

## Junior - Stage 1 Format Rules



### Application

- a) Cricket Illawarra Junior Competition – Stage 1 Formats
  - Level 0 – Under 10
  - Level 1 – Under 11
  - Level 2 – Under 11
- b) Game Conduct – played in accordance with the Association Competition Administration rules (PCA-000), the Junior General Competition rules (PC-J0GC) and the Codes & Policies.
- c) Document Structure – basis from the [MCC Laws of Cricket](#). Unless conditions are specified differently in this document, the MCC Laws of Cricket should always be adhered to.
- d) Reference documents – see association website [cricketillawarra.org.au](http://cricketillawarra.org.au)
- e) Age Category Team Nominations – should numbers entering a specific Level be deemed not viable and a combined age & or level category competition is formed, the Level containing the most nominated teams, that Level denote rules will apply.

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## The Laws of Cricket: The Preamble - The Spirit of Cricket

(see PC-J0GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains, coaches & managers responsible always for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### Law 1 – The Players

Law 1 shall apply.

#### A. Players Age

1. Age category – at the start of the season
  - ✓ Under 10 – players aged 9 & 8 years old
  - ✓ Under 11 – players aged 10 & 9 years old
2. Minimum requirement – completed the Master Blaster program.

#### B. Nomination of Team

1. Ideal team number = 7 players
2. Minimum team number = 5 players for a game to commence.
3. Greater than Ideal team number – is allowed, noting player participation opportunities will be affected.
4. Team line-up
  1. Exchanged at the toss containing the player names participating in the game.
  2. Failure to exchange lists may result in no points being awarded to either side.

#### C. Player Participation Opportunities

1. All players must bat and bowl.
2. Team Breach of Player Participation rule – will be handled by the PC-J0GC-Players rule.

#### D. Clothing

1. Dress standard – players are required to always observe the dress standards, wearing predominately white attire (long pants, shirt, socks, enclosed footwear) with a Club coloured cap or white hat.
2. Playing shirts – approved coloured shirts are optional; provided all players in the team are wearing the same shirt design.

#### E. Safety Equipment

1. Helmet requirement
  1. Worn always whilst batting & wicket-keeping.
  2. Minimum Australian Standard – must display label approval (BS7928:2013) or greater year.
2. Protective Items – although taken for granted, it is essential
  1. when batting and wicket-keeping, all participants use correct leg pads, gloves and protectors when playing with cricket balls.
  2. Wearing additional protection – optional based on game conditions and/or personal preference.

### Law 2 – The Umpires

Law 2 shall apply. (also see PC-J0GC-The Umpires)

#### A. Operation

1. Bowler End Officiating – umpires alternate after every 5 completed overs. Bowling team umpire has first over.

2. Starting New over – umpires should only permit starting, having confirmed the scorers are ready for play.

**B. Law 2.7 Fitness for play (2.7)** shall apply subject to

1. Weather Conditions

1. Unless games have been cancelled (Association or by Team official agreement prior to start) all teams must attend the allocated venue (see PC-J0GC-Wet Weather).
2. Teams to remain at venue for at least 1 hour (from scheduled start time) to evaluate the possibility of play starting and continuing (see PC-J0GC-Fitness for Play).

2. Changing ground conditions

1. Teams are allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires.
2. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman.

3. Pitch Surface

Pitch surface may be swept during the game at the captains or umpires' discretion.

4. Lightning – (see PC-J0GC- Junior Lightning Safety Code)

## Law 3 – Scorers

Law 3 shall apply. (also see PC-J0GC-Scorers & Scoring)

**A. Game Day Scoring**

1. Complete game & player information to be recorded and maintained.
2. Start New over – scorers signal the umpires confirming ready for play to continue.

**B. Online System Detail Requirement**

1. After each game – complete game & player information must be entered (see Law 16)
2. Mandatory system information
  1. Game summary detail – all types of extras itemised
  2. Player batting –
    - (Level 0, 1) – total runs – itemised number of outs, balls faced, 4s & 6s.
    - (Level 2)
      - full score card with dismissal detail
      - total runs, itemised 4s & 6s, FOW, balls faced, (time optional)
  3. Player bowling – itemised; overs, maidens, wickets, runs and importantly number of wides & no-balls
  4. Player fielding – itemised; number of catches, wicket-keeper catches, stumping. (Run outs optional)

*Note: Data is a Cricket Australia mandatory requirement used in the game format analysis.*

## Law 4 – The Ball

Law 4 shall apply.

Detail	Level 0, 1	Level 2
Size / circumference	modified soft ball /21-22.5cm	Junior - leather
Weight	120-140g	142g
Colour		Red
Approved brand	Kookaburra	Kookaburra
Approved type	Star (137g, 22cm)	Practice or Star
Ball usage	2 games (or more) if still in good condition	New ball compulsory at start of each innings

(Level 2) Ball type – agreement required with same type used within game on the pitch surface

## Law 5 – The Bat

Law 5 shall apply.

- a) Recommended Bat size – Size 4 (weight <1.8lb or <800gm)

## Law 6 – The Pitch

Law 6 shall apply subject to.

### A. Area of pitch (6.1)

- a) Pitch length – 16 metres from stump to stump.
- b) Stump position – for simplicity in measurement, stumps will be brought in at one end. (see Appendix- Pitch Setup)
- c) Pitch surface
  - Concrete only,
  - portable Flicx Pitch (rolled out on concrete or a firm base / outfield),
  - artificial synthetic covering.
- d) Pitch width – determined and defined by
  - (Concrete pitch only) – width of concrete
  - (Portable Flicx Pitch) – width of rolled out material
  - (Artificial covered pitch) – width of the artificial covering

### B. Fitness of pitch for play (6.2)

Pitch surface may be swept during the game at the captain or umpire discretion.

## Law 7 – The Creases

Law 7 shall apply subject to;

- a) Pitch being shortened, the front popping crease should be remarked with chalk or tape that is easily removable. (Paint should be avoided as the full pitch length could be used by older age groups).

## Law 8 – The Wickets

Law 8 shall apply subject to;

- a) Free-standing portable stumps (with removable bails) shall be used to sit atop of the pitch surface at the shortened end.

## Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply.

## Law 10 – Covering the Pitch

Law 10 shall apply.

## Law 11 – Intervals

Law 11 shall apply subject to;

- a) Drinks break (not exceeding 4 minutes) may be taken at the change of bowling ends and change of innings.

## Law 12 – Start of Play; Cessation of Play

### A. Playing Times

Details	20 Over Game		
	Start	Finish	Minutes
Game	8:00	10:00	120
Session 1	8:00	8:55	55
Break (innings change)			10
Session 2	9:05	10:00	55
Cut-off / Add-on Time		10:30	30
Game (Special)	10:30	12:30	120
Session 1	10:30	11:25	55
Break (innings change)			10
Session 2	11:35	12:30	55
Cut-off / Add-on Time		1:00	30

1. Scheduled Times
  1. Subject to interruptions
  2. Special – start times as listed in draw with subsequent sessions adjusted accordingly
  3. Laws 12.6, 12.7, 12.8 shall NOT apply.
2. Session Times
  - Duration – time from its commencement
  - Next Session – commences immediately after the previous session concludes.
  - Team batting first – bats during session 1.
  - Team fielding first – bats during session 2.
3. Cut-off / Add-on Time
 

Time is added to the end of each day to the maximum Cut-off time should

  1. Lost ball or injury occurs.
  2. Interruptions and Lost time occur.

### B. Lost Time

1. Objective
  1. Rearrange the time remaining and overs, so both teams have the opportunity of batting for the same duration and number of overs.
  2. All Add-on time available on day to be utilised before any reduction in time and overs occurs.
  3. Cut-Off time on day not to be exceeded.

2. Calculation of the lost time, overs per team and Player opportunities
  1. Time & Overs = follow Appendix-Lost Time Guide.
  2. New Session times = remaining game time is divided equally between both teams with new session Cut-off times determined and advised.
  3. Player opportunities = Batting (balls faced) and Bowling (overs bowled) is proportionally reduced to revised overs per team. (see Appendix-Table 1 - Player Participation)

### C. Final Series Time

(see Law 16(E)-Final Series Structure & Law 13(F)-Final Series Conditions)

Level 2 Only

1. Semi-final
  1. Date & Day
    - Scheduled play – weekend 1 on Saturday.
    - Nominated reserve day – weekend 1 on Sunday
2. Final
  1. Date & Day
    - Scheduled play – weekend 2 on Saturday
    - Nominated reserve day – weekend 3 played on the Saturday.

## Law 13 – Innings

### A. Number of Innings

1. Both teams will each receive 1 innings, limited to a maximum batting time & quota of overs.
  - Maximum batting time = see Law 12-Playing Times table
  - Game length = 20 overs each
2. Constitute a game – both teams must each receive 7 overs.

### B. Completed Innings

1. Definition – when the full quota of overs available to a team has been bowled / faced.

### C. The Toss

1. How – the captains shall toss for the choice of innings,
  - on the field of play and in the presence of the umpires.
  - Home captain to toss, Away captain to call
2. When –
  - No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled game start time.
  - Not until the minimum number of players per team are in attendance.
3. Notification – captain winning the toss must immediately notify the opposing captain and umpires of the decision to bat or bowl. Note the provision of Law 1.3 (Captain).

### D. Length of Innings

1. Each team will bat for a maximum length of time or quota of overs.
2. Where the team batting first innings is deemed completed under (B), the team batting second is entitled to bat for its allotted session time and receive its maximum quota of overs.
3. Lost Time
  1. Team batting second shall not bat for a greater time or overs than the team batting first, unless the team batting first innings is completed under (B).

2. Constitute a Game – an opportunity for the minimum quota of overs to both teams unless the innings is completed under (B).
4. Batting Opportunities – see Law 25-Batter's Innings

#### **E. Bowling & Maximum Overs**

1. Bowling Opportunities – All nominated participants on the day must bowl.
2. Maximum & Minimum overs per bowler
  - set as per Appendix-Table 1 - Player Participation
  - Coaches are encouraged to rotate the opportunity for players to bowl maximum overs in a game.
3. Lost Time & Team overs are reduced
  1. Overs per bowler – adjusted according as per Appendix-Table 1 - Player Participation.
  2. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

#### **F. Final Series Conditions**

1. Playing Conditions – as per normal rounds. Divided time applies.
2. Lost Time
  1. Add-on Time – is available to Cut-off Time (see Law 12 (A) Playing Times table). Only the actual time lost will be added. If time lost is greater than the Add-on time, then Law 12 (B)-Lost Time applies.
  2. Nominated Reserve day – only used should initial Schedule day be a total washout or game started and not constituted (with initial game figures & stats cleared & restarted)
  3. Game Result – overs have been reduced, determined by Law 16 (A)-Determining the Result.

## **Law 14 – The Follow-On**

Law 14 shall not apply. No follow-on in Stage 1 Junior Formats.

## **Law 15 – Declaration and Forfeiture**

Law 15 shall not apply. No declaration in Stage 1 Junior Formats.

## **Law 16 – The Result**

#### **A. Determining the Result**

1. Winning team
  1. has scored more runs than the opposition, when each team has received the designated number of overs.
  2. Interrupted constituted game – where the team batting second does not receive the designated number of overs – team with the higher 'Batting Average'.
2. Game status & result
  1. 'Abandoned' (no result or Draw) – game commenced, either one or both teams is prevented from receiving its allocated number of overs and a result has not been achieved. (Game not constituted)
  2. 'Cancelled' – game did not commence from an interruption. (no delivery bowled, total wash out)
  3. 'Tie' – at the completion of the game; both teams have scored the same number of runs (as per Laws of Cricket).

#### **B. Calculation of Batting Average**

Team Batting Average = Total Team Runs For / Total Team Wickets Lost

### C. Entering Results in Cloud System

1. Game results and player statistics
  - must be submitted after the completion of each game (including washouts) by the stipulated time.
  - minimum information required – see Law 3
2. Game team line-up
  - must only contain the players who physically attended and participated.
  - all non-attending players must be removed.
3. Details & timing required – see PC-J0GC-Submission of Cloud System Results

### D. Competition Points

1. Ladder Display – purpose of seeing development

<i>System Result Code</i>	<i>Points</i>	<i>Comment</i>
Win	5	
Lost	1	
Forfeit Win	5	
Forfeit Loss	0	
Tie	3	
Cancelled	2	game not started (or total wash out)
Abandoned or N/R		game started & abandoned with no result
Bye	0	
Bye (uneven rounds)	X	Association only manual update average points

### E. Final Series Structure

Level 0 & 1

- No final series contested, development competition phase only (no premiers)

Level 2

1. Final Ladder position ranking – ordered by Total Ladder Points > Separator = Quotient
2. Number of Contesting Teams = top 4
3. Structure Type = 2-Stage Series Type
  - Semi-finals – Teams 1v4, 2v3
  - Final – SF winners

## Law 17 – The Over

Law 17 shall apply subject to;

### A. Operation

1. Overs must all be bowled from the same end.
2. Over Ball limit – 6 deliveries per over except when;
  - Dead ball is called – this ball will be re-bowled.
3. Any wides & no-balls are NOT to be re-bowled.
4. Batters change ends at the end of each over.



## Law 18 – Scoring Runs

Law 18 shall apply.

### A. Dismissal Consequence

1. Each time a batter is dismissed – runs are added to fielding team score
  - (Level 0) – no consequence, 0 runs
  - (Level 1 & 2) – 4 runs.

## Law 19 – Boundaries

Law 19 shall apply. (also see Appendix-Boundary Setup)

- a) Boundary size – 40 metres (maximum & recommended size with 35 metres as minimum).
- b) Boundary measured from the batting end stumps.

## Law 20 – Dead Ball

Law 20 shall apply.

- a) Dead Ball is called, if the ball deviates from the edge of the wicket-matting, concrete, or a raised turf pitch, with the ball being re-bowled.

## Law 21 – No Ball

Law 21 shall apply subject to; general guides listed below (MCC Law)

- a) No-ball is called, with one penalty run being added to the team score when:
  1. part of the bowler front foot is not behind the popping crease (21.5)
  2. should the bowler break the wicket in delivering ball (21.6)
  3. any ball that bounces more than twice before reaching the batting crease (21.7)
  4. any ball that lands or bounces off the pitch (21.7)
  5. any ball comes to rest in front of striker's wicket (21.8)
  6. any ball after pitching, passes or would have passed over head height of the striker standing upright at the popping crease (21.10)
  7. the ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball (41.6)
  8. the ball is above waist high of the batter in a standing position for a full toss (41.7)
- b) No-ball is NOT to be re-bowled.

Note: additional completed runs

1. Ball hit by bat – batter also gets credited with any completed runs.
2. Ball misses' bat – any completed runs are scored as byes.
3. Ball strikes batter body & misses' bat – any completed runs are scored as leg byes.
4. Team running total – add the penalty plus all additional completed runs

## Law 22 – Wide Ball

Law 22 shall apply subject to.

- a) Calling a wide – any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch.
- b) Wides are NOT to be re-bowled, with one run being added to the batting team score.

## Law 23 – Bye and Leg Bye

Law 23 shall apply.

## Law 24 – Fielder's Absence; Substitutes

Law 24 shall not apply.

- a) Only an eligible player may act as a sub fielder (see PC-J0GC-Substitute fielder).
- b) Team short on players – the opposition shall lend players to the fielding team (maximum 7 players on the field).

## Law 25 – Batter's Innings

Law 25 shall apply subject to.

### A. Player Opportunities

1. Nominated players – all players must bat & face the required number of balls, irrespective of the number of times dismissed.
  2. Batters compulsorily retire after facing the ball limit
    - set as per Appendix-Table 1 - Player Participation
  3. Extra ball in innings to be bowled – the batter facing at the time will face.
  4. Batter Ball Count – all balls faced including no-balls & wides
  5. Lost Time & Team overs are reduced
    - Player ball faced – adjusted accordingly as per Appendix-Table 1 - Player Participation
  6. Maximise participation – coaches should rotate the batting order each game.
- 
4. Bowling Opportunities – All nominated participants on the day must bowl.
  5. Maximum & Minimum overs per bowler
    - set as per Appendix-Table 1 - Player Participation
    - Coaches are encouraged to rotate the opportunity for players to bowl maximum overs in a game.
  6. Lost Time & Team overs are reduced
    3. Overs per bowler – adjusted accordingly as per Appendix-Table 1 - Player Participation.
    4. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

### B. General

1. Batters change ends at the end of each over.

### C. Dismal Consequences

Each time a batter is dismissed

1. runs are added to fielding team score
  - (Level 0) – no consequence, 0 runs
  - (Level 1 & 2) – 4 runs.
2. Following a dismissal – batter to swap end. If a run out – not out batter faces the next delivery.

### D. Protective Equipment – The Batter

Players while batting must wear – helmet with grille fitted, protector, leg guards & batting gloves.

## Law 26 – Practice on the Field

Law 26 shall apply.

## Law 27 – The Wicket-Keeper

Law 27 shall apply subject to;

### A. General

1. Requirement – 2 keepers per innings, 10 overs per keeper
2. Lost time & overs are reduced – half the innings overs per keeper

### B. Protective Equipment – The Wicket-Keeper

At all times, players while keeping must wear leg guards, protector, keeping gloves & helmet with grille fitted

## Law 28 – The Fielder

Law 28 shall apply subject to;

### A. Number of Fielders

1. On field, play in progress – 7 fielders maximum, however other players may be rotated through the field (Substitutes – see Law 24)
2. Fielding position experience – player fielding rotations can be implemented at the Coach discretion.

### B. Safety – Restricted area

1. Safety & encourage singles - at the instant of delivery
  - No fielders within 15 metres of batter or each other (except wicket-keeper)
2. No player may enter this restricted area until the ball:
  1. is hit by the batter, or
  2. strikes the body, or
  3. strikes the equipment of the batter, or
  4. passes through to the wicket-keeper.

## Law 29 to Law 35 – Types of Dismissals

Law 29 to Law 35 shall apply.

- Law 29 – The Wicket Is Down
- Law 30 – Batter Out Of His/Her Ground
- Law 31 – Appeals
- Law 32 – Bowled
- Law 33 – Caught
- Law 34 – Hit The Ball Twice
- Law 35 – Hit Wicket

## Law 36 – Leg Before Wicket

Law 36 shall not apply. All modes of dismissal count, except a batter CANNOT be dismissed LBW.

## Law 37 to Law 40 – Types of Dismissals

Law 37 to Law 40 shall apply.

- Law 37 – Obstructing The Field
- Law 38 – Run Out
- Law 39 – Stumped
- Law 40 – Timed Out

## Law 41 – Unfair Play

Law 41 shall apply with the following amendments and interpretations.

Application and use of the Unfair Play rule should follow a common sense approach considering the player skill level and junior development goals. Awarding of penalty runs shall not apply.

### A. Bowling of dangerous and unfair short-pitched deliveries (41.6)

1. Law 41.6.2 – the unfair short-pitched bowling is amended to shoulder height. (Not above head height)
2. Law 41.6.3 – the umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
3. Laws 41.6.4 & 41.6.5 shall not apply.

### B. Bowling of dangerous and unfair non-pitching deliveries (41.7)

1. Law 41.7.1 – above waist height applies. The umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
2. Laws 41.7.2, 41.7.3, 41.7.4 shall not apply.

## Law 42 – Players Conduct

Law 42 shall not apply, replaced with;

- a) Teams, players, and officials must adhere to the Associations' 'Codes of Behaviour' as adopted.
- b) Law 42.1 – Unacceptable conduct – all breaches shall be reported and handled in accordance with the Associations' Junior Code of Behaviour document.

## Appendix

**TABLE 1 – PLAYER PARTICIPATION – BATTING & BOWLING PER PLAYER BREAKDOWN**

1. Player Participation Limits
  - set & based on game day factors – Team Overs and Players per Team
  - as team overs reduce (& team size increases) – level of involvement & participation per player decreases
  - Denote \* = Ideal team player number
  - Team number > 10 – balls faced & overs per player – common sense approach
2. Coach Requirement – follow Table 1, encouraged to maximise & rotate player opportunities each game

Batting – all players must

- Bat in an innings
- face the required number of balls, irrespective of the times dismissed

Bowling – all players must

- Bowl in an innings
- bowl the specified Over limit

Team Overs	Batting – Players Per Team (Players Balls Faced)					Bowling – Players Per Team (Players x Overs)				
	5	6	7 *	8	9	5	6	7 *	8	9
20	24	20	17	15	13	5x4	2x4 4x3	3x4 2x3 2x1	6x3 2x1	4x3 3x2 2x1
19	22	19	16	14	12	4x4 1x3	1x4 5x3	2x4 3x3 2x1	5x3 1x2 2x1	3x3 4x2 2x1
18	21	18	15	13	12	3x4 2x3	6x3	4x3 3x2	4x3 2x2 2x1	2x3 5x2 2x1
17	20	17	14	12	11	2x4 3x3	1x4 3x3 2x2	4x3 2x2 1x1	3x3 3x2 2x1	1x3 6x2 2x1
16	19	16	13	12	10	1x4 4x3	4x3 2x2	3x3 3x2 1x1	2x3 4x2 2x1	7x2 2x1
15	18	15	12	11	10	5x3	3x3 3x2	3x3 2x2 2x1	2x3 3x2 3x1	6x2 3x1
14	16	14	12	10	9	4x3 1x2	2x3 4x2	7x2	6x2 2x1	5x2 4x1
13	15	13	11	9	8	3x3 2x2	1x3 5x2	6x2 1x1	5x2 3x1	4x2 5x1
12	14	12	10	9	8	2x3 3x2	6x2	5x2 2x1	4x2 2x1	3x2 6x1
11	13	11	9	8	7	1x3 4x2	5x2 1x1	4x2 3x1	3x2 5x1	2x2 7x1
10	12	10	8	7	6	5x2	4x2 2x1	3x2 4x1	2x2 6x1	1x2 8x1
9	10	9	7	6	6	4x2 1x1	3x2 3x1	2x2 5x1	1x2 7x1	9x1
8	9	8	6	6	5	3x2 2x1	2x2 4x1	1x2 6x1	8x1	8x1 1x0
7	8	7	6	5	4	2x2 3x1	1x2 5x1	7x1	7x1 1x0	7x1 2x0

**LOST TIME CALCULATION – OVER REDUCTION GUIDE**

**TABLE 2 –Lost Time in Session 1**

For time lost

- PRIOR to play, reduce innings by 1 over per team for each WHOLE 5.6 minutes lost.
- DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 5.6 minutes lost.

**TABLE 3 – Lost Time in Session 2**

Time lost

- DURING INNINGS of the TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 2.8 minutes lost.

**Table 2**

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
6	1	45	8
11	2	50	9
17	3	56	10
22	4	62	11
28	5	67	12
34	6	73	13
39	7		

**Table 3**

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
3	1	22	8
6	2	25	9
8	3	28	10
11	4	31	11
14	5	34	12
17	6	36	13
20	7		

## BOUNDARY SET UP – ONE END BOWLING

# BOUNDARY SET UP

  
**FORMAT**  
20 over

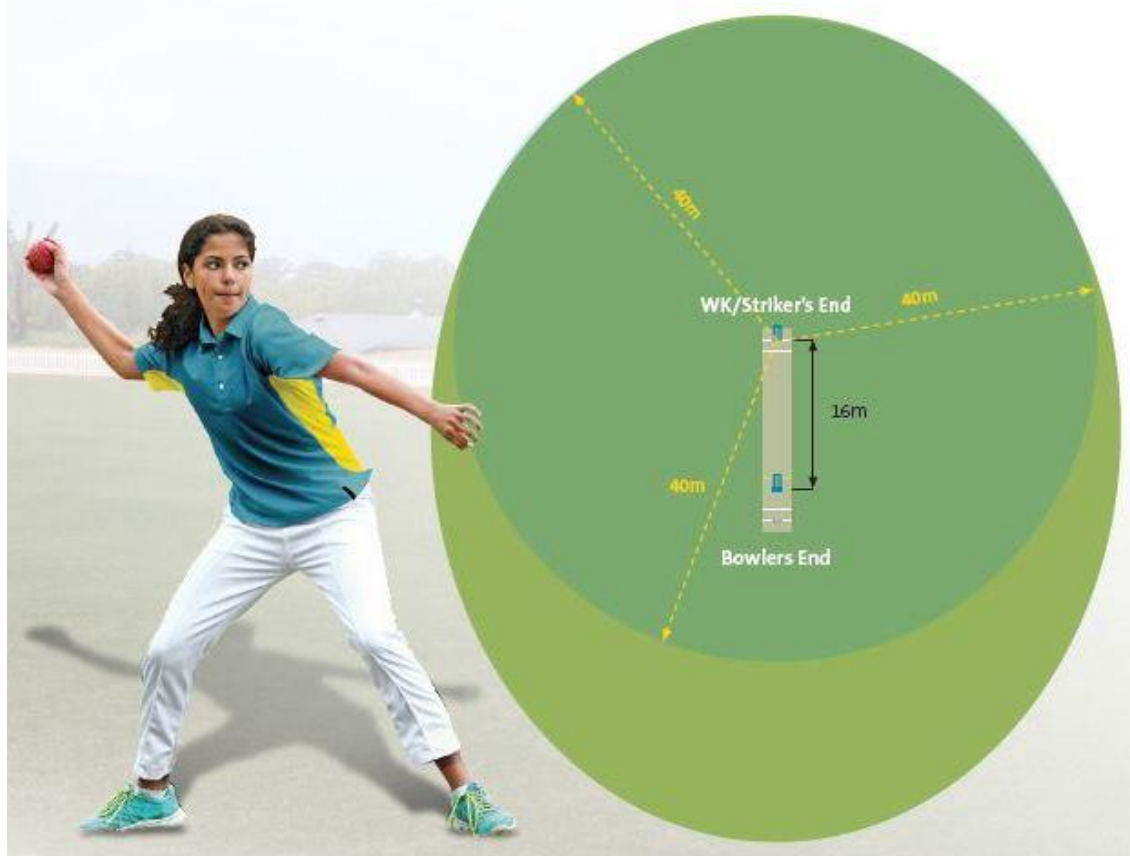
  
**TIME**  
120 mins

  
**PLAYERS**  
7

**Pitch** 16m (stump to stump)

**Boundary** 40m max. Circle measured from the batter's end stumps.

**Stumps** Portable at bowlers end



- 1. Boundary size** – sizes may be modified in part or whole, to compensate for varying ground sizes however recommendations should be adhered to.
- 2. Boundary definition** –
  - Marked using plastic PVC cones or domes no more than 20 metres apart
  - Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked
  - All aspects to be agreed to by both coaches and/or captains.
- 3. Boundary obstacles** – any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off.

### PITCH SET UP – ONE END BOWLING

