



Goulburn
Murray
Cricket

A GRADE MENS TWO DAY RULES

SEASON 2024 / 2025



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1. A GRADE – TWO DAY MATCHES

Times of Play	12pm – 5.30pm
Scheduled Overs	80
Tea Adjournment	2.50pm – 3.10pm

a) Coin Toss

- I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
 - II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
 - III. Drink Breaks to be determined.
 - IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.
- b) The team batting first if not previously dismissed shall be entitled to receive 80 overs after which time their innings shall be compulsory closed and play for the day shall cease, the team batting second shall be entitled to receive the same number of overs on the second day.
 - c) If the innings of the team batting first is completed either through dismissal or declaration before the completion of it's allotted overs prior to 5.00pm - the team batting second shall commence its innings allowing for a 10 minute change of innings and shall be entitled to receive the remaining overs on day one and then receive 80 overs the following week. When a changeover of innings occurs there is a 3 over reduction in the days play unless the change of innings occurs at the tea interval then there is no deduction of 3 overs from those remaining for the days play.
 - d) If a team has lost 9 wickets at the time of a scheduled break in play, play shall continue for 30 minutes or until the innings is completed when the scheduled break in play shall be taken.
 - e) If both teams have completed their first innings before the completion of 160 overs, teams may attempt to win the match outright in which case the match will continue under ordinary conditions including 17 overs to be bowled after 5.00pm on the last day until such time the losing captain concedes defeat or until completion of 160 overs.
 - f) Scheduled 2 day matches will only revert to "One Day Matches" if the entire round of matches is washed out or heated out on the 1st day by the GMC Executive.
 - g) If less than 30 minutes of play is lost on either day of play no reduction in over entitlements shall be made and play shall continue until the completion of the scheduled number of overs.
 - h) If more than 30 minutes of play is lost on either day of play the game shall revert to ordinary conditions.
 - i) In the event of a result being reached with less than thirty (30) minutes of play remaining if captains both agree stumps may be drawn.
 - j) A team that bats first and leads by 100 runs or more may require the other team to follow on according to the laws of cricket.
 - k) In the event of a stoppage in play after 2.15pm and prior to 2.50pm the tea interval shall be taken immediately.





- l) In A Grade, teams may have an interchange of two (2) players for the second day of the match, but, only 11 players can bat in any innings) – if the players that are substituted is not out at the end of day play then the player that is being substituted in cannot bat in that innings – only in the team's second innings – this also applies to the player if that team is bowling – if the team with the sub is bowled out on day one & the player being subbed out in the 2nd week has bowled on the first days then the 2nd week the substituted player cannot bowl until the team bowls again in a 2nd innings – meaning they may play 13 players for the match. The player for the first day and the player for the second day must be clearly noted on the Umpires card when it is completed before the match commences and shown to the opposing captain before the toss of the coin. The two interchange players should also be noted on the Play HQ Team list. A substituted player can play in their clubs next registered grade during that round.
- m) If a team delays the scheduled commencement of a match it shall lose one (1) premiership point for the first completed ten (10) minutes late, plus one (1) premiership point for every five (5) minutes late thereafter. The Umpires are the official adjudicators of delays, but, a team can refer special circumstances to the Board regarding loss of points.

2. A GRADE FINALS – STRUCTURE / ELIGIBILITY

- a) The finals in A Grade shall be played over two (2) weeks possibly three (3) weeks between the highest placed four (4) teams after completion of the home and away matches.
- b) WEEK 1: SEMI-FINALS
After the home and away matches the teams finishing first to fourth shall play in the semi-final matches as follows; 1st v 4th and 2nd v 3rd. Should there be a tie, draw or abandonment without play, the higher ranked team in the home and away matches shall be declared the winners.
- c) WEEK 2 (and possibly week 3): GRAND FINAL
The semi-final winners shall play in the Grand Final. Should there be a tie, draw or abandonment without play the higher ranked team after the semi-finals shall be declared the winner.
- d) For semi-finals the team finishing higher on the ladder than its opponent after the home and away matches shall choose the venue.
- e) For the final the GMC Board will choose the Venue.
- f) All Clubs shall make their grounds available until the venues are determined.
- g) All final matches are to be played on turf.
- h) Player eligibility:
I. All players are required to play 5 club matches (heat & washed out matches do not count towards eligibility)
II. A semi-final match shall not qualify towards playing days taken into account to qualify to play in the final.
III. A Bye will not be included as a match for the purposes of eligibility to play in the finals.
IV. The GMC Executive shall determine any changes to the player eligibility due to lost playing days prior to the Final Series.





3. A GRADE SEMI FINALS

Times of Play	12pm – 5.30pm
Scheduled Overs	80
Tea Adjournment	2.50pm – 3.10pm

- a) Coin Toss
 - I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
 - II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
 - III. Drink Breaks to be determined.
 - IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.
- b) The team batting first if not previously dismissed is entitled to 80 overs after which their innings shall be compulsory closed and play shall cease for the day.
- c) If the innings of the team batting first compulsory closed the team batting second shall be entitled to receive the same number of overs on the second day.
- d) If the innings of the team batting first is completed either through dismissal or declaration before the completion of it's allotted overs prior to 5.00pm - the team batting second shall commence its innings allowing for a 10 minute change of innings and shall be entitled to receive the remaining overs on day one and then receive 80 overs the following week. When a changeover of innings occurs there is a 3 over reduction in the days play unless the change of innings occurs at the tea interval then there is no deduction of 3 overs from those remaining for the days play.
- e) If an over is commenced before the scheduled time for an interval it shall be completed, but, if a wicket falls during such over the interval shall be taken immediately.
- f) The sides 80th over shall always be completed even if a wicket falls.
- g) If a team has lost 9 wickets at the time of a scheduled break in play, play shall continue for 30 minutes or until the innings is completed when the scheduled break in play shall be taken.
- h) At any stage once a first innings has been achieved the captain of the losing team may concede the match and play shall cease.
- i) If both teams have completed their first innings before the completion of the 160 overs teams may attempt to win the match outright in which case the match will continue under ordinary conditions including 17 overs to be bowled after 4.30pm until the losing captain concedes defeat or until the completion of 160 overs.
- j) If more than thirty (30) minutes of play is lost on either day of the semi-final the match shall revert to ordinary conditions. Note: This includes a washout on the first day
- k) If less than thirty (30) minutes of play is lost on either day no reduction in over entitlements shall be made and play shall continue until the completion of the scheduled number of overs.
- l) In the event of no result being reached the finishing the home and away season higher on the ladder will be declared the winner.
- m) In the event of a stoppage in play after 2.35pm and prior to 2.50pm the team interval shall be taken.
- n) A team that bats first and leads by 100 runs or more may require the other team to "follow" on according to the laws of cricket.





4. A GRADE FINAL

Times of play	12pm – 5.30pm
Days of Play	Saturday, Sunday & spare day Monday
Scheduled Overs	80
Tea Adjournment	2.50pm – 3.10pm

- a) Coin Toss
 - I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
 - II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
 - III. Drink Breaks to be determined.
 - IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.
- b) Each Team is entitled to receive 80 overs each. The team batting first if not previously dismissed shall be entitled to receive eighty (80) overs after which time their innings shall be compulsory closed and play for the day shall cease. Play will resume on Day 2.
- c) If either Saturday or Sunday is lost due to wet weather or heat then the spare day Monday will be used to gain a first innings result in the Final.
- d) If the innings of the team batting first is completed either through dismissal or declaration before the completion of it's allotted overs prior to 5.00pm - the team batting second shall commence its innings allowing for a 10 minute change of innings and shall be entitled to receive the remaining overs on day one and then receive 80 overs the following day. When a changeover of innings occurs there is a 3 over reduction in the days play unless the change of innings occurs at the tea interval then there is no deduction of 3 overs from those remaining for the days play.
- e) If an over is commenced before the schedule time for an interval it shall be completed but if a wicket falls during such over the interval shall be taken immediately. The sides 80th over shall always be completed even if a wicket falls.
- f) If a team has lost nine (9) wickets at the time of a schedule break in play, play shall continue for thirty (30) minutes or until the innings is completed when the scheduled break in play shall be taken.
- g) Comment: if the side batting 2nd decides to pull stumps after 5pm on the first day, the match length would then alter to a maximum of 80 overs on the 2nd (and/or subsequent days) as they have forfeited the overs they may have received on day 1.
- h) At any stage once a first innings result has been achieved the captain of the losing team may concede the match and play shall cease.
- i) If both teams have completed their first innings before the completion of 160 overs teams may attempt to win the match outright in which case the match would continue under ordinary conditions including 17 overs to be bowled after 4.30 pm until the captain of the losing side concedes defeat or until the completion of 160 overs.
- j) A team that bats first and leads by 100 runs or more may require the other team to follow on according to the laws of cricket.
- k) In the event of a stoppage in play after 2.35 pm and prior to 2.50 pm the tea interval shall be taken immediately.

