

BHRDCA - F Grade Playing Format

The following match formats will apply for Season 2013/14.

Please make notes on any issues that arise and either email to bhrdca@netspace.net.au or retain for a season end review.

Conditions:

- Maximum of 15 overs per bowler per innings (to the first 64 overs of the innings & after that there is no minimum) with a maximum of 8 overs per bowler per 32 over split.
- A team can have 12 registered players of which any combination of 11 players can bat, bowl and field. There is only 11 on the field at any one time and 10 wickets to be taken as per normal conditions.
- Each team must declare their 12 players by exchanging team sheets listing all 12 players. At the exchange of teams sheets, each team must nominate the non batsman. You do not need to play 12 players, this is an option only.
- All 12 players of a team must be entered in My Cricket and also be recorded in both scorebooks. Players not listed in the scorebook and on My Cricket will mean they are unable to count the match towards finals qualifications.
- If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over.

For the two day games only:

- Each innings (64 overs) will be split into 32 over groups i.e. after the first 32 overs of an innings there will be a tea break and the fielding side will start their batting innings.
- On 2nd day the team that batted second on day 1 will resume their innings (assuming they were not dismissed) with the 2 current not out batsman, for a further maximum of 32 overs. After the Tea break the other team will then resume their innings.
- At the end of each batting session, a notation must be made in the scorebook confirming score at end of 32 overs e.g. 4/156. Not out batsman and their individual scores e.g. Smith 23* Jones 12*. A further notation should be made to record which end the last over was bowled from and which batsman was on strike. These details will be important on day 2 ensuring bowling commences from the correct end with the correct batsman on strike.
- In effect, the first innings of each team (64 overs) is split across 2 days.
- If a team is dismissed prior to using its allocated 64 overs, the other team will be able to bat these overs, less any loss for change of innings. For example, if Team 1 is dismissed in 54 overs, Team 2 can bat for 74 overs (64 overs + 10 overs). Follow on rules etc will still apply as per the current 2 day rules.
- In the event of rain existing rules will apply. The team batting last must be given the opportunity to face the same number of overs as the team batting first (maximum 64 overs). If the team batting last does not face the same number of overs and is not dismissed or they don't make the necessary runs the game will be a draw.
- In each section of the innings, a bowler can only bowl a maximum 8 overs per session, capped at 15 overs for the 64 over innings.
- In the event that a team is dismissed within the 64 overs the bowling restriction is removed after 32 overs have been bowled in the next batting session.