Law 15.1 to 15.3**. Once a declaration has been made, it cannot be reversed.

37.2. Following the declaration, there will be a 10-minute Change of Innings, unless the declaration occurs within 30 minutes of the tea break or 10 minutes of the lunch break, in which case, lunch or tea will be taken immediately. There will be no deduction of overs for the Change of Innings.

37.3. If a declaration is made at the start of the day or during an interval, it requires a minimum of 10 minutes' notice to the opposing captain and the appointed umpire/s before playing commences at the scheduled time.

37.4. If a team declares their innings and their player/players, who are still 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 completed, scorers will record their innings as All Out. These players will be marked as Absent Out in the scorebook and online scorecard.

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

38. Follow-On:

38.1. Any team that is one hundred (100) runs or more behind on the first innings may be required to follow on.

38.2. If the request for a 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 includes a minimum notice of ten minutes to the opposing captain and appointed umpire.

38.3. It's important to note that if the follow-on request involves a change of innings, then **MCC Law 14** comes into play.

39. Result:

39.1. Matches not otherwise completed shall be decided by the number of runs scored in the first innings, irrespective of the number of wickets lost.

39.2. However, if the team batting second receives fewer overs than the other team due to time lost from adverse conditions and if they are not dismissed or have not reached the target runs, the game will be declared a draw.

39.3. In the event that the scores are level at the end of the game, the result/innings will be a tied result. The number of wickets lost is not applicable in determining the result.

39.4. If teams bat a second time, the only result will come from an outright result by either team. The first innings will stand otherwise.

40. No Balls:

40.1. MCC Law 21 Applies, which means there is no free hit for any No Ball penalty.

- **Runs Scored off a No Ball:** One run is awarded for the initial No Ball, plus any additional runs. Any dismissal/s 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 no contact was made by the bat with the ball (Byes), it is signalled as a No Ball and then Byes.
- 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 diverting irregularly off the pitch in the umpire’s opinion or according to a local rule.

41. Wide Balls:

41.1. MCC Law 22 applies to wide ball calls.

33. Umpires should consider balls pitched outside the forward extensions of the marks or as designated in the MCC Law 22 Wides.

34. In all grades, a ball that, in the opinion of the umpire, 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. All wide calls should be based on the delivery at the popping crease.

35. Due to different width pitches within the Association, umpires should discuss with captains what markings or judgement they will use in the match to judge wides before tossing the coin.

42. Fielding:

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

42.1.1. 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.

42.2. 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.

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

42.3. Wicket-keeper Recommendations for All Grades: B & C grades Wicket-keepers, when standing up to the stumps, may choose not to wear a helmet, but they do so at their own risk. Excluding A grade.

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

43. Adverse Conditions:

43.1. Time Lost Before Game Commences on the First Day:

43.1.1. If time lost exceeds 30 minutes from the advertised starting time, no overs are deducted for the first 30 minutes.

43.1.2. Overs are then deducted for every 4 minutes or part thereof lost time, divided evenly between the two teams.

43.1.3. If the game had been rescheduled through LDCA COM, that is the designated start time; otherwise, it's on the LDCA Competition Management Platform.

43.2. Time Lost Calculation After Delayed Start First Day:

43.2.1. Any time lost is divided by four (4) minutes, and overs lost are deducted from the day's total and the team batting second's total overs.

43.2.2. Overs are recalculated after each interruption.

43.3. Time Lost After Game Commences:

43.3.1. If no time was lost before the game commenced or lost time did not exceed 29 minutes at the start of the first day, any time lost exceeding 30 minutes results in overs deducted.

43.3.2. Each interruption period time lost is calculated, and overs are deducted from team two's batting overs.

43.3.3. On the second day, any time lost exceeding 30 minutes deducts the 30 minutes from the total time, and overs lost are deducted from team two's batting overs.

43.4. Void First Day Play: If less than 15 overs are bowled on the first day, the day is void.

43.4.1. The game will be played as a One-Day game on the second day under One-Day By-Laws.

43.5. Adverse Conditions Prior to a Day's Play: LDCA COM has the discretion to cancel a round/day's cricket up to 10:30 am on Saturday if weather conditions warrant it.

43.6. 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.

See [Overs Table](#).