

# For Sunday 50 Over Matches

## 20 HOURS OF PLAY

For Sunday 50 Over Matches

**20.1** Morning Session 9.30am to 12.50pm.

**20.2** Interval 12.50pm to 1.20pm.

**20.3** Afternoon Session 1.20pm to 4.40pm.

**21** NIL

## 22 INTERVALS

For Sunday 50 Over Matches

**22.1** When playing time is lost the length of the interval will vary as follows.

Time Lost	Interval
Up to 60 min.	30 min.
Between 60 & 120 min.	20 min.
More than 120 min.	10 min.

**22.2** If the innings of the team batting first ends before 11.30am, then the innings of the team batting second will start after a 10 minute innings break.

**22.3** If the innings of the team batting first ends after 11.30am, the lunch interval will be taken immediately after the close of the innings.

**22.4** At the conclusion of the lunch interval (maximum of 30 minutes), the team batting second, will commence its innings.

## 23 REPLACEMENT PLAYERS

For Sunday 50 Over Matches

**Preamble: Substitute fielders are defined in Law 24.1 (2017 Code 3rd ed.). Eligibility to bat is defined in Law 25.1 (2017 Code 3rd ed.). The "Super Sub Rule" applies only to the Sunday 50 over and Super 20 competitions.**

**23.1-4** NIL

### "SUPERSUB"

**23.5** Prior to the toss a twelfth player name may be added to the Team List.

**23.5.1** On the Team list, team captains will identify:

**23.5.2** one player of their twelve who is a batting only player

**23.5.3** one player of their twelve who is a bowling only player

**23.5.4** These players will be swapped at the innings break. The order of replacement is determined by the innings order.

**23.5.5** Only in case of injury or other unavoidable circumstances, these players may be swapped at any point in the match. The umpire will be informed immediately or as soon as practical when such a replacement is made.

**23.5.6** After replacement, the replaced player may not return to the match except as a substitute fielder.

**23.5.7** If the replaced player has already batted then the replacement player is not permitted to bat.

**23.5.8** If the replaced player has already bowled all permitted overs under **Playing Regulation 27** then the replacement player is not permitted to bowl.

**23.5.9** Teams are also permitted to name and play eleven players in the normal way.

**24 LENGTH OF INNINGS**

For Sunday 50 Over Matches

**24.1 NUMBER OF INNINGS**

**24.1.1** A match will be one innings for each team.

**24.1.2** Each team will take their innings alternately.

**24.1.3 Law 14 The Follow-On (2017 Code 3rd ed.)** will not apply.

**24.1.4 Law 15 Declaration And Forfeiture (2017 Code 3rd ed.)** will not apply.

**IN AN UNINTERRUPTED MATCH**

**24.2** Each team will bat for 50 overs unless all out earlier.

**25 INNINGS FINISH TIME**

For Sunday 50 Over Matches

**FIRST INNINGS FINISH TIME**

**25.1** Both teams are expected to be in position ready to bowl the first ball of the final over before the First Innings Finish Time.

**25.2** For 50 over matches scheduled to start at 9.30am, the First Innings Finish Time is 12.50pm.

**25.3** Nil

**25.4** **If the final over has not started before the First Innings Finish Time is reached,** the first innings will continue until 50 overs have been bowled or until 10 wickets have fallen.

**25.5** When the team bowling first comes to bat, they will receive the number of overs bowled including the one in progress at the First Innings Finish Time.

**25.6** The number of overs in Regulation 25.5 is referred to as the entitled number of overs for the second innings.

**25.7 For example:**

- Team B (bowling first) is part way through over 48 at First Innings Finish Time.
- Overs 49 and 50 will be bowled.
- Following a standard length innings break, Team B (batting second) will face up to 48 entitled overs.

**25.8** **If the team batting first is all out in less than 50 overs, before the First Innings Finish Time, the team batting second will be entitled to bat for 50 overs.**

**25.9 For example:**

- Team A (batting first) is all out on 2nd ball of over 45 before the First Innings Finish Time is reached.
- Following a standard length innings break, Team B (batting second) will face up to 50 overs.

**25.10** **If the team batting first is all out in less than 35 overs, after the First Innings Finish Time,** the team batting second will be entitled to bat for the number of overs bowled including the one in progress at the First Innings Finish Time.

**25.11 For example:**

- Team B (bowling first) is part way through over 47 when First Innings Finish Time is reached.
- The innings continues.
- Team A (batting first) is all out on last ball of over 49, 10 minutes after the First Innings Finish Time.
- Following a standard length innings break, Team B (batting second) will face up to 47 entitled overs.

**SECOND INNINGS FINISH TIME**

- 25.12** Both teams are expected to be in position ready to bowl the first ball of the final over before the Second Innings Finish Time.
- 25.13** For 50 over matches scheduled to start at 9.30am, the Second Innings Finish Time is 4.40pm.
- 25.14** Nil
- 25.15** **If the final over has not started before the Second Innings Finish Time is reached,** play will continue until the entitled number of overs have been bowled or until 10 wickets have fallen, subject to conditions of weather, ground and light.
- 25.16** If the team bowling second is not in position ready to bowl the first ball of the final over before the Second Innings Finish Time is reached, the team batting second will be credited with penalty runs for every whole over that has not been started.
- 25.17** The penalty runs credited in **Playing Regulation 25.16** will equal the average run rate scored in the first innings of the match rounded up to the next whole number times the number of whole overs not been started.
- 25.18** **For example:**
- In a 50 over match, the first innings average run rate is 4.2 runs per over.
  - Team B (bowling second) is part way through over 48 of 50 entitled overs when 4.40pm is reached.
  - Team A (batting second) will be credited (2 overs x 5 runs per over ) = 10 penalty runs at the end of the innings.
- 25.19** If the second innings ends before the Second Innings Finish Time, no over-rate penalty will apply.
- 25.20** **If the second innings ends after the Second Innings Finish Time because the team batting second is all out** they will not receive penalty runs for any whole over they did not face.
- 25.21** **For example:**
- In a 50 over match, the first innings ends at 12.50pm
  - Average run rate is 199 runs / 35 overs = 3.98 runs per over.
  - Second innings is 8/190 in over 48 when 4.40pm is reached.
  - Team A (batting second) ends at all out 190 on 1st ball of over 49 at 4.42pm.
  - Penalty runs added is 4 for over 49 and 0 for over 50.
  - Second Innings is adjusted to all out 194.
  - Team B (bowling second) wins by 6 runs.
- 25.22** **If the second innings ends, after the Second Innings Finish Time has been reached, because play was called off due to suspension under Law 2.8 (2017 Code 3rd Ed.)** the team batting second will not receive penalty runs for any whole over they did not face. An average run rate result will apply. (See **Playing Regulation 33.4**)
- 25.23** **For example:**
- In a 50 over match, the first Innings ends at 12.50pm.
  - Average Run Rate is 200 / 50 overs = 3.98 runs per over
  - Team B (batting second) has scored 5/190 in over 48 of 50 entitled overs when 4.40pm is reached.
  - A bad light call ends the game after 1 ball of over 49 at 4.42pm.
  - Team B (batting second) ends at 6/190 not all out.
  - Penalty runs added is 4 runs for over 49 and 0 for over 50.
  - Second innings is adjusted to 6/194.
  - Average run rate result will apply. (See **Playing Regulation 33.4**)
  - Average run rate is 194 / 48.16 = 4.03 runs per over (Divide using correct fraction. See **Playing Regulation 33.7**)
  - Team B (batting second) wins on Average Run Rate.

- 25.24** All penalty runs added and entitled overs will be confirmed by the umpire(s) with the scorers at the end of the innings.
- 25.25** Both teams are warned that match results can be overturned because of these rules.
- 25.26** The umpire(s) will inform the fielding captain and the batters of any time allowances as they arise for injuries, lost balls or other interruptions.
- 25.27** Batting teams are reminded of **Playing Regulation 30 (Timed Out)**.
- 25.28** Batters, Captains and all other participants are reminded that **Law 41.9 Fielding Side Wasting Time and Law 41.10 Batter Wasting Time (2017 Code 3rd Ed.)** will apply at all times in matches.
- 25.29** Changes to First or Second Innings Finish Time are only allowed under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22**.
- 25.30** If either innings is interrupted or delayed, the penalties will apply based on the new First or Second Innings Finish Time for that innings. See **Playing Regulations 26.15 and 26.22**

## **26 IN A DELAYED OR INTERRUPTED MATCH**

For Sunday 50 Over Matches

- 26.1** Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.
- 26.2** Interrupted match means any suspension of play that has occurred under **Law 2.7 Fitness for Play** or **Law 2.8 Suspension of play in dangerous or unreasonable circumstances (2017 Code 3rd ed.)**
- 26.3** If play is delayed or interrupted the match may be shortened by:
- reducing the number of overs for both teams
  - reducing the number of overs for the team batting second
  - moving Innings Finish Times
  - reducing over limits for bowlers
- 26.3.1** In addition for Sunday 50 matches, intervals may be shortened. See **Playing Regulation 22.1** for Sunday 50 Over Matches.
- 26.4** Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 overs. See **Playing Regulation 33**.
- 26.4.1** **For example**, if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 25 completed overs to achieve a result.
- 26.5** In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26** and the innings of the team batting will continue from the point of the interruption.
- 26.6** **Interruptions to a 50 Over One Day Match** Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

**See FORM in the DIAGRAMS APPENDIX**

or at <https://gsdca.com.au/05-playing-regulations>

- 26.7** NIL

### **THE TEAM BATTING FIRST**

- 26.8** If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9** When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10** In a 50 Over match the interval is varied as shown in **Playing Regulation 22.1**

- 26.11** In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12** If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be added.
- 26.13** Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14 For Example:**
- In a 50 over match, initial total playing time is 400 minutes ( (9.30am to 4.40pm) – 30 minute interval).
  - Play is interrupted by rain in the first innings after 15 overs and 60 minutes of play.
  - 161 minutes is lost.
  - The interval is reduced to 10 minutes. See **Playing Regulation 26.10**
  - Playing time lost is reduced to 141 minutes.
  - When play restarts, total remaining playing time is 199 minutes ( $400 - 60 - 141 = 199$ )
  - In the remaining playing time 49.75 more overs can be bowled. ( $199 / 4 = 49.75$ )
  - Rounding up calculations as in **Playing Regulation 26.11**, makes the match 50 more overs.
  - Add 1 more over to make the innings equal as in **Playing Regulation 26.12** (only if needed)
  - The first innings will be 18 more overs and the second innings will be 33 overs. ( $15 + 50 + 1 = 66 \Rightarrow 33$  overs each innings)
  - For a 50 over match which started at 9.30am
  - play restarts 1.11pm ( $9.30\text{am} + 60 + 161 = 1.11\text{pm}$ )
  - the new First Innings Finish Time will be 2.23pm ( $1.11\text{pm} + 18 * 4 = 2.23\text{pm}$ )
  - The interval is reduced to 10 minutes. See **Playing Regulation 26.10**
  - the Second innings will start 2.33pm
  - the new Second Innings Finish Time will be 4.32pm ( $2.33\text{pm} + 33 * 4 = 4.45\text{pm}$ )
  - After restart bowlers will be limited to 7 overs each.

#### **NEW FIRST INNINGS FINISH TIME**

- 26.15** When playing time is lost in the first innings a new First Innings Finish Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.
- 26.16** If new required number of overs in the first innings are not completed by the new Innings Finish Time, play will continue until the new required number of overs has been bowled or the innings is completed in the same manner as in **Playing Regulation 25**.
- 26.17** All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

#### **THE TEAM BATTING SECOND**

- 26.19** If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.20** In the second innings calculations resulting in a fraction of an over will be rounded down.

**26.21 For Example:**

- In a 50 over match, initial playing time in the second innings is 200 minutes. (1.20pm to 4.40pm)
- Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
- 71 minutes playing time is lost.
- When play restarts, total remaining playing time is 88 minutes. ( $200 - 40 - 71 = 89$ )
- In the remaining playing time 22.25 more overs can be bowled. ( $89 / 4 = 22.25$ )
- Rounding down calculations as in **Playing Regulation 26.20**, makes the second innings 22 more overs to play.
- A new target score will be calculated. See **Playing Regulation 33.4**
- For a 50 over match
- Second innings will restart at 3.12pm
- New second Innings Finish Time will be 4.40pm
- After restart bowlers will be limited to 7 overs each.

**NEW SECOND INNINGS FINISH TIME**

- 26.22** When playing time is lost in the second innings a new Second Innings Finish Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.
- 26.23** For any match not completed by scheduled close of play, play may continue subject to conditions of weather, round and light until required overs have been bowled or the innings is complete.
- 26.24** If the innings of the team batting first has been completed prior to the Innings Finish Time or new Innings Finish Time (see **Playing Regulation 25 and 26.15**), then any calculation relating to the revision of overs will not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 26.25** The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 26.26** The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.

**27 NUMBER OF OVERS PER BOWLER**

For Sunday 50 Over Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 10 overs.
- 27.2** In an interrupted innings, where the overs are reduced, each bowler is limited to the number of overs shown below.

Total Overs	Max. overs each bowler
46 to 50	10
41 to 45	9
36 to 40	8
31 to 35	7
25 to 30	6

- 27.3** Note: **Playing Regulation 27.2** does not apply in uninterrupted matches in which Innings Finish Time has made an innings shorter. See **Playing Regulation 25**.
- 27.4** Any bowler who has exceeded the new maximum over limit prior to an interruption has finished their overs.
- 27.5** When play is suspended mid-over and on resumption the bowler has exceeded the new maximum limit, he/she will be allowed to finish the incomplete over.
- 27.6** If any bowler is unable to complete an over, the remaining balls will be bowled by another bowler.

**27.7** Such part of an over will count as a full over so far as each bowler's limit is concerned.

## **28 ONE DAY WIDES**

For Sunday 50 Over Matches

**28.1** Official Umpires and player umpires are instructed to apply very strict and consistent interpretation of **Law 22 Wide Ball (2017 Code 3rd ed.)** in order to prevent negative bowling wide of the wicket.

**28.2** Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score will be called a Wide.

**28.3** As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix will be marked in white at each end of the pitch.

**See DIAGRAM in the DIAGRAMS APPENDIX**

**or at <https://gsdca.com.au/05-playing-regulations>**

## **29 NO BALLS**

### **29.1 WAIST HIGH NON-PITCHING BALLS**

For Sunday 50 Over Matches

**29.1.1** Waist high non-pitching balls are considered dangerous and unfair.

**29.1.2** Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

**29.1.3** In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

**See DIAGRAM in the DIAGRAMS APPENDIX**

**or at <https://gsdca.com.au/05-playing-regulations>**

### **29.2 SHORT PITCHED BALLS**

For Sunday 50 Over Matches

**29.2.1** A short-pitched ball is any ball which after bouncing on the pitch passes or would have passed above the shoulder height of the batter standing upright at the batting crease.

**29.2.2** The umpire at the bowler's end will advise the bowler and the batter on strike when each short pitched delivery has been bowled.

**29.2.3** In any one over there will be a limit of one such short pitched ball.

**29.2.4** The second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

**29.2.5** **Law 21.10 (2017 Code 3rd ed.)** will be replaced by the following.

**29.2.6** The bowler's end umpire will call and signal Wide for any ball which after pitching passes over head height of the batter standing upright at the batting crease.

**29.2.7** For the avoidance of doubt any short pitched delivery that is called a Wide under **Playing Condition 29.2.6** will also count as one of the short pitched deliveries in that over.

**See DIAGRAM in the DIAGRAMS APPENDIX**

**or at <https://gsdca.com.au/05-playing-regulations>**

### **29.3 FREE HIT**

For Sunday 50 Over Matches

**29.3.1** The delivery following a no ball called (all modes of no ball) will be a free hit for whichever batter is facing it.

**29.3.2** 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.

**29.3.3** 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

**29.3.4** Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- There is a change of striker or
- The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

**29.3.5** For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances **Law 21.1.1 (2017 Code 3rd ed.)** will apply.

**29.3.6** The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

## **29.4 FIELDING RESTRICTIONS**

For Sunday 50 Over Matches

**29.4.1** At the instant of delivery there will not be more than five fielders on the leg side.

**29.4.2** For the purposes of this rule the bowler is not counted as a fielder.

**29.4.3** On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

## **29.5 PENALTY**

For Sunday 50 Over Matches

**29.5.1** **Law 21.15 (2017 Code 3rd ed.)** will apply. The penalty for a no ball will be 1 run.

## **30 TIMED OUT**

For Sunday 50 Over Matches

**30.1** **Law 40 (2017 Code 3rd ed.)** will apply.

## **31 RUNNERS FOR INJURED BATTERS**

For Sunday 50 Over Matches

**Preamble: This competition will allow any injured batter to have a runner since this is regarded as more desirable than forcing a player to stop playing if injured.**

**31.1** A batter may have a runner provided:

**31.2** The batter has become injured since the completion of the Team List.

**31.3** This does not apply when a batter is already carrying an injury at the start of the match or if the batter becomes tired.

**31.4** The runner must wear equipment matching the batter's equipment including helmets and other protective equipment.

**31.5** Runners will only be allowed with the express permission of the umpire(s).

## **32 DRINKS BREAKS**

For Sunday 50 Over Matches

**32.1** Drinks breaks will be taken off the field.

**32.2** Each Drinks break will be limited to as short a time as possible.

**32.3** No time or minimum overs will be deducted from the day's play to make up for drinks breaks.

**32.4** On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.

**32.5** Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.



- 32.6** Extra drinks breaks on hot weather days are encouraged.
- 32.7** See Appendix H Hot Weather Guidelines.
- 32.8** Suggested times for drinks breaks are:
- **Sunday 50 Over Match:** after 17 and 34 overs are complete in each innings.
  - On a hotter day after 12, 25 and 37 overs are complete.
- 32.9** If there is an innings change within 30 minutes of a drinks break then skip the drinks break.
- 32.10** A recommended safe maximum time between drinks breaks is 75 minutes however circumstances such as mild weather might cause this to be extended.

### **33 RESULT OF THE MATCH**

For Sunday 50 Over Matches

- 33.1** Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 overs.
- 33.2** If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed, the team having scored the greater number of runs will win the match.
- 33.3** If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.
- 33.4** In a match where the team batting second has not had the opportunity to bat for the target number of overs and has not been dismissed and has not passed its opponent's score, the result will be decided on the average run rate throughout each innings.
- 33.5 For example:**
- Team A – scores 250 runs batting first (50 overs). Average Run Rate is  $250/50 = 5.00$
  - Team B – batting second scores 130 runs in 25 overs (bad light stops play).
  - Average Run Rate is  $130/25 = 5.10$
  - Team B wins the match.
- 33.6 For example:**
- Team A – scores 180 runs all out batting first (30.2 overs).
  - Average Run Rate is  $180/50 = 3.60$
  - Team B – batting second scores 85 runs not all out in 25 overs (rain stopped play). Average Run Rate is  $85/25 = 3.40$
  - Team A wins the match.
- 33.7** Note: When an innings ends with a partly completed over, use the correct fraction to calculate the average run rate.
- For example:**
- 33 overs and 1 ball => use 33.166
  - 33 overs and 2 balls => use 33.333
  - 27 overs and 3 balls => use 27.5
  - 16 overs and 4 balls => use 16.666
  - 31 overs and 5 balls => use 31.833

### **34 POINTS**

For Sunday 50 Over Matches

#### **34.1 MATCH POINTS**

- 34.1.1** Teams in all grades will be allocated points for one day limited over matches as follows.
- 34.1.2** Win... 4 points
- 34.1.3** Tie... 2 points
- 34.1.4** Draw... 2 points
- 34.1.5** Loss... 0 points

**34.2 NIL****34.3 NET RUN RATE**

For Sunday 50 Over Matches

**34.3.1** A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

**34.3.2** If a team is all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

**34.3.3** In a match declared no result, net run rate does not apply.

**35 SEMI FINAL AND GRAND FINAL MATCHES**

For Sunday 50 Over Matches

**35.1** After completion of the competition round of matches teams placed first to fourth in each grade will play in SEMI FINAL and GRAND FINAL MATCHES.

**35.2** In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

**QUALIFYING FOR FINALS**

**35.3** The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

**35.4** The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

**35.5** The winner of SEMI FINAL No.1 will play the winner of SEMI FINAL No.2 in the GRAND FINAL.

**35.6** Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

**35.7** Any team(s) that are excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in **Playing Regulation 35.8**

**DETERMINATION OF PLACINGS**

**35.8** In the event of teams finishing on equal competition points, the placings will be determined as follows:

**35.8.1** The team with the highest net run rate.

**35.8.2** The team with the most number of wins.

**35.8.3** Nil

**VENUE AND DATE FOR SEMI-FINAL AND FINAL**

**35.9** The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.

**35.10** Finals will be played with same playing conditions as other round matches.

**35.11- 35.14** NIL

**PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES**

- 35.15** To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the Sunday 50 over competition a player must have appeared in 3 matches of the current season
- \* for the same club
  - \* in the same grade (or a lower grade)
  - \* for the same team (or the same club in a lower grade)
- 35.16** Note: in the case of clubs with more than one team in a single grade this means that players can not become eligible using games played in the other team in that grade.
- 35.17** Any exceptions to **Playing Regulation 35.15** must be submitted to the Management Committee for approval.
- 35.18** Request for exception of a player who has appeared in two or less matches in the current season in that particular grade or a lower grade will be denied in all cases.
- 35.19** Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL MATCHES. See **Playing Regulation 13**.
- 35.20** When a club has consecutive teams in SEMI FINAL AND GRAND FINAL MATCHES a maximum of 2 eligible players may be downgraded from the higher grade team to the next lower grade team without approval.
- 35.21** Any player downgraded as in **Playing Regulation 35.19** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.
- 35.22** All other player downgrades in SEMI FINAL AND GRAND FINAL MATCHES are not permitted unless approval is granted by the Management Committee.
- 35.23** See **Playing Regulation 4.5** for additional finals eligibility conditions.

**UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES**

- 35.24** Official umpires will stand in all SEMI FINAL and GRAND FINAL MATCHES.
- 35.25** If official umpires are not available, neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

**36 DETERMINATION OF WINNERS**

For Sunday 50 Over Matches

- 36.1** NIL
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** NIL
- 36.4** If any SEMI FINAL or GRAND FINAL MATCH ends in a tie, is abandoned or there is no result, the highest placed team of the finalists at the end of the preliminary matches will be determined as the winners.
- 36.5** The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.
- 36.6** Any such decisions made will be final and conclusive.
- 37-39** NIL