SAHARA REAL ESTATE NWMCA PREMIER T20 CUP

2026–27 Summer Season

Competition and Match rules

NWMCA RULE 2.4

1. Competition Structure

1. The competition consists of a maximum of **six (6) clubs**, structured in a single pool.
2. Each club may enter only one team in the competition.

The teams entered for season 26-27 are:

Chargers CC, Darebin Chargers CC, Donnybrook CC, Kealba-Green Gully CC, Merrifield Panthers CC, RMIT CC

Playing Dates	
Round	Sunday 9.00am
1	18-Oct
2	25-Oct
3	1-Nov
4	8-Nov
5	15-Nov
6	22-Nov
7	29-Nov
8	6-Dec
9	13-Dec
10	20-Dec
SF	2nd V 3rd
SUNDAY	10-Jan **RESERVE DAY 17-Jan**
GF	1st plus winner SF
SUNDAY	24-Jan **RESERVE DAY 31-Jan**

3. All matches will be played on **Sundays**.
4. Matches will be played in the morning only — all matches will start at **9:00 AM**.
5. The competition will be played on a round-robin basis — each team will play every other team twice (10 rounds)
6. No reserve day for round robin matches
7. **Finals** — the top 3 teams will compete in finals. The team finishing 1st place will proceed straight to the grand final. A semi final will be played between the team that finishes 2nd and the team that finishes 3rd. The winner of the semi final will proceed to the grand final

2. Participation & Eligibility

1. This is an Open Age tournament. Any club affiliated with the NWMCA at an Open Age level may enter the Premier T20 Cup, subject to the eight-club cap.
2. **Player eligibility** — a player must (a) be registered with the club that has entered a team into the NWMCA T20 Premier cup and / or (b) be permitted to play in the NWMCA Senior competition for season 26-27, for the club that has entered a team in the T20 Premier Cup.
3. **Team sheets** — up to twelve (12) players may be listed. Any eleven (11) of the listed players may bat or bowl in an innings. Manual team sheets are not required, but all players must be listed on PlayHQ before the toss.
4. **Finals qualification** — a player must have played a minimum of FOUR (4) round-robin games to qualify to play in the finals.
5. **Dress code** — clubs must wear club colour kits, including colored pants. Whites are not permitted, as a white ball will be used in this competition.

3. Match Rules & Playing Conditions

The playing conditions below are adapted from the existing NWMCA Open Age T20 Competition rules. Where inconsistent with any other NWMCA rules, these Premier T20 Cup rules override. Board approval is required for any variation.

3.1 Match Timings & Start of Play

1. All matches commence at **9:00 AM** (morning matches only).
2. **Toss** — the toss will take place 20 minutes before the scheduled start time (8:40 AM).
3. **Toss forfeit** — if a club does not have a minimum of seven (7) players present at the time of the toss, the toss will be forfeited by that club and the opposing club may elect to bat or bowl first.
4. If both clubs do not have enough players at the time of the toss, the toss will be revised to 10 minutes before the scheduled start time (8:50 AM).
5. **Late arrival** — if a club arrives later than the scheduled start time (with a minimum of seven players), that club will lose one (1) over per four (4) minutes of lateness.
6. **Player arrival** — there are no restrictions on a listed player's arrival time. Provided a listed player arrives at the ground before the conclusion of the first innings, that player may bat or bowl in the second innings.
7. **Forfeit fines** — any club forfeiting a game will be fined $100 if the Association is notified at least two (2) days before the game. Any later notification, or a club not turning up on game day, will incur a fine of $250.

3.2 Innings, Overs & Results

1. Each innings is a maximum of twenty (20) overs. The innings of the side batting first, if not previously completed, will be compulsorily closed on completion of 20 overs.
2. The maximum number of overs will be reduced by one (1) over for each complete four (4) minutes of total time lost during the first innings.
3. Each innings must be completed within **80 minutes** (i.e. by 10:20 AM for the first innings). This does not apply where lost time has already reduced the innings below the maximum overs.
4. **Slow over-rate penalty** — if the bowling side goes over the 80-minute allowance, they must still bowl their full quota of overs; however, their own batting innings will be reduced by one (1) over for every four (4) minutes taken beyond the 80 minutes. The final decision on any such penalty will be taken by the on-field umpires.

   If the team bowling second does not bowl their overs in the 80-minute allowed time**, they will be fined $50 per over not completed within the 80 minutes.**
5. A break of ten (10) minutes will be taken between innings. No drink breaks except by special arrangement between captains and umpires before the game (e.g. extreme heat).
6. Each bowler is limited to four (4) overs. The maximum overs per bowler is reduced when the total overs to be bowled is reduced
   - 16 to 20 overs – 4 overs maximum per bowler
   - 11 to 15 overs -3 overs maximum per bowler
   - 6 to 10 overs – 2 overs maximum per bowler
7. The incoming batsman must make it to the crease within 90 seconds of the wicket falling, otherwise the batsman will be given out (timed out).
8. The side batting second is entitled to bat for the same maximum number of overs as the side batting first (20 overs, or the reduced maximum where time has been lost), subject to the slow over-rate penalty in rule 3.2.4.
9. **Minimum overs to constitute a game** — a minimum of six (6) overs per team must be played to constitute a game. If this minimum cannot be achieved, the match does not constitute a game.
10. Round Robins games that are cancelled or abandoned (less than 6 overs per team) will be considered a draw.
11. Semi Final and Grand final that is cancelled or abandoned will be played (or replayed) on the scheduled reserve day.
12. If play ceases before the side batting second receives its full entitlement of overs, and that side has batted at least six (6) completed overs, the winner is the side with the higher run rate. If a side was dismissed, its run rate is calculated using the maximum overs it was entitled to receive.
13. If scores are tied at the end of any match (including a final), the winner is determined by a Super Over.

3.3 Super Over

1. The umpires shall choose which end both clubs will bowl their Super Over from; umpires change position at the end of each over. A sole independent umpire stands at the bowler's end for both overs.
2. At the point of delivery, at least four (4) fielders (excluding wicket keeper and bowler) must be inside the 30-yard circle, and no more than five (5) fielders may be on the leg side. Any breach will be called a No Ball.
3. The club with the higher Super Over score wins, irrespective of wickets lost. If the Super Over is also tied, the match result will be deemed a tie.
4. **Finals** — a final cannot end in a tie. If the Super Over in a Semi Final or the Grand Final is tied, additional Super Overs will be played until a result is achieved.

3.4 Fielding Restrictions & Powerplay

1. **Powerplay** — the first six (6) overs of each innings. During the Powerplay, a minimum of seven (7) fielders, apart from the wicket keeper and bowler, must be inside the 30-yard circle. This means if a club is fielding with only 10 players, only one (1) fielder may be outside the circle.

   Powerplay adjustments if maximum overs reduced :
   Powerplay is 2 overs if innings shortened to 6,7,8, or 9 overs
   Powerplay is 3 overs if innings shortened to 10,11 or 12 overs
   Powerplay is 4 overs if innings shortened to 13,14, or 15 overs
   Powerplay is 5 overs if innings shortened to 16,17, or 18
   Powerplay is 6 overs if innings is 19 or 20 overs
2. After the Powerplay is over, a minimum of four (4) fielders, apart from the wicket keeper and bowler, must be inside the 30-yard circle.
3. At the instant of delivery, no more than five (5) fielders may be on the on-side.
4. The umpire will call and signal No Ball for any infringement by the fielding side

3.5 Bowling of dangerous and unfair short-pitched deliveries – limit per over

The following limits and procedures shall apply on any short-pitched ball which, **after pitching, passes or would have passed clearly over shoulder height of the striker standing upright at the crease**.

A bowler shall be limited to **ONE (1)** short-pitched delivery per over, as defined above. It is unfair if the limit is exceeded and **the umpire at the bowlers-end** shall call and signal No ball on each such occasion and adopt the procedures of **Law 41.6**.

3.6 Rule 1.15.3 WIDE BALL - LEG SIDE

The provisions of **Law 22 Wide ball** still applies in all matches.

In addition to **Law 22 Wide ball** the following will apply in all **Open Age Grades:**

In One-Day Matches in the George Luscombe, Vic Kyte, Keith Stringer and Athol Attwater Shields, and any **Open Age T20 competition**, if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, *without any contact with the striker's bat or person*, **passes outside of the leg stump**. **Wide ball shall not be called if the ball passes between the striker and the stumps.**

3.7 Free Hit

3.7.1 The delivery following any No Ball called by the umpire (for any reason) shall be a free hit for whichever batter is facing.

3.7.2 **Waist-height No Ball** — where two neutral umpires are not available for the match, the main (bowler's end) umpire may override the square leg umpire's decision on a waist-height No Ball.

3.7.3 If the free hit delivery is not legitimate (any No Ball or Wide), the next delivery becomes a free hit for whichever batter is facing.

3.7.4 On a free hit the striker can be dismissed only under the circumstances that apply for a No Ball, even if the free hit delivery is called Wide.

3.7.5 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball resulted from a fielding restriction breach (in which case the field may be corrected only to the extent of the breach).

3.8 Balls, Umpires & Match Administration

- **White balls** will be used in this competition. Clubs must purchase white balls from the Association.
- **Umpires' fees** will be paid by the clubs before the start of the game.

Grade	Single Umpire	Two Umpires	Single Umpire Grand Final	Two Umpires Grand Final
Open Age T20 Comp	$100	$90 each	$120	$110 each

- Team lists must be uploaded on **PlayHQ** before the toss.
- Scoring must be completed **online on PlayHQ and on a scoresheet / in a scorebook— no exceptions**.
- Match results MUST be entered into PlayHQ within 48 hours of the match start time. Matches will be locked at 9.00am Tuesday. Clubs will be charged a $50 administration fee to have a match unlocked.