

DDCC Playing Conditions 2026

This document sets out the governance, administrative, and playing rules for the Darwin and Districts Cricket Competition (DDCC). It is divided into two distinct parts:

Part A – Competition-Wide By-Laws

These are universal policies that apply to all competitions and formats under DDCC. They cover governance, registration, financial obligations, conduct, safety, match-day standards, awards, representative cricket, and overarching playing principles. These rules form the foundation of competition management and remain stable across seasons.

Part B –Format or Grade-Specific Rules

These rules define operational details and playing conditions that vary by grade or format. They include season structure, match operations, ground and equipment specifications, batting and bowling restrictions, and finals conditions. These rules are tailored to each grade and may change more frequently to meet competition needs.

A summary of grade-specific rules can be found here:

[DDCC 2026 - Competition Rule Summary](#)

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Authorised: Karl Mayne

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1. PART A: COMPETITION-WIDE BY-LAWS

Sets the universal rules and governance framework that apply to all competitions and formats under the DDCC.

2. GOVERNANCE AND AUTHORITY

2.1. Application of Rules

- 2.1.1 The following shall be known as the rules of the Darwin and Districts Cricket Competition (hereinafter called the Competition) and such rules shall be binding on all affiliated Clubs and registered participants of the Competition.
- 2.1.2 All rules are to be read in conjunction with the MCC Laws of Cricket. Unless otherwise stated in the Rules, the Laws of Cricket take precedence, and the game is played accordingly.
- 2.1.3 The NT Cricket Code of Conduct, Member Protection Policy and Discipline Process are in place to protect players, spectators and officials from incidents that may bring the game into disrepute.
- 2.1.4 The intention of these rules is to ensure that cricket in this Competition is played and administered in keeping with the true spirit of the game.
- 2.1.5 Where a matter arises, which is not otherwise provided for in these Rules, the Playing Conditions, or the Laws of Cricket, the NT Cricket Head of Clubs and Competition (HCC) shall have the power to determine the matter as it sees fit.

2.2. Interpretation

HCC: Any reference to the HCC within these rules is a reference to the NT Cricket Head of Clubs and Competition.

Competition: Any reference to the competition within these rules is a reference to the Darwin and Districts Cricket Competition (DDCC).

Laws: Any reference to a “law” within these rules is a reference to that particular law in the MCC Laws of Cricket.

PlayHQ: playhq.com means the online management system. Any reference to “PlayHQ” within these rules is a reference to that system or the online competition management system in place for the competition.

Rules: Any reference to a “rule” within these rules is a reference to that particular rule number within these rules.

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2.3. Alteration of Rules

- 2.3.1 No alteration shall be made to these Rules other than by the HCC, as provided for by the Northern Territory Cricket Association Constitution.
- 2.3.2 The HCC shall make the competition draw and allocate grounds for matches as it sees fit.

2.4. Sub-Committees

- 2.4.1 The HCC may vest any of its powers in sub-committees and panels with or without the power to act. Such sub-committees may include a Match Committee, a Permit Committee, a Umpires Appointment Committee and a Disciplinary Committee.
- 2.4.2 The composition and duties of these sub-committees shall be at the discretion of the HCC unless otherwise provided by these rules.

2.5. Umpire Appointments

- 2.5.1 All provisional umpires' appointments for the Competition's minor round fixtures shall be drafted by the Northern Territory Cricket Match Officials Association (NTCMOA).
- 2.5.2 Provisional umpire appointments will be reviewed by the HCC, who will then confirm the appointments in line with the Umpire Appointment Selection Policy.
- 2.5.3 Where the NTCMOA cannot provide accredited umpires, the HCC may appoint alternate umpires.
- 2.5.4 All Competition's Final games umpire appointments are made by the HCC.
- 2.5.5 Where only one Official Umpire is available, they shall umpire at the bowling end for the duration of the match
- 2.5.6 Where an umpire has been provided by the batting side, only the Official Umpire will call and signal No Ball as required by Law 21
- 2.5.7 Where there is no Official Umpire, the batting side shall provide two umpires during its innings unless otherwise agreed by the captains
- 2.5.8 In matches where no Official Umpire is appointed, the bowling team captain may request a replacement umpire from the batting team captain if there is reasonable evidence that the acting umpire does not understand or correctly apply the Laws of Cricket or the DDCC Rules; the batting team must comply with this request, and the bowling team captain must record full details of the request and reasons

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(including examples of incorrect decisions and the response provided) in the Captain's Report.

- 2.5.9 Where there is only one Official Umpire, that umpire may at any time advise the square-leg umpire on the interpretation of laws, if necessary
- 2.5.10 Umpires to decide fitness of pitch and conditions for play.

2.6. Disciplinary Panel

- 2.6.1 A Disciplinary Panel may be appointed by NT Cricket and be available to determine disciplinary matters arising from the DDCC as per the [NT Cricket Code of Conduct and Disciplinary Framework](#).

3. MEMBERSHIP AND REGISTRATION

3.1. Club Affiliation Requirements

- 3.1.1 Prior to the commencement of each season, a date for the receipt of nominations of teams to participate in the competition will be published by the HCC. Nominations must be accompanied by:
- 3.1.2 Club affiliation fees and team nomination fees as determined by the HCC.
- 3.1.3 A list of officials and delegates of the Club, with position, name, address and telephone numbers.
- 3.1.4 A postal and email address for receipt of all recognised HCC correspondence.

3.2. Team Registration Process

- 3.2.1 Acceptance of all team nominations shall be at the sole discretion of the HCC.
- 3.2.2 A team of an affiliated Club shall be registered with the Competition on receipt of team registration fees. No unregistered team may earn competition points.

3.3. Player Registration Process

- 3.3.1 The team or teams of any Club shall consist of only those persons who are registered with the Competition. Persons may be registered in accordance with the following provisions:
- 3.3.2 Lodgement and administration of player registration must be undertaken via the PlayHQ system by the Club before the commencement of the first competition match;
- 3.3.3 Players shall be allowed to play one (1) match (if allowed within the PlayHQ insurance provisions) prior to registering in PlayHQ and playing as a 'fill in' player. Should insurance provisions not allow this to occur, this will refer to 3.3.2. An unregistered player may only take part in a match where the consent of the

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opposition captain is sought and obtained before the commencement of play. Should this permission not be sought, the team in question will be deemed to have forfeited.

3.4. Clearances and Transfers

- 3.4.1 An application for a Transfer between DDCC Clubs, whether directly from a player or through a Club, shall be lodged via the “Transfers & Permits” tab in PlayHQ.
- 3.4.2 This transfer must be entered into the PlayHQ system by the new Club. An email will be forwarded to the previous Club and DDCC indicating the clearance application process has commenced.
- 3.4.3 If the player submits a Transfer request to their previous DDCC Club and that Club does not respond to this request within 14 days, the application may be forwarded to the HCC for determination. The player has onus of proving that the required 14 days has elapsed since the formal delivery of clearance request to the Club.
- 3.4.4 Any player who wishes to change clubs during the season must apply for a transfer through the “Transfers & Permit” tab in PlayHQ.
- 3.4.5 The only circumstance under which the player’s former Club can decline the transfer is if it can produce documentary evidence of the player’s financial debts to the club.
- 3.4.6 Finals Eligibility: A player who transfers mid-season will start with zero (0) games for finals qualification at the new Club and must meet the minimum game requirements to be eligible for finals.
- 3.4.7 A player who was registered with a Club from the past five seasons but has neither played nor registered with a Club during the current season, shall be granted a clearance within three days by his previous Club, provided the player has no financial debts to that Club.
- 3.4.8 Failure to observe the provisions of these Rules may result in a penalty being applied, as determined by the HCC.
- 3.4.9 Where a Club has two teams competing in the same grade. Once a player has played five matches for a team, they must remain with that team for the

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remainder of the season. Juniors are exempt but must play the required games in the team to qualify for finals.

3.5. Clearance Granted

- 3.5.1 The previous Club must select 'Granted' via the PlayHQ system. This will become an official electronic signature of approval from the previous Club.
- 3.5.2 After this time, DDCC must select 'Granted' via the PlayHQ system. This will become an electronic signature of approval from DDCC.

3.6. Clearance Denied

- 3.6.1 The previous Club must select 'Denied' via the PlayHQ system and provide reasons as to why the Clearance has been refused.

3.7. Parental Approval for Juniors in Senior Cricket

- 3.7.1 Clubs wishing to play juniors aged 13 and under must comply with the following procedure:
- 3.7.2 Clubs shall seek written permission from the player's parents or guardians. The parents' written approval, the Senior Captain and Club's written verification of their familiarisation with NT Cricket's Safeguarding Children & Young People Policies shall be sent to the HCC.
- 3.7.3 Prior to signing the written approval and submitting the written familiarisations, the club, the parents or guardians, and the relevant senior team captain must read

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and familiarise themselves with [NT Cricket's Safeguarding Children & Young People policy](#).

- 3.7.4 Non-compliance of above will result in the team playing the junior, having a penalty applied, as determined by the HCC.

3.8. Withdrawal from Competition

- 3.8.1 Where the HCC is advised in writing by a Club that either the Club or one of its teams is withdrawing from the competition, points for teams drawn to play that Club or team will be allotted as though those games had been forfeited.
- 3.8.2 If a Club withdraws a team from the Competition, the team from the lowest level of the Competition on that day must be withdrawn before any other withdrawal occurs.
- 3.8.3 The HCC may impose a penalty of up to \$500 on a Club withdrawing a team from the competition.

4. FINANCIAL OBLIGATIONS

4.1. Summary of Fees

- 4.1.1 All affiliated Clubs have the following financial obligations to the Competition:
- Club Affiliation Fee (Rule 3.1)
 - Umpires' Fees
 - Team Nomination Fee (Rule 3.2)
 - Ground Fees
 - Fines (Rule 4.3)
 - Players Registration Fees (Rule 3.3)
- 4.1.2 These obligations are due and payable (unless otherwise stated in 3.1.2), no later than 28 days after issue of invoice by the Competition. Clubs that fail to meet their obligations under this Rule may be subject to action by the HCC. The HCC shall have discretion in applying this rule.
- 4.1.3 Without the specific consent of the HCC, teams representing a Club will be ineligible to earn competition points until such time as liabilities under this Rule are extinguished.
- 4.1.4 A Club that has failed to meet its obligations under this Rule shall not be eligible to compete in the Competition's finals unless those liabilities are finally extinguished.

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The final time for these liabilities to be extinguished shall be set by the HCC before the first final-round fixture.

4.2. Ground Fees

- 4.2.1 The HCC is authorised to determine and issue ground hire fees to clubs
- 4.2.2 Teams will be ineligible to play finals unless all their minor round ground fees have been paid, or an appropriate arrangement has been made with the HCC.

4.3. Fines and Penalties

If a fine incurred by a player or club is not paid within 30 days from the date on which the fine was imposed, the Club concerned shall not receive any match or bonus points in any match, nor complete in any finals fixture, until the fine is paid.

5. GRADING

5.1. Grading of Players

- 5.1.1 No senior player shall be allowed to transfer to any lower grade after playing more than 10 matches in a higher grade or combination of higher grades.
- 5.1.2 No senior player shall be permitted to downgrade more than one grade, from the previous grade in which that player participated in the current competition season.
- 5.1.3 Any player named in A Grade and/or who plays more than three (3) B Grade games, or is classified as an Import player, is no longer eligible to play in the Sunday 2 grade.
- 5.1.4 Any player who has played 2 matches in the Prem T20 competition cannot play in the Club T20 competition.
- 5.1.5 Any player with “First Class” or “Premier 1st XI” experience in the last 2 years cannot play in the C, D and E Grades.
- 5.1.6 Women’s Div 2 teams are ineligible to field import players.
- 5.1.7 Failure to comply with these rules will result in the following penalties based on the match result:
- 5.1.8 Offending team will have two points deducted from their total ladder points prior to the match commencing.
- 5.1.9 If the offending team wins the match, the result will be declared as a forfeit.

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5.2. Bye Rounds & Multiple Matches

- 5.2.1 In a competition where there is an uneven number of teams, the member of the team having the bye shall be regarded as the list of players to take the field in the previous match
- 5.2.2 In the first round of the season, bye teams must be named in each grade in which the bye occurs.
- 5.2.3 The following applies to teams selected when a higher grade has a bye or a player is seeking to play multiple games in the same competition over the same weekend (example Women's Div 1 & Div 2)
 - I. Junior players (Male U16, Female U18) can play any regular-season match without restriction. Finals eligibility criteria remain.
 - II. If a player last played in a higher grade, they must meet the following eligibility criteria to play down:
 - i. Batting: a season batting average of 20 or below in the higher grade
 - ii. Bowling: a season bowling average of 25 or higher in the higher grade
- 5.2.4 If a player does not meet one of these thresholds, they may still play in the lower grade but cannot bat or bowl in the discipline for which they don't qualify.

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- 5.2.5 For the purposes of clauses 5.2.3 I i & ii, a player's higher-grade batting and bowling averages will only be considered where the player has participated in a minimum of three (3) matches in the higher grade during the current season.
- 5.2.6 Penalty for playing a player that doesn't meet the above criteria will result in a penalty as per 5.1.7

6. LOCAL & IMPORT PLAYERS

6.1. Definition

- 6.1.1 To be considered a 'Local player', the player or club must demonstrate that they have lived in the Northern Territory as their primary residence for three (3) consecutive calendar years or more and do not hold a professional cricket contract. The HCC will determine the requirements for the primary residence.
- 6.1.2 An import is generally classified as a player temporarily in Darwin with the primary purpose of playing cricket.
- 6.1.3 Any player registering via transfer, permit, or with interstate and or international playing experience will be considered an import in the first instance.
- 6.1.4 Players transferring directly from an ICC Full Member Country will be considered as a Premier 1 player. A club may lodge an application with evidence that the player has not played a Premier 1's equivalent standard in their home Country for downgrading.
- 6.1.5 Premier Cricket is defined as First XI cricket in the following competitions or cricket in any national competition higher than the following competitions:
- Cricket Tasmania Premier League
 - NSW Premier Cricket
 - Queensland Premier Cricket
 - SACA Premier Cricket
 - Victorian Premier Cricket
- 6.1.6 WA Premier Cricket

6.2. Exemptions

- 6.2.1 Exemptions to be considered an import player can be applied under the following categories:
- 6.2.2 Players who can demonstrate a primary purpose other than playing cricket that extends to the end of the calendar year of the DDCC season. Players granted this exemption cannot play in any interstate cricket competition until the end of the

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calendar year without approval of the HCC. Failure to do so may see the import exemption revoked with the possibility of further penalties imposed.

- 6.2.3 Clubs may apply for a 'loyalty' exemption for players who have played 30 or more matches with their current club in the applicable competition before the commencement of the season. A club is limited to one (1) loyalty player per competition per season.
- 6.2.4 Clubs may apply for a 'Junior' import exemption for males under 16 and females under 18. Factors in determining approval will be the length of stay and the previous playing standard.

6.3. Senior Male

- 6.3.1 Any team in the A Grade & Premier T20 competition may have a maximum of six (6) import players for any competition fixture.
- 6.3.2 B Grade teams may include a maximum of four (4) imports, with only 1 holding Premier 1st XI experience in the prior summer season.
- 6.3.3 If a Club participates in a competition fixture with more than the permitted number of import players, the team will be penalised in accordance with Rule 5.1.7.

6.4. Senior Women's

- 6.4.1 Women's Div 1 can have a maximum of three (3) import players in the starting XII with only two (2) having played Premier 1s XI cricket in the prior summer season.
- 6.4.2 Women's Div 2 teams are ineligible to field import players.
- 6.4.3 If a Club participates in a competition fixture with more than the permitted number of import players participating in a match, that match will be deemed a forfeit in accordance with Rule 5.1.7.

7. MINOR ROUNDS

7.1. Net Run Rate (NRR) and Percentage (Quotient)

- 7.1.1 Throughout the season, a ladder shall be kept by the HCC of each grade in order of premiership points gained. In the event of two or more teams having an equal

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number of points, their position on the ladder shall be determined according to NRR or Percentage (Quotient), depending on the format and the competition.

$$7.1.2 \quad NRR = \frac{\text{Total Runs Scored}}{\text{Total Overs Faced}} - \frac{\text{Total Runs Conceded}}{\text{Total Overs Bowled}}$$

7.1.3 If a team is bowled out within their full allotment of overs, for the purpose of the calculation, the team will be deemed to have faced their full allotment of overs

7.1.4 NRR applies to all One-Day and T20 matches in the DDCC Senior, T20, Women's, Juniors & Sunday Competitions.

$$7.1.5 \quad \text{Quotient} = \frac{\text{Total Runs Scored} \div \text{Total Wickets Lost}}{\text{Total Runs Conceded} \div \text{Total Wickets Taken}}$$

7.1.6 Percentage (Quotient) applies to all Two-Day matches in the DDCC Senior and Junior Competitions.

7.2. Ladder Points and Points Average

7.2.1 Ladder Points will be used in grades where all teams have an equal number of bye rounds.

Ladder Points are calculated as the total number of competition points earned by a team.

7.2.2 Points Average will be used in grades where teams have an unequal number of bye rounds. Points Average is calculated by dividing a team's total competition points by the number of matches played.

7.3. Premiership Points

7.3.1 The following points shall be applied to all minor round matches to decide the minor premiership.

Result	Two-Day	One-Day	T20
Bye	0 points	0 points	0 points
1 st Innings Loss	0 points	0 points	0 points
1 st Innings Tie	3 points	2 points	2 points
Abandoned before 1 st Innings result	3 points	2 points	2 points
1 st Innings Win	6 points	4 points	4 points
Outright Win	10 points		
Reverse Outright 1st Innings 2nd Innings	4 points 6 points	N/A	N/A
Draw	2 points	2 points	2 points
Win by Forfeit	10 points	4 points	4 points
Loss by Forfeit	0 points	0 points	0 points

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- 7.3.2 Where a scheduled Two-Day match is converted to a One-Day match by the DDCC, premiership points shall be awarded in accordance with the Two-Day match First Innings points system.
- 7.3.3 A team awarded a first innings win shall receive six (6) premiership points
- 7.3.4 A team awarded a first innings loss shall receive zero (0) premiership points
- 7.3.5 In the event of a first innings tie or abandoned before a first innings result, each team shall receive three (3) premiership points
- 7.3.6 As a second innings cannot be contested, each team shall be awarded one (1) bonus points in recognition of the loss of the opportunity to achieve a second innings result.

7.4. Bonus Points

- 7.4.1 In A & B Grade Two-Day matches only, the following additional point allocations apply for 2nd innings performances:
- 7.4.2 Batting Bonus Points:
- I. 1 bonus point for every 100 runs scored in the 2nd innings.
 - i. Example:
 - ii. 100 runs = 1 point
 - iii. 200 runs = 2 points
- 7.4.3 Bowling Bonus Points:
- I. 1 bonus point for every 5 wickets taken in the 2nd innings.
 - II. Maximum bowling bonus points a team can get is 2.
- 7.4.4 Important Notes:
- I. Bonus points apply only to 2nd innings
 - II. Thresholds must be met; no partial points are awarded
- 7.4.5 The maximum points a team can earn from a match is 10, including match points. Irrespective of the final match result.

7.5. Match Result

- 7.5.1 Law 16 of the Laws of Cricket applies. In addition, Part B may include provisions for reduced overs and revised targets in order to achieve a result.
- 7.5.2 If a team, whether at the start of the first or subsequent day's play, has not at least eight (8) players present and ready 30 minutes past the scheduled start of play, or

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does not have the required equipment and implements of the game, that team will forfeit the match.

7.5.3 A match shall be deemed to be abandoned if neither team has at least eight (8) players present and ready to take the field 30 minutes past the scheduled starting time of the first day of the match.

7.5.4 Points will be allocated as per Rule 7.3.1

7.6. Forfeited Matches

7.6.1 In the event of a forfeit, a list of players selected to play shall be forwarded, within 24 hours of the scheduled completion of the match, to the HCC by the team receiving the forfeit, and these players shall be deemed to have taken part in the match.

7.6.2 Should any Club have to forfeit a game for any reason, then the team to be forfeited will be from the lowest grade on that day. If Clubs failure to comply with this Rule, the HCC will declare all matches played by that Club's teams competing in lower grades to be forfeited and all points to be awarded to the opposing team.

7.6.3 Penalties for forfeits may be imposed by the HCC.

8. SAFETY AND WELFARE

8.1. Extreme Heat Policy

8.1.1 DDCC adopts [Sport Medicine Australia's Extreme Heat Policy](#) to monitor and manage player safety during hot weather conditions.

8.1.2 Purpose

- I. To provide clear procedures for managing matches and training sessions in extreme heat, prioritising the health and wellbeing of all participants.

8.1.3 Heat Stress Risk (HSR)

- I. The [Sports Heat Tool](#) developed by Sport Medicine Australia (SMA) must be used to assess heat risk before and during matches.
- II. The SMA website displays a Heat Stress Risk based on Sports Medicine Australia's assessment for heat stress specifically for cricket (Sport Risk

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Classification 4) based on current weather observations for a specific location

- III. The SMA website will display the current Heat Stress Risk rating as well as provide a forecast for the remainder of the day. There are four Heat Stress Risk Levels:

- a. Low (Green)
- b. Moderate (Yellow)
- c. High (Orange)
- d. Extreme (Red)

8.1.4 Responsibilities

- I. Match Officials, Club Representatives and HCC are responsible for applying the Heat Stress Protocol
- II. HSR should be checked:
 - a. Pre match: Day before or morning of the game
 - b. During match: If HSR is Moderate, monitor hourly and apply interventions

8.1.5 Management Interventions

- I. HSR (Low):
 - a. Normal play; encourage hydration and shade
- II. HSR (Moderate):
 - a. Increase drinks breaks (every 60 minutes)
 - b. Provide shaded area for players and officials
 - c. Monitor players for signs of heat stress
- III. HSR (High):
 - a. Consider reducing overs or delaying start times
 - b. Mandatory extended breaks between innings
- IV. HSR (Extreme):
 - a. Suspend or cancel play until conditions improve
 - b. Play shall not resume for a minimum 30-minute post suspension

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- c. Play can only recommence if the HSR has decreased to High or Moderate and the mandatory 30 minutes suspension is completed

8.1.6 Slow Over Rate Adjustments

- I. Allowances will be applied to the allocated time in matches where the Extreme Heat Policy is in effect.

8.1.7 The allocated umpire (team captains when there is no appointed umpire) is responsible for determining the applicable Heat Stress Risk (HSR) level at the commencement of toss.

Heat Stress Risk (HSR)	T20 Added Time Per Game	One/Two Day Added Time Per Game
Moderate	4 minutes	8 minutes
High	8 minutes	16 minutes
Extreme	12 minutes	24 minutes

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8.1.8 Junior Players

- I. A more conservative approach applies for players under 18
- II. Matches or training must be suspended or cancelled if HSR is High for juniors.

8.1.9 Player Safety Measures

- I. Mandatory hydration breaks
- II. Access to shade and cooling facilities
- III. Encourage use of light-coloured clothing and sunscreen

8.1.10 Communication

- I. Decisions to delay, suspend, or cancel play must be communicated promptly to clubs, players and officials by HCC.

8.2. Lightning and Severe Weather

8.2.1 DDCC shall comply with the AS1768-2007, entitled the Lightning Protection Standard,

8.2.2 According to the 30/30 Safety Procedure, when lightning is considered to be a possible threat to cricket, the following procedures are applicable:

- I. If thunder is heard within 30 seconds of a lightning flash, all activities should stop, with participants seeking shelter immediately.
- II. Resumption of activities should not occur until after 30 minutes have elapsed since the last sound of thunder or sight of lightning.
- III. The observation of approaching storm clouds, the first flash of lightning or clap of thunder, no matter how far away should heighten lightning awareness.
- IV. A simple method of determining the distance to the storm cell is to measure the time elapsed from when the lightning flash is observed and when the associated clap of the thunder is heard.
- V. Lightning travels faster than sound. Assuming that the light from the flash reaches the observer instantaneously and knowing that sound takes approximately three (3) seconds to travel one (1) kilometre, the distance can be determined by using the following rule: Distance (in KM): Time from observing the flash to hearing the thunder (in 3 seconds).
- VI. It is important to remember that lightning may be obscured by clouds so it must be assumed that when thunder is heard, lightning is in the vicinity. In

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such cases, careful judgement must be used to determine whether a threat exists.

- VII. The first part of the “30/30” rule is a guide to the suspension of activities. Most experts agree that the accepted “safe” distance from lightning is greater than 10km. This means that as the time interval between observing the flash and hearing the thunder approaches 30 seconds, all those in exposed areas should be seeking or already inside safe shelters. A storm cell with lightning activity within 10km constitutes a threat.
- VIII. The second part of the 30/30 rule provides the criteria for the resumption of activity which is applicable to decisions made with BOM access as well. Here, it is recommended that people wait a minimum of 30 minutes after the last sighting of lightning or sound of thunder. This figure is based on the observation that the typical storm moves at about 40km/h. Thus, waiting 30 minutes allows the thunderstorm to be about 20km/h away, minimising the likelihood of a nearby lightning strike.
- IX. It is important to emphasise that blue skies and lack of rainfall are not adequate reasons to breach the 30 minutes minimum return-to-activity rule.

8.2.3 Cyclone Protocol

- I. Cyclone Watch Declared: Matches may continue at the discretion of the umpires of the game in progress and/or the HCC
- II. Cyclone Warning Declared: All matches must be abandoned immediately, including any match that is in progress at the time of the declaration.
- III. Decisions will be made in accordance with official BoM alerts, and Clubs will be notified as soon as possible.

8.3. Concussion

- 8.3.1 The DDCC adopts the [Cricket Australia Concussion Guidelines](#) to ensure player safety and wellbeing.

8.3.2 Definition

- I. A concussion is a brain injury resulting in brain function following an impact to the head, neck or the body with force transmitting to the head, meaning

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this can be from a direct or indirect blow. Loss of consciousness is not required for a concussion to occur.

8.3.3 Key Principles

- I. A conservative approach to suspected concussion is mandatory. Continuing to play following a concussion can increase risks and lead to a longer recovery period.

8.3.4 Recognise, Remove, Record, Refer:

- I. Recognise signs and symptoms (physical, cognitive, emotional, fatigue, sleep-related)
- II. Remove the player from play or training immediately if concussion is suspected
- III. Record the incident and details of head impact
- IV. Refer the player to a qualified medical professional for assessment

8.3.5 Return to Play

- I. A minimum 21-day stand down period applies before returning to play after a confirmed concussion
- II. Clearance from a medical professional is required prior to resuming training or playing

8.3.6 Club Responsibilities

- I. Promote a culture of reporting and safety
- II. Ensure all officials, coaches and players are aware of concussion protocols
- III. Maintain accurate records of head impacts and medical clearances

8.3.7 Protective Equipment

- I. Junior Cricketers must wear a [British Standard 7928:2013 compliant helmet](#), complete with face grill and side protection while batting, wicket keeping up to the stumps and fielding close to the wicket.
- II. DDCC strongly encourages all senior players to wear a British Standard 7928:2013 compliant helmets when batting, wicket keeping up to the stumps and fielding close to the batter.

8.4. Junior Bowling Guidelines

- 8.4.1 DDCC enforces [Cricket Australia's Junior Bowling Guidelines](#) across all DDCC competitions. The guidelines shall be applied and monitored by umpires, junior coaches, and senior team captains to ensure player welfare and compliance.

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8.4.2 For the purpose of these playing conditions, a pace bowler is defined as a bowler for whom the wicketkeeper stood back from the stumps at any stage during the match.

8.4.3 In-Match Bowling Guidelines:

IN-MATCH

AGE	RECOMMENDATIONS
Under 11	Two overs max each spell** 4 overs max per match day
11 – 13	Four overs max each spell** 8 overs max per match day
13 – 15	Five overs max each spell** 12 overs max per match day
15 – 17	Six overs max each spell** 16 overs max per match day
17 - 19	Six overs max each spell** 18 overs max per match day

Rest between spells should be the same number of overs from the same end as the completed spell

8.4.4 Pre-Season Preparation Recommendations:

PRE-SEASON PREPARATION	
Age	RECOMMENDATIONS
Under 13	2 weeks gradual bowling prior to season/tournament
13 – 15	4 weeks gradual bowling prior to season/tournament
15 – 17	6 weeks gradual bowling prior to season/tournament
17 - 19	8 weeks gradual bowling prior to season/tournament

8.4.5 Recovery for Bowlers

RECOVERY FOR BOWLERS		
WHEN	HOW	WHY
Within a Session (if multiple spells required)	1. Training - Minimum 20 mins between age appropriate spell length. 2. Match - Minimum break time after bowling spell that equates to same number of overs bowled from same end. Eg if spell was 4 overs, then 8 overs should be bowled in	Neuromuscular and energy system recovery to maintain technique and power

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	the match (4 from same end) before returning to bowl.	
Across a Week	1. Avoid bowling on consecutive days where possible. 2. Stick to age guidelines for total number of bowling sessions in a week. (i.e., no bowling on non-bowling days)	Microtrauma repair to maintain performance. Support physiological systems (energy, hormones, immunity) for general health.
Across a Season	1. Allow one easy week in every 4 weeks (e.g. remove a bowling session from your week to create a 5 day deload period) 2. Schedule a minimum of full week off bowling (7-10 days) every 10-12 weeks of bowling. 3. Have a more extended period off bowling (~3 months) at the end of a season before gradually reintroducing bowling during the preseason period as per age guidelines.	Bone healing and adaptations for long term bone health and resilience. Psychological recovery to restore motivation.

8.5. Short-Pitched Delivery

8.5.1 Short Pitch Deliveries per over per format:

- a. T20: One (1) fast short-pitched delivery per over
- b. One-Day: Two (2) fast short-pitched deliveries per over
- c. Two-Day: Two (2) fast short-pitched deliveries per over

8.5.2 A fast, short-pitched delivery is defined as a delivery which, after pitching, passes or would have passed, above the shoulder height of the striker standing upright at the crease, but not clearly above his head.

8.5.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when one (1) fast short-pitched delivery has been bowled.

8.5.4 In the event of a bowler bowling more than the permitted fast short-pitched deliveries in an over as listed in Rule 8.5.1, either umpire shall call and signal No Ball on each occasion. In addition, when the ball is dead, the bowler's end umpire

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shall caution the bowler and inform the fielding captain and the batter at the wicket of what has occurred. This caution shall apply throughout the innings. A second (2nd) infringement shall incur a final warning, as per Law 41.6

- 8.5.5 For the purpose of this regulation, a ball that passes clearly above head height of the batter, apart from being immediately called as a Wide, shall be included in the above process.
- 8.5.6 No Ball will be followed by a Free Hit if a ball passes above head height of a batter and is the:
- a. Second (2nd) or subsequent fast short-pitched delivery in a T20 match or,
 - b. Third (3rd) or subsequent fast short-pitched delivery in a One-Day match in A & B Grade

9. MATCH DAY

9.1. Duty Team Responsibilities

- 9.1.1 The Home Team listed first in the fixture on PlayHQ will be considered as the Duty Team unless otherwise advised by the HCC.
- 9.1.2 It shall be the sole responsibility of the Duty Team to ensure necessary ground equipment (mats, scoring devices, stumps etc) is available, in good conditions and set out for play
- 9.1.3 All Duty Teams shall supply a scoring laptop or tablet for their matches in every grade
- 9.1.4 All Duty Teams shall have the scoreboard updated for A, B, Prem T20 and Women's Div 1 grades
- 9.1.5 All Duty Teams shall have the FrogBox set up for live streaming in A, B, Prem T20 and Women's Div 1 grades.

Live Streaming and Media Consent

- **Registration Requirement:** Clubs are responsible for ensuring they have captured media consent for all their players. This may be captured during online registration or using the [Cricket Australia Template](#). For participants under 18 years of age, explicit consent must be obtained from a parent, guardian, or caregiver via PlayHQ.
- **Match Officials:** NT Cricket is responsible for ensuring consent is obtained from the appointed umpires prior to the commencement of play.
- **Match Day Notification:** Clubs must notify the Duty Club and match officials prior to the toss if any of their participating players have withheld or withdrawn their media consent.
- **Withheld Consent:** If consent is not held for every participating player and match official on the field, the match must not be live-streamed.

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- 9.1.6 All grounds shall have the scoring boundary defined by cones, or similar markers, placed at intervals of not more than 20 metres. Recommended and minimum boundary distances are provided in the Competition Rule Summary.
- 9.1.7 If players are forced from the field due to rain, the pitch is covered, where covers are available
- 9.1.8 Drinks are provided at intervals and drink breaks. See Part B for grade-specific details.
- 9.1.9 Should a team that is nominated as the Duty Team not have the necessary ground equipment and implements of the game ready and set out for play at the scheduled commencement of play, that team may be fined up to \$500.
- 9.1.10 Umpires shall, where the necessary ground equipment and implements of the game are made available within the 30 minutes, order play to continue beyond the normal time for drawing stumps on that day, for a period equal to that time lost.
- 9.1.11 The use of metal shod, and metal ferruled stumps is prohibited in all Competition Fixtures.

9.2. Scoring Requirements

- 9.2.1 It is the responsibility of each team to provide a scorer. In the event of a dispute arising over scores where one team has not provided a scorer, their opponent's record of scores shall be accepted by the HCC as a true and accurate record.
- 9.2.2 It is the responsibility of the home team scorer to use PlayHQ e-scoring online in all grades
- 9.2.3 It is the responsibility of the away team scorer to use PlayHQ e-scoring offline in all grades
- 9.2.4 In A Grade it is encouraged that both scorers also use a running sheet and/or a paper scorebook to score in addition to 9.2.2 and 9.2.3
- 9.2.5 In the unlikely event of a catastrophic failure of both PlayHQ e-scoring devices it is the responsibility of the away team scorer in B Grade or below to score using a running sheet and/or a paper scorebook
- 9.2.6 If the away team scorer in B Grade or below cannot continue to score the game in the event of a catastrophic failure of both PlayHQ e-scoring devices, the home

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team will be awarded a forfeit win. No forfeit fine to apply for the away team for this forfeit loss

- 9.2.7 If a Club is unable to provide a scorer in the A Grade Competition, the HCC reserves the right to appoint a member of the NTCMOA to serve as a scorer and charge the Club for the service
- 9.2.8 If there is a functioning electronic scoreboard at the ground, it is the responsibility of the home team to ensure the scoreboard is updated

9.3. Uniform Guidelines

- 9.3.1 DDCC Uniform Guidelines are set to ensure consistency, professionalism and adherence to branding requirements across clubs participating in the DDCC. Complete guidelines, including Approved Process, Colours and Designs, Logos, Penalties and Sample Logo Positioning, can be accessed via [Uniform Guidelines](#)

9.4. Toss Procedure

- 9.4.1 The Captains shall toss for the choice of innings on the field of play not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled commencement of play
- 9.4.2 Captains of both teams shall exchange team lists via PlayHQ prior to the toss and provide such lists to the umpire/s via PlayHQ
- 9.4.3 No changes are permitted to the team sheet after the toss
- 9.4.4 If, within 15 minutes of the scheduled start time, a team does not have at least eight (8) players present, along with the required equipment and implements of the, and read to take the field:
- 9.4.5 The opposition team shall be awarded the toss
- 9.4.6 The offending team may be penalised match points

9.5. Lost Time Regulations

- 9.5.1 Applies to all matches affected by adverse weather or conditions.

Rule	T20 Matches	One-Day Matches	Two-Day Matches
Minimum Overs for Result	5 overs per side	50 overs: 15 overs 40 / 35 overs: 13 overs	40 overs
Extension before Lost Time	30 minutes before overs reduction begins	30 minutes before overs reduction begins	30 minutes before overs reduction begins
Overs Reduction Rate	1 over per 7 minutes lost after the 30-minute extension	1 over per 8 minutes lost	A Grade: Remaining time left in the day in minutes (a) divided by 4

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			B Grade: Dividing (a) by 3.75 (a) must be calculated in minutes and is the actual playing time excluding time for breaks (a) must be calculated to an objective 6:00pm finish time
Compulsory Closure	Innings closes when reduced overs equal overs bowled	Innings closes when reduced overs equal overs bowled	Innings closes when reduced overs equal overs bowled
Second Innings Adjustment	Match first innings or recalculate if further delay occurs	Match first innings or recalculate if further delay occurs	Match first innings or recalculate if further delay occurs
DLS Method	Applies	Applies	N/A
Bowler Over Limits	Max one-fifth of total overs per bowler overs already bowled will count	Max one-fifth of total overs per bowler overs already bowled will count	N/A
Match Abandonment	If reduced below 5 overs per side	If reduced below 15 overs per side	If reduced below 40 over per side
Points for No Result	Both teams receive 2 points	Both teams receive 2 points	Both teams receive 3 points
Authority to Decide Playability	Official umpires have sole authority If absent, captains must agree	Official umpires have sole authority If absent, captains must agree	Official umpires have sole authority If absent, captains must agree
Player Safety Protocols	Cyclone and Lightning Procedures apply	Cyclone and Lightning Procedures apply	Cyclone and Lightning Procedures apply
Match Records	All adjustments to be recorded in PlayHQ Home team responsible for communication	All adjustments to be recorded in PlayHQ Home team responsible for communication	All adjustments to be recorded in PlayHQ Home team responsible for communication

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10. MATCH REPORTS

10.1. *Entering Match Details on PlayHQ*

10.1.1 Pre-Match

- I. Each Club must enter the names of all the selected players for their teams before the match starts.

10.1.2 Post-Match

- I. Two-Day Matches:
 - a. The Home Club must enter the Day 1 result and scorecard in PlayHQ and select Stumps by midnight on the completion of Day 1
- II. Game Results (For all Formats):
 - a. The Home Club must enter the match result in PlayHQ by navigating to “Actions” button and then proceed to End Innings followed by the Closure status and “Submitting Game Result”. This should be done by the Home Club within 24 hours of the completion of the match.

10.1.3 Scorecard

- I. Both Home and Away Clubs must enter their full match scorecards within 48 hours of the match finishing. Scorecards must include:
 - a. Player Names and Initials
 - b. Correct Batting and Bowling Order
 - c. Fall of Wickets
 - d. All Catches (Wicket Keeper and Fielders)
 - e. Boundaries scored by each batter
 - f. Balls faced by each batter (and minutes if known)

10.1.4 Confirmation

- I. The Away Club must review and confirm or dispute the results and scorecards within 72 hours of the completion of the match.

10.1.5 Edits

- I. Any Club seeking to amend a finalised match result or scorecard (e.g, catcher’s name, batter’s score, bowler details, wickets etc) must first obtain written approval from the Opposition Club and NT Cricket. Penalties may apply if this process is not followed.

10.1.6 Forfeits

- I. If a team receives a forfeit, they must still enter the result and list the selected players.

10.1.7 Penalties

- I. Failure to comply with the above will result in the following penalties:
 - a. First Offence: Warning
 - b. Second Offence: -10 Club Championship Points

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10.2. Captain's Reports

- 10.2.1 Both captains must complete the umpire performance and ground condition reports on OfficialsHQ within 72 hours of the competition of the match
- 10.2.2 Penalty for non-compliance:
 - c. First Offence: One warning per team
 - d. Second Offence: -10 Club Championship Points

10.3. Umpire's Reports

- 10.3.1 Umpires must lodge their match report and votes on OfficialsHQ within 48 hours of the competition of the match
- 10.3.2 Penalty for non-compliance: \$10 deducted from match fee

11. AWARDS AND RECOGNITION

11.1. Eligibility and Criteria

- 11.1.1 Players found guilty of an offence and sanctioned under NT Cricket's Code of Conduct & Behaviour Standards shall be ineligible for the Ralph Weise Medal or the Cricketer of the Year awards.
- 11.1.2 Players suspended for one (1) or more playing days under NT Cricket's Code of Conduct & Behaviour Standards shall be ineligible for any DDCC award.
- 11.1.3 Finals matches' stats will not be considered for any Club or Individual awards.
- 11.1.4 Trophies and awards shall be presented at the conclusion of each season, as deemed appropriate by the DDCC. The following criteria apply to each award.

11.2. All Competitions

- 11.2.1 Club Championship Award
 - I. Awarded to the most successful Club across all DDCC grades based on regular season performance. Points are awarded for matches played for premiership points (excluding finals).
 - II. **Points Weightings by Grade:**

Grade	Weighting
A Grade	5
Women's Div 1	5
Prem T20	4

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B Grade	4
C Grade	2
U13 Blues, U16 Blues	3
D Grade	1
Sunday 1 Grade	2
Sunday 2	1
Club T20	1
Women's Div 2	$500 \div (\text{Total Teams}) = \text{Points for each Team}$
E Grade	$500 \div (\text{Total Teams}) = \text{Points for each Team}$
U9, U11, U13 Red, U16 Red	$500 \div (\text{Total Teams}) = \text{Points for each Team}$

II. Notes:

- a. No points are awarded for Finals matches
- b. If a team is merged before the season, points are split evenly between the clubs
- c. If a team uses 4+ players from another club mid-season, points are distributed between clubs at season's end
- d. Example: If Club A fields a Women's Div 2 team and adds 5 players from Club B mid-season, points earned in all the matches involving the 5 players will be split equally between Club A and Club B
- e. If a club has multiple teams in a single grade, only the team with the highest points will be used in the award calculation
- f. If two clubs finish on equal points, they will be declared joint winners.

11.2.2 Batting Aggregate Award

- I. Awarded to the batter with the highest total runs in the grade. In case of a tie, the batter with the higher average wins.
- II. Note: Finals matches are excluded.

11.2.3 Bowling Aggregate Award

- I. Awarded to the bowler with the highest total wickets in the grade. In case of a tie, the bowler with the lower bowling average wins.
- II. Note: Finals matches are excluded.

11.2.4 Club Cricketer of the Year

- I. Awarded to the best overall performer in each grade, based on the following points system:
 - a. 1 point per run scored
 - b. 20 points per wicket taken
 - c. 10 points per catch, run-out or stumping involvement
- II. The player with the highest total points is declared the winner.
- III. Note: Finals matches are excluded.

11.2.5 Spirit of Cricket Award

- I. Awarded to the Club demonstrating the best on-field behaviour. Points are derived from the "Spirit of Cricket" section in the Prem T20, A, B and Women's Div 1 Umpire Reports and adjusted based on incident reports across all grades.
- II. Points Deductions:

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Fixed Penalty	"Spirit of Cricket" Points Deduction
Formal Warning	1 Point
1 Playing Day Suspension	2 Points
2 Playing Days Suspension	3 Points
3 or more Playing Days Suspension	4 Points

- III. The Club with highest Spirit of Cricket points after the points deduction will be awarded the Spirit of Cricket Award. In case of a tie, the Club with fewer incident reports will be declared the winner.

11.2.6 Bob Vowles Curator of the Year Award

- I. Awarded to the Club with the best pitch preparation, based on A Grade Umpire Reports. Ratings are derived and totalled from questions selected by NT Cricket's Head of Grounds & Facilities.

11.2.7 Coach of the Year Award

- I. Awarded to a Club coach across based on on-field results, club culture and behaviour, who also contributes to NT Cricket Pathways and completes professional development.
- II. Selection Criteria:
- a. Club nomination
 - b. Selection Panel: NT Cricket's Head of Cricket, Pathways & Talent Development Coach, HCC.

11.2.8 Margaret Coady Memorial Award

- I. Awarded in recognition of outstanding contributions to Darwin cricket.

11.2.9 Team of the Year (All Grades)

- I. 12 players selected based on regular-season statistics:
- a. Top 5 run scorers
 - b. Top 5 wicket takers
 - c. Wicketkeeper with the most dismissals
 - d. Next Highest in the Club Cricketer points list
- II. If a player appears in the Top 5 of both batting and bowling lists, and a vacant spot is left. The next best performer (based on Club Cricketer points) will be selected.

11.2.10 Ralph Wiese Medal / B Grade and Women's Div 1 Cricketer of the Year

- I. Umpires award votes (3-2-1) to the top 3 performers in each A, B and Women's Div 1 match. The votes get totalled at the end of the regular season and the player with the highest number of votes wins. In case of a tie, the award is shared.

11.3. Junior Competition

11.3.1 Team of the Year (U9, U11, U13 Red)

- I. Selected by each Club's Junior Coordinator based on sportsmanship, teamwork and spirit. One (1) player per team is nominated.

11.3.2 Team of the Year (U13 Blue, U16 Red, U16 Blue)

- I. 12 players selected based on regular-season statistics:
- a. Top 5 run scorers
 - b. Top 5 wicket takers

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- c. Wicketkeeper with the most dismissals
 - d. Next Highest in the Club Cricketer points list
- II. If a player appears in the Top 5 of both batting and bowling lists and a vacant spot is left. The next best performer (based on Club Cricketer points) will be selected.
- 11.3.3 Female Rising Star
 - I. Awarded to a junior female player who excels in the junior competition and shows promise in senior women's cricket.
- 11.3.4 Junior Volunteer of the Year
 - I. Awarded to a Club volunteer who has significantly contributed to junior cricket. Each Club nominates 1 person. Final decision made after consultation with different NTC departments.
- 11.3.5 Junior Cricketer of the Year
 - I. Awarded to a junior player who demonstrates strong performance, character and embodies the values of DDCC Junior Competition. Each Club nominates 1 player.

12. REPRESENTATIVE TEAM

12.1. *Representative Team Selection*

- 12.1.1 Any team selection that forms part of the Northern Territory Cricket player pathways will be managed by the NT Cricket Head of Cricket (HoC)

12.2. *Replacement Players*

- 12.2.1 If a player is required by the NT Cricket HoC, State/Territory Selectors, or Cricket Australia National Selectors for representative duties, those duties take priority.
- 12.2.2 The player's club may then select a replacement player of similar standard for the remainder of the match.
- 12.2.3 Approval for the replacement player must be obtained from the HCC.
- 12.2.4 If the original player becomes available again, they may return only if the replacement has not batted or bowled. If the replacement has batted or bowled, the original player cannot resume, and the replacement continues in the match.
- 12.2.5 This rule applies across all grades. Clubs may replace each player who moves up for representative duties, down to their lowest team. For the bottom team, the club

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may nominate a qualified reserve who was not selected in that round to fill the vacancy.

13. SUSPECT BOWLING ACTION POLICY

13.1. Purpose

- 13.1.1 To ensure all bowlers in DDCC competitions comply with Law 21.2 (Fair Delivery – The Arm) and provide a fair, supportive process for correcting doubtful bowling actions.

13.2. Definitions

- 13.2.1 Fair Delivery: Action complies with the Laws of Cricket.
- 13.2.2 Illegal Delivery (Blatant Throw): If an umpire believes a bowler has bowled a delivery that is clearly illegal (i.e., deliberately and blatantly thrown), the umpire shall call “no-ball” and report the bowler on the Doubtful Bowling Action Report Form.
- 13.2.3 To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler’s normal deliveries.
- 13.2.4 Doubtful Delivery: If an umpire believes a bowler has bowled with an action that may be illegal, the umpire should not call the bowler but record the bowler’s name on the Doubtful Bowling Action Report Form.
- 13.2.5 The form will offer two options:
- I. Mention: Umpire is suspicious that a bowler has bowled a ball with an action that may be illegal.
 - II. Report: Umpire believes that a bowler has bowled a ball with an action that is illegal.

13.3. Umpire Responsibilities

- 13.3.1 Umpires must monitor bowling actions during play
- 13.3.2 If a delivery is blatantly illegal, call no-ball and complete an online report in the Doubtful Bowling Action Report Form
- 13.3.3 If action is doubtful, complete the online Doubtful Bowling Action Report (Mention or Report)
- 13.3.4 Umpires should use the naked eye at normal speed; slow motion replays only to confirm suspicions

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13.4. Reporting Process

- 13.4.1 Umpire informs the player and team captain at the end of the day's play
- 13.4.2 Submit report to NT Cricket within 48 hours
- 13.4.3 NT Cricket will notify the club and provide guidance

13.5. Action Levels

- 13.5.1 First Mention: Club coach works with bowler; NT Cricket provides resources
- 13.5.2 Second Mention (within 12 months): Elevates to Level 1
- 13.5.3 Level 1 (First Report): Club Coach works with bowler; NT Cricket offers drills and video resources
- 13.5.4 Level 2 (Second Report): NT Cricket arranges video review (using local coach or smartphone recording); 6-week intervention period; player continues bowling during intervention
- 13.5.5 Level 3 (Third Report): Player suspended from bowling for 6 weeks
- 13.5.6 Level 4 (Fourth Report): Player suspended from bowling for 12 months

13.6. De-escalation

- 13.6.1 No mentions or reports for 2 years: Reduce one level
- 13.6.2 No mentions or reports for 3 years: Reset to zero
- 13.6.3 For the avoidance of doubt, the years referred above will be calculated from the most recent mention or report.

13.7. Notes

- 13.7.1 NT Cricket does not "clear" actions; responsibility lies with the player and club
- 13.7.2 Applies to all DDCC Competitions (Senior, Women's, Juniors, Sunday and T20)
- 13.7.3 The procedure is ongoing, and players do not return to Level 1 at the start of the new season. Each mention/report will progress the procedure, irrespective of time.

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PART B - FORMAT OR GRADE SPECIFIC RULES

The following section defines the operational details and playing conditions that vary by grade or format.

A summary of grade-specific rules can be found here:

[DDCC 2026 Competition Rule Summary](#)

14. T20 MATCHES

14.1. *Duration*

- 14.1.1 The match will consist of one innings per side: each innings being limited to a maximum of 20 overs.
- 14.1.2 The overs to be bowled in the match shall be based on a rate of 4 minutes per over.
- 14.1.3 A minimum of 5 overs per side shall constitute a match.

14.2. *Number of Players*

- 14.2.1 Teams can field 12 players for an A Grade, Women's Div 1 and Div 2 T20 match.
- 14.2.2 Teams can field 11 players for Club, C, D and Sunday T20 matches.

14.3. *Interval Between Innings*

- 14.3.1 The interval between innings shall be 20 minutes.
- 14.3.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.
- 14.3.3 In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time

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that the first innings overran. The minimum time for the interval will be 10 minutes.

- 14.3.4 On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

14.4. Interval for Drinks

- 14.4.1 No drink intervals are permitted unless the heat policy is enacted.

14.5. Length of Innings

- 14.5.1 In an uninterrupted match (i.e. The match is neither delayed nor interrupted)

Each team shall bat for 20 overs unless all out earlier.

- 14.5.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Over Rate Penalty shall apply as per Rule 14.14.

- I. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

- 14.5.3 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Rule 14.14 "Over Rate Penalty" shall apply.

- 14.5.4 In Delayed or Interrupted match

- I. Minimum 5 overs per side for a result.
- II. Maximum 30 minutes extension before lost time.
- III. Reduce overs by 1 for every 7 minutes lost after 30 minutes.
- IV. If delay persists post 5 overs, innings closes when reduced overs equal overs bowled.
- V. Second innings overs adjusted to match first innings or recalculated if further delay.
- VI. DLS method applies.

14.6. Target Score

- 14.6.1 Where a match is interrupted, a revised target score may be calculated using the Duckworth-Lewis-Stern method through the PlayHQ platform.

- 14.6.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum overs prescribed in Rule 9.5), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS.

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The target set will always be a whole number, and one run less will constitute a Tie.

- 14.6.3 If the innings of the side batting second is suspended (with at least the minimum overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

14.7. The Ball

- 14.7.1 Only white balls as approved by the Darwin and Districts Cricket Competition will be used.
- 14.7.2 156 grams for Senior T20 matches and 142 grams for Women's T20 matches.

14.8. Fielding Restrictions

- 14.8.1 Fielding Restrictions (Prem T20 & Women's Div 1)
- I. At the instant of delivery there shall not be more than five (5) fielders on the leg side.
 - II. For the first 6 overs (overs 1 – 6) only of each innings, only two (2) fielders are permitted to be outside the fielding restriction circle.
 - III. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
 - IV. Home Team is responsible for making sure that the fielding restriction circle is measured and marked.
- 14.8.2 Fielding Restrictions (Club T20, Women's Div 2, C, D, E & Sunday Grades T20)
- I. At the instant of delivery, there shall not be more than five (5) fielders on the leg side
 - II. If the fielding restriction circle is not marked, during the first six (6) overs of each innings, only two (2) fielders are permitted to be within 15 meters of the boundary markers at the instant of delivery, as determined by the umpire.
 - III. For the remaining overs of each innings, only five (5) fielders are permitted to be within 15 metres of the boundary markers at the instant of delivery.

14.9. Reduced Overs

- 14.9.1 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 14.8.1 & 14.8.2 above shall be

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reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.

- 14.9.2 Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)
- 14.9.3 Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 14.8.1 & 14.8.2 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

Total Overs in Innings	No. Of Overs for which Fielding Restrictions in 14.8.1 & 14.8.2 above will Apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

14.9.4 Team Batting Second

- I. Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 14.8.1 & 14.8.2 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

14.10. Number of Overs Per Bowler

- 14.10.1 No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- 14.10.2 Example: after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They

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count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

- 14.10.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 14.10.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 14.10.5 The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

14.11. Fast Short-Pitched Delivery

- 14.11.1 A bowler shall be allowed to bowl one, fast short-pitched delivery per over as per Rule 8.5.

14.12. Free Hit After a No-Ball

- 14.12.1 The delivery following a no ball shall be a free hit for the batter facing the next delivery. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 14.12.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 14.12.3 Field changes are not permitted for free hit deliveries unless there is a change of striker or the no ball was the result of a fielding breach.
- 14.12.4 The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

14.13. Law 40 – Timed out

- 14.13.1 Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be

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ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

14.14. Over Rate Penalty

- 14.14.1 The fielding team shall be in position to bowl the first ball of the final over of the innings inside 76 minutes after time allowances to avoid penalties.
- 14.14.2 If behind, the fielding team will be penalised by having a fielder taken off the field only for the last over of the innings.
- 14.14.3 The fielder removed reduces the five fielders are permitted to be outside the fielding circle at the instant of delivery to four.

14.15. Super Over

- 14.15.1 A Super Over is only applicable in finals matches. All other regular matches end as a tie.
- 14.15.2 A final Super Over is to commence 10 minutes after the match's conclusion. The interval between innings shall be 5 minutes.
- 14.15.3 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.
- 14.15.4 The Super Over will take place on the pitch allocated for the match (the designated pitch).
- 14.15.5 The umpires shall stand at the same end as they stood during the match.
- 14.15.6 In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batter or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batters can choose ends based on the bowling strategies.
- 14.15.7 The nominated players in the main match shall participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to

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participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

- 14.15.8 Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- 14.15.9 The team batting second in the match will bat first in the Super Over.
- 14.15.10 The officiating umpires will select 2 (two) identical balls for each team to use during the super over, for clarification these balls are around 15 overs each old. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply. The ball to be used is at the discretion of the officiating Umpires.
- 14.15.11 Each team shall bat for one over unless all out earlier. 3 (wickets in the super over constitute a team being all out)
- 14.15.12 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, see 14.15.14 below immediately applies. Otherwise, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 14.15.13 If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14.15.14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

15. PAIRS T20 MATCHES

15.1. Match

Each match is played between two teams of between eight (8) to (12) players and consists of twenty (20) six-ball overs.

15.2. Ball

Only white 142g balls approved by the Darwin and Districts Cricket Competition will be used.

15.3. Field

15.3.1 Pitch length is 20.1 meters.

Boundary size is 50-55 meters from the pitch.

15.4. Modes of Dismissal

All modes of dismissals are permitted except Mankad and LBW.

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15.5. Batting

- 15.5.1 Batters are put in pairs, with each pair batting for allocated overs.
- 15.5.2 Batters will swap ends if dismissed at the striker's end.
- 15.5.3 Wickets are recorded on the batting scoresheet; however, the batter stays in for their allotted overs.
- 15.5.4 For each wicket taken, the bowling team receives three (3) bonus runs.
- 15.5.5 Batting Pair Allocations: To provide consistency across the competition, the following rule has been confirmed for managing batting pair allocations in the Division 2 Pairs format when a team fields fewer than ten players:
- 15.5.6 12 Players: 6 batting pairs:
- First 2 pairs batting for 4 overs each
 - Last 4 pairs batting for 3 overs each
- 15.5.7 10 Players: 5 batting pairs, with each pair batting for 4 overs.
- 15.5.8 8 Players: 4 batting pairs, with each pair batting for 5 overs.
- 15.5.9 9 or 11 Players: 1 player shall be required to bat a 2nd time. The player selected to bat again will be whoever faced the fewest deliveries in their initial batting pair, provided they were not among the top 2 run scorers. If 2 or more players are tied for the fewest balls faced, the batting team may nominate a player from among the tied group, provided they were not among the top 2 run scorers in the innings to that point.

15.6. Bowling

- 15.6.1 There is a maximum of six (6) balls in an over.
- I. Bowling end changes after every four (4) overs.
 - I. No bowler may bowl more than four (4) overs.

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15.6.2 No-Ball

- II. A No-Ball shall be counted as two (2) extra runs to the batting team;
- III. The ball is not re-bowled except in the last over of an innings.

15.6.3 Wide

- II. A wide shall be counted as two (2) extra runs to the batting team;
- III. The ball is not re-bowled except in the last over of an innings.

15.7. *Fielding*

15.7.1 Teams can field a maximum of ten (10) players at any one time.

15.7.2 Subs can come onto the field at any time at the end of the over (discretion of the umpire).

At the instant of the delivery, there shall not be more than five (5) fielders on the leg side.

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15.8. Match Result

- 15.8.1 The team with the highest score at the end of the match will be declared the winner.
- 15.8.2 If the scores are equal, the team losing the least number of wickets will be declared the winner.

15.9. Women's Competition – Match Points

- 15.9.1 Women's Div 1 (T20 & One-Day Matches)
- 15.9.2 Match points shall be awarded in accordance with Rule 7.3
- 15.9.3 Women's Div 2 (Pairs T20)
- 15.9.4 Both teams shall receive four (4) match points, irrespective of the match result
- 15.9.5 In the event of a match abandonment, each team shall receive two (2) match points
- 15.9.6 A team that forfeits a match shall receive zero (0) points
- 15.9.7 Women's Div 2 (T20 Matches – Non-Pairs)
- 15.9.8 Match points shall be awarded in accordance with Rule 7.3

16. ONE-DAY MATCHES

16.1. Match Result

- 16.1.1 An interrupted match may see a revised target score for the team batting second (See Rule 16.2)
- 16.1.2 A result can be achieved only if both teams have batted for the minimum number of overs (see Rule 16.3), unless one team has been all out in fewer than the minimum number of overs, or the team batting second scores enough runs to win in less than the minimum number of overs. All matches in which both teams have not had an opportunity of batting for the minimum number of overs shall be declared no result and premiership points allotted as per Rule 7.3.
- 16.1.3 In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. the maximum allocated number of overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the Winner. If the scores are

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equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen.

16.2. Target Score

- 16.2.1 Where a match is interrupted, a revised target score may be calculated using the Duckworth-Lewis-Stern method through the PlayHQ platform.
- 16.2.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum overs prescribed in Rule 16.3), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS. The target set will always be a whole number, and one run less will constitute a Tie.
- 16.2.3 If the innings of the side batting second is suspended (with at least the minimum overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3. Hours of Play, Intervals and Length of Innings

- 16.3.1 One-Day matches are scheduled as follows:

	A Grade	B, C, D, Sunday 1	E Grade, Sunday 2 / Women's Div 1
Number of Overs	50	40	35
1 st Innings Duration	3 hours 15 minutes	2 hours 35 minutes	2 hours 25 minutes
Innings Break length	30 minutes	20 minutes	25 minutes
2 nd Innings Duration	3 hours 15 minutes	2 hours 35 minutes	2 hours 25 minutes
Drinks Break	After 17 th & 34 th over in each innings	After 20 th over in each innings	After 20 th over in each innings
Drinks Break Duration	3 minutes	5 minutes	5 minutes
Minimum number of allotted overs to achieve a result (delayed or interrupted match)	15 overs	13 overs	13 overs
Nominal overs per hour (calculating reduced number of overs)	15 overs	16 overs	16 overs

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- 16.3.2 The interval between innings shall commence from the completion of the innings of the team batting first.
- 16.3.3 The cessation time of the innings of the team batting second shall be calculated from the starting time of that innings (the duration remains unchanged regardless of the starting time)
- 16.3.4 Drinks breaks shall be taken on the field.
- 16.3.5 Drinks breaks in the table above shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks, where (Rule 8.1 Extreme Heat Policy) will come in play. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks / gloves change shall be taken onto the field without the permission of the umpires.
- 16.3.6 In the event of delayed or interrupted playing time, Rule 16.5 shall be applied. In these instances, the two captains may agree on a reduction in time of the interval between innings.

16.4. *Slow Over Rate Penalties*

- 16.4.1 The fielding team shall bowl their allotted overs by the scheduled time, after accounting for allowances.
- 16.4.2 If behind, the fielding team will be penalised by having a fielder taken off the field only for the remaining overs of the innings.
- 16.4.3 The fielder removed reduces the five fielders are permitted to be outside the fielding circle at the instant of delivery to four.

16.5. *Lost Time*

- 16.5.1 In matches where play is delayed or interrupted:
- 16.5.2 The number of overs allotted to each side may be reduced.
- 16.5.3 The object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum overs prescribed in Rule 16.3). The calculation of the numbers of overs to be bowled, shall be based on an average rate as prescribed in Rule 16.3 in the total time available for play, within the scheduled hours of play.
- 16.5.4 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings.
- 16.5.5 If the team fielding second fails to bowl, if necessary, the reduced number of overs by the scheduled (or re-scheduled) cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- 16.5.6 If the innings of the team batting second is delayed or interrupted and it is not possible for that team to have the opportunity of batting for the same number of

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overs as the team batting first, the overs to be bowled shall be reduced at the rate prescribed in Rule 16.3, for time lost.

16.5.7 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

16.5.8 Fractions are to be ignored in all calculations regarding number of overs.

16.6. Bowling

16.6.1 Bowling Limits

The following bowling limits are applied to each bowler in an uninterrupted innings:

Grade (Maximum overs per innings)	Maximum number of overs per bowler
A (50 overs)	10
B, C, D, Sunday 1 (40 overs)	8
E, Sunday 2 (35 overs)	7

- I. In a delayed or interrupted match where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allocated.
- II. Where the allocated overs are not divisible by five, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls of the over in progress will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

16.6.2 Wide Ball

- I. Umpires are instructed to apply a strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. In summary the following applies.
- II. Leg side:
 - a. All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "wide".
 - b. However, the delivery is not wide if:
 - i. The batter moves towards the offside and the ball would have impacted the striker's person or equipment, had it not been for such movement.
- III. Off side: A delivery shall be called "wide" if it passes:
 - a. Outside the "Wide guideline (off side)" with the batter in a 'normal' batting stance; or
 - b. Wide of the return crease, regardless of the striker bringing it within reach; or
 - c. A bowler bowling around the wicket bowling full pitched Yorkers on the off side just within the "Wide guideline (off side)"
- IV. The delivery is not a wide if the batter moves to the off side and brings the ball within reach or the batter moves away to the leg side to intentionally cause the ball

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to pass wide of them on the off side when in the act of making a “normal” cricket short.

- V. Wide – Reverse Sweep or Switch Hit
 - a. When a switch hit, or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guidelines (off side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

16.6.3 No Ball: Short-Pitched Bowling

- I. Short Pitched Delivery Safety Baseline will be used as per Rule 8.5.

16.6.4 Free Hit after a No Ball: A and B Grade only

- I. In A Grade and B Grade One-day matches only, the delivery following a No ball shall be a free hit for whichever batter is facing it.
- II. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. The bowler’s end umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- III. Field changes are not permitted for free hit deliveries unless:
 - a. There is a change of striker; or
 - b. The No ball was the result of a fielding restriction breach; in which case the field may be changed only to the extent of correcting the breach.

16.7. Fielding Restrictions

- 16.7.1 In all Senior Grades, fielding restrictions shall apply in each innings. The nature of such fielding restrictions and the overs during which they all apply are set out in the following paragraphs.

16.7.2 Fielding Restrictions (C, D, Sunday Grades)

- I. At the instant of delivery there shall not be more than five (5) fielders on the leg side.
- II. A maximum of five (5) fielders are permitted to be within 15 metres of the boundary markers at the instant of delivery.

16.7.3 Fielding Restrictions (A, B and Women’s Div 1 Grades)

- I. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- II. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- III. At the instant of delivery:
 - a. Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs (A Grade), these are overs 1 to 10 inclusive. In an innings of 40 overs (B-Grade), these are overs 1 to 8

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inclusive. In an innings of 35 overs (Women's Div 1), these are overs 1 to 7 inclusive.

- b. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs (A Grade), these are overs 11 to 40 inclusive. In an innings of 40 overs (B-Grade) these are overs 9 to 32 inclusive. In an innings of 35 overs (Women's Div 1) these are overs 8 to 28 inclusive.
- c. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs (A Grade), these are overs 41 to 50 inclusive. In an innings of 40 overs (B-Grade) these are overs 33 to 40 inclusive. In an innings of 35 overs (Women's Div 1) these are overs 29 to 35 inclusive.

- IV. In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
A & B Grade Continued Below			
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
A Grade Continued Below			
41	8	25	8
42	9	25	8
43	9	26	8

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44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- V. If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

VI. Illustrations of above:

a. Example 1:

- i. A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs.
- ii. The new Powerplays are 7+19+6. Therefore, the middle Powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final Powerplay begins after 26 overs have been bowled.

b. Example 2:

- i. A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs.
- ii. The new Powerplays are 5+13+4. When play resumes, the final Powerplay fielding restrictions apply for the remaining 3.1 overs.
- iii. At the commencement of the middle and final Powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- iv. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal No ball.

16.8. Special Playing Conditions for Particular Grades

16.8.1 Batting Retirement

- I. E Grade / Sunday 2 / Women's Div 2: A player shall retire when their individual score reaches or passes 50 runs
- II. Retired batters may return when the last wicket is left or if every other batter has retired.
- III. Retired batters to come back in the order that they retired.
- IV. No last person standing applies in senior cricket.

16.8.2 Bowling From One End

- I. E Grade & Sunday 2: Clubs are to bowl 5 overs from one end of the wicket prior to switching ends.

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17. TWO-DAY MATCHES – A & B GRADE

17.1. Interchange Players

- 17.1.1 A and B Grade teams may interchange one player for another during a Two-day minor round match, subject to the following conditions:
- 17.1.2 This Playing Condition does not apply to finals matches in any grades.
- 17.1.3 There is a limit of one set of interchange players for both A grade and B Grade.
- 17.1.4 The club must complete the web form and send it to the HCC to name the two interchange players and show who is to play on Day 1 and who is to play on Day 2. Players must also be entered as interchange players in PlayHQ in the playing XII. Once named as an interchange, a player cannot participate in the match on their respective other day of play, except as a substitute fielder.
- 17.1.5 A player registered in a lower grade (B or C Grade) who is selected as an interchange in a higher grade (A or B Grade) may also participate in their registered lower grade on the day they are not playing in the higher grade. This rule applies only to players moving from a lower grade to a higher grade.
- 17.1.6 Each interchange player can bat in any innings of the match. If the interchange player is not out at the end of day 1, the day 2 interchange player will commence batting on day 2 in place of the not out batter, however, should a player be dismissed in an innings the other player cannot commence batting in that innings. Each player may bowl in the same innings if it takes place over two days but only one interchange player from each set can bowl on any given playing day. The two players cannot bowl consecutive overs between them in the match (i.e. last over of the first day and first over of the second day).
- 17.1.7 For the purposes of eligibility and qualifications for semi-finals and finals matches, each interchange player shall be considered to have played one playing day each.

17.2. Hours of Play and Intervals

17.2.1 A Grade

Session	Time	Duration	Notes
First Session	11:00 AM – 1:00 PM	2 hrs	
Lunch	1:00 PM – 1:40 PM	40 mins	
Second Session	1:40 PM – 3:40 PM	2 hrs	
Tea	3:40 PM – 4:00 PM	20 mins	
Third Session	4:00 PM – 6:00 PM	2 hrs	Last hour commences at 5:00 PM
Close of Play	6:00 PM		Or when 90 overs are completed

17.2.2 B Grade

Session	Time	Duration	Notes
First Session	12:30 PM – 3:00 PM	2 hrs 30 mins	Drinks 1:40 PM

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Tea	3:00 PM – 3:20 PM	20 mins	
Second Session	3:20 PM – 5:50 PM	2 hrs 30 mins	Drinks 4:30 PM
Close of Play	5:50 PM		Or when 80 overs are completed

17.2.3 Lunch and Tea Intervals

- I. The interval shall be of the nominated duration from the scheduled time or at the conclusion of the over in progress at the above time. If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for any interval, the interval shall be taken immediately. The interval shall be of the agreed length and, if applicable, shall include the 10-minute interval for change of innings. However, if play is suspended due to an interruption after the scheduled completion of the day's play, play shall cease for the day.

17.2.4 Lunch and Tea Intervals – 9 Wickets down

- I. In the event a team is 9 wickets down at the scheduled lunch and/or tea time an additional 30 minutes will be added to play as per MCC Law of Cricket 11.7

17.3. Follow-On Rule

- I. Follow-On Rule will be used as per Law 14.1
- II. In a Two-Day match, the side which bats first and leads by at least 100 runs shall have the option of requiring the other side to follow their innings.
- III. A captain shall notify the opposing captain and the umpires of his/her intention to take up this option. Once notified, the decision cannot be changed.
- IV. If no play takes place on the first day of a two-day match, the lead will be reduced to 75 runs for the captain to enforce the Follow-On. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts.

17.4. Second-New Ball Rule

- i. In A Grade Two-Day match only, the bowling team may elect to take an optional second new ball after 70 overs of an innings have been bowled.
- ii. The use of a second new ball is entirely optional. The bowling side may choose to continue with the current ball for the remainder of the innings, up to the maximum of 90 overs, without taking a second new ball.
- iii. If the bowling team elects to take a second new ball:
 - a. The request must be made to the umpire at the completion of the 70th over or at any point thereafter.
 - b. Umpires are the sole judge in selecting and approving the ball to be used.
- iv. The second new ball does not need to be brand new. A used ball may be approved by the umpires, provided it is:
 - a. As close as possible to new condition, and
 - b. Suitable in the opinion of the umpires, having regard to match conditions.
- v. Visible manufacturer markings, such as gold stamping, may be considered an appropriate indicator of a ball suitable for use as a second new ball, subject to umpire approval.
- vi. Once a second new ball has been taken, it must be used for the remainder of the innings, unless it becomes unfit for play and is replaced in accordance with the Laws of Cricket.

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17.5. Day/Night Fixtures

- I. If a day-night fixture is scheduled, the HCC will provide the hours of play to all participating clubs 7 days prior to the commencement of play.

17.6. Objective Number of Overs and Minimum Over Calculation

- I. The objective minimum number of overs each day shall be 90 for A Grade with maximum 96 overs in a day and for B Grade the objective minimum overs each day shall be 80. Play shall continue each day until the completion of the minimum number of overs or until the scheduled cessation time, whichever is the latest.
- II. Where playing time is lost due to weather or light, or in the event of play being suspended for any reason other than normal intervals, the minimum number of overs to be bowled in the day, shall be recalculated. The objective minimum overs being reduced at the rate of one over for every 4 minutes of playing time lost in A Grade, and one over for every 3.75 minutes of playing time lost in B Grade.
- III. When there is a change of innings during a day's play, the minimum number of overs to be bowled in the remainder of the day will be calculated by taking the remaining time, in minutes, left in the day (i.e. actual playing time excluding the break for the change of innings and any other scheduled breaks) and dividing it by 4 for A Grade and 3.75 for B Grade. The cessation of the days play will then be the completion of the calculated number of overs or 6.00 pm, whichever is the latest.
- IV. For clarity, any recalculation of overs remaining in the day in (b) and (c) above is to be calculated to an objective 6.00 pm finish time.

17.7. Length of Innings

- I. The first innings of the team batting first, shall be subject to compulsory declaration at the end of the objective minimum number of overs, or the scheduled cessation time, whichever is the latest.
- II. The team batting second shall be entitled to receive, in its first innings, at least the same number of overs as the team batting first received, or the objective minimum number of overs, whichever is the greater, unless dismissed earlier.
- III. When the first innings of the team batting first terminates other than by compulsory declaration, the team batting second may bat until the scheduled completion of the match.

17.8. Extra Playing Time

- I. Where the objective number of overs is not attained on the first day for any reason, including weather or light conditions or slow over rates, up to 30 mins extra playing time may be taken after the close of Play on Day 1.

17.8.1 Last Hour

- I. Law 12.6, 12.7 and 12.8 will not apply.

17.9. Determining the Result

- I. In the event of a Two-day match being adversely affected by weather conditions on the first or second day, the match shall continue as a Two-day fixture.
 - a. However, if no play is possible on Day 1, the Two-Day match will be converted into a One-Day match on Day 2. Points will be allocated as per 7.3.2.

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- II. Should playing time be lost that cannot be recovered, the respective innings of each team shall be restricted by allowing equal division of available overs.
 - III. A result can be achieved only if both teams have batted for at least 40 overs, unless one team has been all out in less than 40 overs or unless the team batting second scores enough runs to win in less than 40 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 40 overs, shall be declared no result and points allotted in accordance with the points allocated in the Rules.
- 17.9.1 Win Outright
- I. The team scoring an aggregate of runs in excess of the total runs made by the opposite team in its two completed innings shall be an outright winner.
- 17.9.2 Tie Outright
- I. If each team has two completed innings (as per Law 13.3) and the aggregate scores are equal the result shall be an outright tie.
- 17.9.3 Reverse Outright
- I. The team that scored fewer runs than the opposite team in its first completed innings and subsequently achieved an aggregate score across its two completed innings that exceeds the total runs scored by the opposite team in its two completed innings shall be a Reverse outright winner.
- 17.9.4 First Innings Result
- I. Whether a team gains a further points result or not it shall be entitled to points for:
 - a. First Innings Win: The team scoring a total of runs in its first innings more than the total runs made by the opposing team in its first completed innings. This is subject to the match not being declared a Draw as per Rule 17.9.5.
 - b. First Innings Tie: If its completed innings score is equal to the completed first innings score of the opposite team
- 17.9.5 Drawn Match (A Grade Only)
- I. If the team batting last has not completed its first innings as per Law 13.3 excluding 13.3.5 and its score is equal or less than the score of the opposite team; or
 - II. If the second innings of the team batting last remains uncompleted, the match result shall be determined as in Rule 17.8.3.
- 17.9.6 Play may continue after result
- I. Where a first innings result has been reached, other than in a One-Day match, play shall continue until the scheduled tea interval on Day 2, unless both captains agree that no further result can be achieved, in which case play may be terminated in Minor Round matches"

17.10. Penalties for Slow Over Rates

- I. Fielding teams will be penalised if they fail to bowl the required overs by the scheduled cessation time.
 - a. A Grade: 90 overs by 6:00 PM
 - b. B Grade: 80 overs by 5:50 PM
- II. Play shall continue until the required overs are bowled.

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- III. For all overs bowled after the scheduled cessation time, the fielding team must remove one fielder from the field of play (fielding with 10 players).
- IV. The removed fielder must remain off the field until the close of play.

17.11.Short-Pitched Deliveries

- 17.11.1 A bowler shall be limited to two fast, short-pitched deliveries per over. A fast, short-pitched delivery is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above his head.
- 17.11.2 The umpire at the bowler's end shall advise the bowler and the striker when each fast, short-pitched delivery has been bowled.
- 17.11.3 In the event of a bowler bowling more than two fast, short-pitched deliveries in an over, either umpire shall call and signal No ball on each occasion. In addition, when the ball is dead, the bowler's end umpire shall caution the bowler and inform the fielding captain and the batter at the wicket of what has occurred. This caution shall apply throughout the innings. A second infringement shall incur a final warning, as per the Laws of cricket.
- 17.11.4 For the purposes of this Playing Condition, any ball that passes clearly above head height of the batter, apart from being immediately called as a Wide, shall be included in the above process.

18. JUNIOR PLAYING CONDITIONS

Competition rules for junior cricket grades can be found in the Competition Rule Summary.

19. FINAL ROUND MATCHES

The playing conditions set out for minor rounds shall apply for finals matches, except where varied below.

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19.1. Final Round Grounds

- 19.1.1 Final round matches shall be played on grounds as allocated by the HCC.
- 19.1.2 If matting is required for these matches, the best available matting will be used at the discretion of the two Captains.
- 19.1.3 A Club cannot host a Final Round Fixture in the Premier or B Grade competition unless they are able to cover their wicket block.

19.2. Final Round Dates

- 19.2.1 The dates of all final round matches are to be determined by the HCC prior to the start of the season and notified to all Clubs.

19.3. Final Round Draw or Tie

- 19.3.1 In the event of a draw or tie, the team finishing higher on the premiership table at the end of the minor rounds will be declared the winner.

19.4. Rescheduling of Final Rounds

- 19.4.1 In the event of a final round fixture being unable to be commenced on either day due to extraordinary events, the HCC shall have the discretion to re-allocate the match or the remainder of the match.

19.5. Final Round Format

- 19.5.1 Based on the Final's format, teams involved in these matches will be either the Top 8 or Top 4 or Top 2
- 19.5.2 Top 2: Top 2 teams go straight into the Grand Final (1 v 2)
- 19.5.3 Top 4: Top 4 play off in Semi Finals. Two winners play each other in Grand Final.
SF1: (1 v 4), SF2: (2 v 3), GF: (WSF1 v WSF2)
- 19.5.4 Top 8: Top 8 teams in which Top 4 play against each other and receive double chances.
 - I. QF1: (1 v 4), QF2: (2 v 3), EF1: (5 v 8), EF2: (6 v 7)
 - II. SF1: (LQF1 v WEF1), SF2: (LQF2 v WEF2)
 - III. PF1: (WQF1 v WSF2), PF2: (WQF2 v WSF2)
 - IV. GF: (WPF1 v WPF2)
 - V. Top 8 Finals Series will only be used if a Grade has 14 or more teams.
- 19.5.5 In the event of teams being equal on points, the premiership table positions shall be determined on Net Run Rate (NRR) or Percentage (Quotient). NRR will be used for all One-Day and T20 finals in the Senior, T20, Women's, Juniors and Sunday

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League competitions, whereas Percentage will be used for all Two-Day finals in the Senior Competition.

- 19.5.6 Once play has commenced, the fixture cannot be rescheduled, and a winner will be determined as per the Playing Conditions. Should the minimum over requirements to constitute a “match” (Rule 9.5), not be achieved, the higher placed team on the premiership table after the minor rounds, shall be declared the winner of the final.
- 19.5.7 No premiership points will be awarded from Finals matches. Similarly, runs scored and wickets taken will not be included in competition awards.
- 19.5.8 Interchange Players does not apply to final round matches.

19.6. Final Round Eligibility

- 19.6.1 To be eligible to participate in finals matches, a player must meet the following criteria:
- I. The player must have participated in at least 40% of the scheduled playing days for the relevant competition.
 - II. Of the matches played by the player, a minimum of 50% must be in the grade for which the player is seeking finals qualification, or in a lower grade.
- 19.6.2 Finals eligibility is assessed separately for each format of the competition:
- I. One-Day
 - II. Two-Day
 - III. T20
- 19.6.3 When calculating eligibility percentages, all figures are to be rounded down to the nearest whole number.
- 19.6.4 In competitions where teams do not have an equal number of bye rounds, the total number of scheduled playing days used to calculate finals eligibility shall be based on the team with the highest number of byes in that grade.

19.7. Final Eligibility Per Grade

Grade	Playing Days	40% Playing Days needed to be eligible for Finals
Premier Grade One-Day	6	2
Premier Grade Two-Day	12	4 (must be in Two Day matches)
Premier Grade T20	6	2
Women’s Div 1	17	6
Women’s Div 2	14	5
B Grade One-Day	6	2
B Grade Two-Day	12	4 (must be in Two Day matches)
C Grade	18	6*

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D Grade	18	7
Club T20	10	4
E Grade	12	4
Sunday 1	14	4*
Sunday 2	14	5
U16 Blue	18	7
U16 Red	17	6
U13 Blue	15	6
U13 Red	15	6

19.8. Cricket Balls By Grade

Grade	Ball Type	Size (g)	Colour	Pieces
Premier Grade One-Day	Kookaburra Regulation	156	White	4
Premier Grade Two-Day	Kookaburra Regulation	156	Red	4
Premier Grade T20	Kookaburra Regulation	156	White	4
Women's Div 1	Kookaburra Senator	142	White	4
Women's Div 2	Kookaburra Crown	142	White	2
B Grade One-Day	Kookaburra Club Match	156	White	4
B Grade Two-Day	Kookaburra Club Match	156	Red	4
C Grade	Kookaburra Senator	156	White	4
D Grade	Kookaburra Crown	156	White	2
Club T20	Kookaburra Crown	156	White	2
E Grade	Kookaburra Crown	156	White	2
Sunday 1	Kookaburra Club Match	156	White	4
Sunday 2	Kookaburra Crown	156	White	2
U16 Blue	Kookaburra Crown	156	White	2
U16 Red	Kookaburra Crown	156	White	2
U13 Blue	Kookaburra Crown	142	White	2
U13 Red	Kookaburra Supa Soft	142	White	2
U11	Kookaburra Supa Soft	142	Pink	2
U9	Blast Ball	142		