



WESTERN CRICKET ZONE

2024-25

PLAYING CONDITIONS

40 OVER MATCHES

(UNDER 12s)



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2024-25 PLAYING CONDITIONS – 40 OVER MATCHES (UNDER 12)

APPLICATION

These Playing Conditions shall apply to 40 over matches in the Under 12 Western Zone competitions.

Except as varied hereunder, the *Laws of Cricket 2017 Code (3rd Edition - 2022)* shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Western Cricket Zone.

1. THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The team

- (a) A team shall consist of up to 12 players.
- (b) Only 11 players are allowed to field whilst the opposition team is batting.
- (c) Eleven players only shall be permitted to bat in an innings. The non-batter does not need to be nominated prior to the commencement of the match.
- (d) All players are permitted to bowl.
- (e) No restrictions shall apply to where a player can bat if they have been off the field for any period of time prior to the completion of the first innings.

1.2 Player Eligibility

Players participating in the Western Zone Under 12 competition must be under the age of 12 at 31 August prior to the cricket season in question, unless otherwise approved by the Committee.

1.3 Two teams in an age group

Where an Association fields 2 teams in an age group:

- (a) A maximum of 2 players may be permitted to play for the other team. Otherwise, a player shall only be permitted to play in one team.
- (b) Where a player has played for both teams, that player will only be eligible for the team that the player first played for the finals.

Exemptions can be sought on application to the Committee of Management.

2. THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Law 2.1 Appointment and attendance

Law 2.1 Appointment and attendance applies subject to the following:

- (a) Where only one appointed umpire is present that umpire shall officiate at the bowler's end only.



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2.2 Team officials acting as substitute umpires

- (a) In situations where no official umpires are present, team officials (coach, manager etc) from either or both teams may officiate.
- (b) Where only one official umpire is present a team official from the fielding side shall officiate at the striker's end.
- (c) A team official acting as an umpire may exert control over both their team captain and players as is necessary.

2.3 Lightning

Play shall cease immediately in the event that a lightning flash is followed by thunder **less than 40 seconds later**. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition.

2.4 Extreme heat

Refer to the *Extreme Heat* policy.

3. THE SCORERS

Law 3 shall apply.

4. THE BALL

Law 4 shall apply subject to the following:

- (a) A new ball will be used at the start of each innings.
- (b) The balls approved for use in each competition are as follows:

Competition	Approved ball
U12 competition	red 142 gram, 2-piece Kookaburra Red King

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply subject to the following:

6.1 Pitch length

The pitch shall be 18 metres in length, measured from stump to stump. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).



6.2 Pitch type

It is preferred if matches are played on turf but may be played on synthetic.

6.3 Transfer of matches (turf to synthetic)

Where no play is possible on turf due to wet weather these matches shall be transferred to synthetic.

Players are to come prepared with rubber soled boots to all matches.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply subject to the following:

11.1 Interval between innings

- (a) There shall be a 40 minute interval between innings, computed from the end of the innings of the team batting first.
- (b) If the innings of the team batting first ends ahead of the scheduled or rescheduled time for the end of the first session, the interval shall not for any circumstances be reduced or deferred except as provided for in (c) below.
- (c) Where the innings of the team batting first ends in 20 overs or less, the length of the interval is reduced to 15 minutes. The match is then played to completion with no further intervals other than drinks breaks.
- (d) Once all extra time (clause 12.2) and recouped time (clause 12.3) is exhausted and where an additional 80 minutes or more of playing time is lost during the innings of the team batting first, the length of the interval is reduced as follows:

Actual playing time lost	Interval
81 – 120 minutes	25 minutes
121 minutes or more	15 minutes



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11.2 Interval for drinks

- (a) One drinks intervals per innings shall be permitted, taken at the halfway point of the innings.
- (b) No drinks interval shall be scheduled if an innings is reduced to less than 25 overs.
- (c) Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- (d) If a wicket falls, or a batter retires during the over which a drinks interval is scheduled at the end of then drinks shall be taken immediately.
- (e) Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- (f) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play

1st Session	10:00am to 12:40pm
Innings Interval	12:40pm to 1:20pm
2nd Session	1:20pm to 4:00pm

Western Cricket Zone reserves the right to amend the start and finish times of all matches.

12.2 Extra time

A total of 60 minutes of extra time is available where the start of play is delayed, or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

12.3 Recouped Time

Should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described in 12.2 above before any overs are reduced.

13. INNINGS

Law 13 shall apply subject to the following:



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13.1 Uninterrupted match

- (a) Each team shall bat for 40 (six-ball) overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (160 minutes), play shall continue until the required number of overs has been bowled.
- (c) Where the first innings goes over 160 minutes in duration the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.
- (d) If the team fielding second fails to bowl its quota of overs in less than 160 minutes, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (e) There are no over rate penalties in this competition. Teams unable to maintain the required over rate of 15 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting). Note: Law 41.9 can only be utilised during an innings and not after the innings has been completed.

13.2 Delayed or interrupted matches

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 20 overs each team, subject to the provisions of clause 13.3)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.
- (b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) If an over recalculation arrives at a figure that includes a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Over reductions

- (a) No overs shall be lost until 60 minutes of playing time has been lost (refer to clause 12.2). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 60 minutes described above before overs are reduced (refer to clause 12.3).
- (b) Once all available make up time as described in (a) above has been exhausted, the overs remaining in the match shall be calculated as follows:



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- (i) The umpires are to determine the length of time, in minutes, from the proposed restart time to the re-scheduled finish time, deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.
- (ii) The total number of playing minutes that remain to the re-scheduled finish time shall be divided by four (4) to determine the maximum number of overs that remain in the match.
- (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams such that both teams are allocated an equal number of overs. The addition of one extra over to make the number equal is permitted.
- (c) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- (d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 Number of overs per bowler

- (a) No bowler shall bowl more than 8 overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- (c) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

13.5 Restrictions on youth bowlers

- (a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below.
- (b) Length of spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 14	5	8
Under 13	4	8

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions outlined below.

- (c) Rest periods



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The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in (b) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

(d) Change of bowling type

Where a bowler changes between medium pace (or faster) and spin/slow bowling during an innings:

- (i) if the bowler begins with medium pace (or faster), the bowler is subject to this Playing Condition throughout the day; and
- (ii) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), this Playing Condition applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of winner

- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 12.3, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- (b) A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum of 20 overs because:
 - (i) The innings of the team batting first could not commence by 2:05pm daylight saving time, or
 - (ii) The innings of the team batting second could not commence by 3:40pm daylight saving time, or
 - (iii) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its commencement.



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- (c) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- (d) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth-Lewis-Stern (DLS) Method.

16.2 Target score

- (a) If, due to suspension of play after the start of the match, the number of overs in the innings of either team is reduced to a lesser number than originally allotted (minimum of 15 overs), then a revised target score should be set using the DLS method. The target set will always be a whole number and one run less will constitute a Tie.
- (b) If the innings of the side batting second is suspended (with at least 20 overs) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS Par Score determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3 Competition points

- (a) Points shall be awarded for results gained, as follows:

Result	Points
Win	6
Win with bonus point – refer to (c) below.	7
Tie	4
Loss	2
No Result	4
Forfeit Loss	0

- (b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.
- (c) Bonus point
 - (i) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two-thirds ($1\frac{2}{3}$) times that of the opposition.
 - (ii) In order for the team batting second to gain one bonus point, the victory must be achieved by the end of the 24th over (or in a reduced overs match, in no more than 60% of its maximum number of overs).
 - (iii) Where a match is shortened, and the target revised through the DLS method, the bonus point run-rate ((i) above) and defensive target ((ii) above) are derived as a function of the revised target score and maximum overs.



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(iv) Forfeits

A team will be determined to have forfeited the match where it fails or refuses to play the match.

Where a team loses by forfeit, it shall receive no points.

Where a team wins by forfeit, it shall receive win points notwithstanding that win with bonus points shall be awarded if another team wins a match with a bonus point in the same competition round.

16.4 Qualifying for the Finals

- (a) At the completion of the preliminary rounds, teams will be ranked based on their position on the points table.

Rankings will be determined by the highest number of competition points. In the event of two or more teams having an equal number of competition points, the team with the highest Net Run Rate shall occupy a higher relative position.

- (b) Each season, the Committee will determine the number of teams to qualify for the finals in each competition and the structure of the finals series.

For a 4 team finals series, the 4 highest ranked teams will contest the semi finals; First will play Fourth and Second will play Third. The winner from each Semi Final match will contest the Final.

Where a competition has a final only, the two highest ranked teams shall contest the Final.

16.5 Net run rate

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. That is:

Net Run Rate = Team run rate per over – opposing team run rate per over

In the event of a team being all out in less than its full quota of overs, the calculation of its team run rate is based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

16.6 Tie or No Result in the Finals

- (a) If the result of a Finals match is a tie, the highest ranked team shall be declared the winner.
- (b) Where no play is possible on the date scheduled for the Final, the match shall be rescheduled to the nominated reserve date.
- (c) If there is no result in a Finals match, the highest ranked team shall be declared the winner.



16.7 Submission of match results

Both teams are to ensure than full match results have been entered into PlayHQ by 10pm on the Tuesday following the match.

Full match details are to include the match scores and result as well as the full match scorecard (i.e. all batting, bowling and fielding statistics including batter dismissal and fall of wicket details).

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply with the addition of the following:

19.1 Minimum boundary size

The minimum boundary size for all matches shall be 40 metres.

19.2 Maximum boundary size

The maximum boundary size for all matches shall be 50 metres.

19.3 Setting boundaries

Boundaries, where possible, must be positioned closer to the maximum distance rather than the minimum distance as defined above.

The aim shall be to provide the largest possible playing area, subject to no boundary exceeding 50 metres from the centre of the pitch being used.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

- (a) The delivery following a No ball shall be a free hit for whichever batter is facing it. 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.
- (b) 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.
- (c) Field changes are not permitted for free hit deliveries unless:



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- (i) There is a change of striker, or
- (ii) The No ball was the result of a fielding restriction infringement (Refer Playing Conditions 28.2 and 28.3), in which case the field may be changed only to the extent of correcting the infringement.
- (d) For clarity, the bowler can change his/her mode of delivery for the free hit delivery.
- (e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

21.2 Ball bouncing over head height of the striker

Law 21.10 (Ball bouncing over head height of the striker) shall not apply. Refer to clause 22.1.

22. WIDE BALL

Law 22 shall apply subject to the following:

22.1 Ball bouncing over head height of the striker

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.

Note: Wides are as per the Laws of Cricket and not under the stricter interpretation that is often applied in limited overs cricket.

23. BYE AND LEG BYE

Law 23 shall apply.

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Interchange of fielders

- (a) Unlimited rotation of fielders without restriction shall apply to any person within the nominated team as defined by Playing Condition 1.1 provided no playing time is wasted.
- (b) In the event that a player who is not included the nominated team enters the field (i.e. a substitute fielder) the player leaving the field shall be subject to Penalty Time in accordance with the Laws of Cricket (refer Laws 24.2 and 24.3).

25. BATTER'S INNINGS; RUNNERS

Law 25 shall apply with the addition of:

25.1 Protective equipment – the batter

- (a) A batter must wear a compliant helmet at all times when batting.
- (b) The umpires are responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.



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- (c) The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply with the addition of the following:

27.1 Protective equipment – the wicket-keeper

- (a) A wicket-keeper must wear a compliant helmet at all times when keeping up to the stumps.
- (b) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.

28. THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Close fielders not allowed

- (a) No player at any time (with or without a helmet) shall be permitted to field closer than ten (10) metres from the batsman's position on the popping crease on a middle stump line (for example short leg, short cover, silly point etc)
- (b) Fielding positions behind the popping crease on either side of the wicket are exempt from (a) above.

28.2 Limitation of on side fielders

- (a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.
- (b) At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.
- (c) In the event of infringement of this Playing Condition by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Restrictions on the placement of fielders

- (a) Segment 1 - For the first 8 overs of the innings, two fielders must be on the boundary (i.e. within 4 metres of the boundary at the bowlers point of release).
- (b) Segment 2 - For overs 9 to 40 a team must have a total of 4 impacted players. i.e. players either fielding on the boundary or in the slips cordon.
- Slips cordon is inclusive of slips and gully only.



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A boundary fielder must be within 4 metres of the boundary.

Coaches/captains can use any combination of boundary and slips cordon fielding positions at their discretion however, they must total 4 during the period those restrictions are in play.

Under No circumstances shall players fielding at leg slip or leg gully positions be considered one of the four impacted players.

At the point at which the bowler releases the ball, the five (5) fielders who are not “impacted players” must be positioned in what would normally be considered as the area bounded by the inner fielding circle.

- (c) For any infringement of these fielding restrictions, either umpire shall call and signal No ball.
- (d) In circumstances when the number of overs of the batting team is reduced, the number of overs for each fielding restriction shall be reduced in proportion of 1:4 in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Segment 1	Segment 2
20	4	16
21	4	17
22	4	18
23	5	18
24	5	19
25	5	20
26	5	21
27	5	22
28	6	22
29	6	23
30	6	24
31	6	25
32	6	26
33	7	26
34	7	27
35	7	28
36	7	29
37	7	30
38	8	30
39	8	31
40	8	32



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29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF HIS/HER GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

41. UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 Bowling of fast short pitched deliveries

Note: in the Plate competition, a bowler is limited to one (1) fast short pitched delivery per over. The process described below shall be adjusted accordingly.



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- (a) A bowler shall be limited to two (2) fast short pitched deliveries per over.
- A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (b) The umpire at the bowler's end shall advise the bowler and the striker when each fast short pitched delivery has been bowled.
- (c) For the avoidance of doubt any fast short pitched delivery which is called a Wide under Playing Condition 0 (Ball bouncing over head height of striker) shall also count as one of the two (2) allowable short pitched deliveries in that over.
- (d) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- (e) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in (d) and (e) above and advise the bowler that this is his final warning for the innings.
- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to suspend the bowler immediately from bowling. If necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- The bowler thus suspended shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- The umpires will then report the matter to Western Zone who shall take such action as is considered appropriate against the captain and the bowler concerned.
- (h) This Playing Condition is not a substitute for Law 41.6 (Bowling of dangerous and unfair short pitched deliveries).
- (i) The warning sequence in this Playing Condition is independent of the warning and action sequence under any other Playing Conditions or the Laws.



2024-25 PLAYING CONDITIONS – 40 OVER MATCHES (UNDER 12)

41.2 Sight screen adjustment (time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the umpire shall require play to continue without the sight screen being moved.

42. PLAYERS' CONDUCT

Law 42 shall NOT apply. Refer to the Code of Conduct.



2024-25 PLAYING CONDITIONS – 40 OVER MATCHES (UNDER 12)

APPENDIX A: LOSS OF PLAY IN LIMITED-OVER MATCHES

Use Table A1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings by 1 over per team for each whole 8 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	104	13	200	25
16	2	112	14	208	26
24	3	120	15	216	27
32	4	128	16	224	28
40	5	136	17	232	29
48	6	144	18	240	30
56	7	152	19	248	31
64	8	160	20	256	32
72	9	168	21	264	33
80	10	176	22	272	34
88	11	184	23	280	35
96	12	192	24		

Use Table A2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 4 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	52	13	100	25
8	2	56	14	104	26
12	3	60	15	108	27
16	4	64	16	112	28
20	5	68	17	116	29
24	6	72	18	120	30
28	7	76	19	124	31
32	8	80	20	128	32
36	9	84	21	132	33
40	10	88	22	136	34
44	11	92	23	140	35
48	12	96	24		



APPENDIX B: OFF SIDE WIDE GUIDELINE

