



**SOUTHERN CRICKET  
ASSOCIATION**

## **SCA ONE-DAY PLAYING CONDITIONS**

### **SCA 1<sup>ST</sup> – 5<sup>TH</sup> GRADE**

	<b>Start</b>	<b>Lunch</b>	<b>Stumps</b>	<b>Overs per side</b>
1 <sup>st</sup> - 5 <sup>th</sup> Grade	10:30am	1:50pm to 2:20pm	5.40pm	50 Overs

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**Part 9 – SCA One-Day Playing Conditions – SCA 1<sup>st</sup> – 5<sup>th</sup> Grade**  
**Except as outlined below, Laws of Cricket (2017 Code) shall apply**

#### **1.0 Law 1 – The Players**

##### **1.1 Law 1.2 Nomination of Players**

The following shall apply in addition to Law 1.2;

- (1) Players Under 19, Under 17, Under 15 and Under 13 years of age must be noted on the team sheet prior to the toss being made. Refer PC 8.4
- (2) The umpires copy of the team sheet shall then be delivered to the Association (Umpires Advisor) following the completion of the match

## 2.0 Law 2 – The Umpires

The following shall apply in addition to Law 2 where one (1) umpire is allocated to a match;

### (1) Provision of Square-Leg Umpire

- (a) The batting side is responsible for providing, where necessary, a Square Leg Umpire from players registered with their club.
- (b) Team captains are responsible for the conduct of people used in the capacity of Square-Leg umpires. Team captains must ensure that the duty is carried out in a fair and competent manner.
- (c) All persons undertaking this duty must be made aware of the 'guidelines' by the team captain prior to taking the field. The officially appointed bowler's end umpire can call for the removal of persons who contravene any of the requirements of a Square Leg umpire.
- (d) A player who is reported during a game must not later act as Square Leg Umpire during the match.
- (e) The SCA COM will act against any club that fails to adhere to the spirit of the guidelines.
- (f) Where the circumstances warrant such action the captain of the fielding team has the right through the officially appointed bowler's end umpire to request that a person acting as Square Leg Umpire be replaced. If the bowler's end umpire agrees that such action is needed then the captain of the batting team must arrange an immediate replacement.

### (2) Guidelines for Square Leg Umpire

During SCA roster matches where only one (1) Match Umpire is appointed, the batting team is required to provide a square-leg umpire from its members. All teams must accept the responsibility of providing a suitable team member for this task.

- (a) All persons acting as square-leg umpire must wear a reflective green/yellow/orange jacket. These must be worn at all times. Each club is responsible for the maintenance of these jackets. All persons acting as square-leg umpire are expected to act with impartiality at all times and must refrain from coaching, acting as team messenger or becoming involved in unnecessary conversation or contact with the batters. Match Umpires are required to take action where this rule is not being adhered to.
- (b) The changing of square-leg umpire, which becomes necessary during the match, must not incur any wasting of time.
- (c) All persons acting as square-leg umpire must accept the instruction and guidance of the match umpire.
- (d) The square-leg umpire shall attend to the batting end stumps as required. Failure to do so shall incur a yellow card.
- (e) Decisions required by the square-leg umpire include the following:

- Stumping's
  - Run Out's
  - Hit Wicket
  - Short Runs
  - The position of the batter when a catch is effected and;
  - The officiating umpire may confer with the square-leg umpire for other decisions.
- (f) The officially appointed match umpire, in the case of an obvious error or misinterpretation of the Laws of Cricket (2017 Code), shall have the power/right to overrule or overturn a decision of the person acting as a square-leg umpire.
- (g) The square-leg umpire may hold drinks for the batters, for consumption between overs, as long as there are no delays caused by this arrangement.

### **3.0 Law 3 – The Scorers**

#### **3.1 Law 3.1 Appointment of Scorers**

Law 3.1 shall be replaced with the following;

Both teams are to supply scorers for the match to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### **4.0 Law 4 – The Ball**

#### **4.1 Law 4.2 Approval and control of balls**

The below shall be applied in addition to Law 4.2;

- (1) New 156g Kookaburra brand white balls, with SCA badging will be used in all matches.
- (a) The following types of Kookaburra Brand balls may be used in SCA 1<sup>st</sup> – 4<sup>th</sup> Grade matches
- Kookaburra Regulation 156g (White) or;
  - Kookaburra Club Match Ball 156g (White)
- (b) The following types of Kookaburra Brand balls may be used in SCA 5<sup>th</sup> Grade matches.
- Kookaburra Regulation 156g (White) or;
  - Kookaburra Club Match Ball 156g (White) or;
  - Kookaburra Senator 156g (White)

#### **4.2 Law 4.3 New Ball**

Law 4.3 shall be replaced with the following

Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement

weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpire(s) being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpire(s) and the Umpires' decision as to replacement or otherwise will be final.

#### **4.3 Law 4.5 Ball Lost of Becoming Unfit for Play**

The following shall apply in addition to Law 4.5;

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

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

#### **5.1 Law 9.2 Clearing debris from the pitch**

Law 9.2 shall be replaced by the following;

The synthetic pitch, where possible may be cleared of any debris by sweeping, or by hand before the match, or at any time where the umpires consider necessary.

### **6.0 Law 10 – Covering the Pitch**

The below shall be applied in addition to Law 10;

Covering a synthetic pitch in the SCA is permitted, provided clubs have consulted with respective councils/LGA's and obtained approval.

### **7.0 Law 11 – Intervals**

#### **7.1 Law 11.2 Duration of Intervals**

Law 11.2 shall be replaced by the following;

- (1) The interval between innings shall be of 30 minutes' duration.
- (2) Where more than 15 minutes of actual playing time has been lost, the interval will be reduced to 15 minutes but no further.

#### **7.2 Law 11.5 Changing Agreed Times of Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, the 30-minute lunch break shall be taken immediately.

### **7.3 Law 11.8 Intervals for Drinks**

Law 11.8 shall be replaced by the following:

Two drink breaks per innings shall be permitted, at the conclusion of the 17<sup>th</sup> and 34<sup>th</sup> overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. 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.

## **8.0 Law 13 – Innings**

### **8.1 Law 13.1 Number of Innings**

Law 13.1 shall be replaced by the following

SCA One Day One-Day shall be of one day's scheduled duration. The matches will consist of one innings per side, with each innings being limited to 50 overs.

Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

#### **SCHEDULED PLAYING TIME**

	Start	Lunch	Stumps	Overs Per Side
1 <sup>st</sup> – 5 <sup>th</sup> Grade	10:30	1.50 – 2.20	5:40	50 Overs

Should the minimum required number of overs as outlined in PC 8.1 or the number revised by the umpires not be completed by the scheduled time for stumps, over rate penalties outlined in PC 16.3 shall apply.

### **8.2 Length of Innings**

#### **(1) Uninterrupted Matches**

- (a) Each team shall bat for the number of overs as outlined in PC 8.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalties will be applied as per PC 16.3.

**(2) Delayed or Interrupted Matches**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes or part thereof per over in the total time available for play in all grades. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.
- (c) Fractions are to be ignored in all calculations regarding the number of overs.
- (d) A minimum of 25 overs per side are to be bowled for a result to be achievable, unless a team is bowled out within the 25 overs allocated.

**(3) Delayed or Interrupted Matches of the Team Batting First.**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 8.2(2)
- (b) If the required number of overs, by the rescheduled time for cessation of the first innings have not been bowled, PC 16.3 shall apply.
- (c) If rain stops play more than once the same process applies except that overs lost are added together with previous overs lost then divided by 2, this will determine overs per innings. Example: 8 overs lost before play then 10 overs played then another rain delay of 10 overs  $8 + 10 = 18 \div 2 = 9$ . hence  $50 - 9 = 41$  overs each innings. 10 overs have already been played therefore 31 overs remain in the first innings

**(4) Delayed or Interrupted Matches of the Team Batting Second.**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 8.2(3) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, PC 16.3 shall apply.
- (c) Unless determined otherwise by the umpire(s), the penalty for slow over rate will be as per PC 16.3.

**(5) Extra Playing Time**

No extra playing time shall be made available except as provided in PC 8.2(6)

**(6) For the purpose of determining penalties for over rate penalties, the following allowances shall be taken into account**

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball
- (d) Actual time to find or replace a ball
- (e) Five (5) minutes for each drinks in excess of two per innings in conditions of extreme heat and;
- (f) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

**(7) There shall be no allowances given for:**

- (a) Wickets falling and;
- (b) Drinks Intervals.

**8.3 Number of Overs Per Bowler**

- (1) No bowler shall bowl more than 10 overs in an innings
- (2) In a delayed or interrupted match where the overs are reduced for both teams, or for the team batting second, no bowler may bowl more than one-fifth of the total overs allowed.
- (3) 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
- (4) In the event of a bowler breaking down and being unable to compete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far each bowler's limit is concerned.
- (5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allocated amount of overs (at any time during the course of such an over), the umpire will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.
- (6) The scoreboard if possible will show the total number of overs bowled and the number of overs bowled by each bowler.
- (7) The bowling restrictions for underage player apply for these matches as outlined in PC 8.4.

**8.4 Underage Bowling Limits**

This PC relates to fast and medium pace bowlers, as defined by the umpires.

- (1) Daily limits are imposed as follows;

- (a) Under 19, a maximum spell of seven (7) consecutive overs, and a maximum daily allocation of 10 overs.
  - (b) Under 17, a maximum spell of six (6) consecutive overs, and a maximum daily allocation of 10 overs.
  - (c) Under 15, a maximum spell of five (5) consecutive overs, and a maximum daily allocation of 10 overs.
  - (d) Under 13, a maximum spell of four (4) consecutive overs, and a maximum daily allocation of 8 overs.
  - (e) These regulations are to apply to players for the entire season, even if they turn 19, 17, 15 or 13 in that season. The player's age shall be taken as at the 31<sup>st</sup> August each year.
- (2) The break between spells shall be a minimum of 30 minutes of actual time (not just playing time).
  - (3) A bowler who bowls less than the maximum in a spell may resume prior to the end of the specified break, but this will be considered an extension of the same spell, the appropriate time limit will apply, the break within the spell shall be disregarded, and the minimum break shall apply before the next spell.
  - (4) Each bowler in this category must ensure the bowler's end umpire is aware of his identity and that he is subject to this PC whenever commencing or resuming bowling. The Captains of both teams shall inform the scorers prior to the commencement of the innings, which bowlers are subject to this PC. Refer PC 1.1
  - (5) Where a bowler changes between medium pace (or faster) and slow bowling during a single day's play, this rule applies as follows;
    - (a) If the bowler begins with medium pace (or faster), they are subject to the PC throughout the day regardless of change in pace to slower bowling.
    - (b) If the bowler begins with slow bowling and changes to medium pace (or faster), the PC applies from the time of the change, and in that case any overs bowled prior to the change shall not be taken into account in either the daily limit or the current spell.
  - (6) Team Captains are responsible for the implementation of this rule. Penalties for bowling more than the allocated number of overs by underage players;
    - (a) Captains will be issued with a yellow card.

## **9.0 Law 16 – Result**

### **9.1 Law 16.2 - A Win – One-Innings Match (One-Day)**

The following shall also apply in addition to Law 16.2

A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs (for both roster and finals matches), unless one team has



been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in which one or both teams have not have not had sufficient time to bat for a minimum of 25 overs, shall be declared No Result.

## **9.2 Law 16.5 All Other Matches – A Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

## **9.3 Delayed or Interrupted Matches**

If, having received the minimum number of overs, the team batting second has not had the opportunity to complete the agreed number of overs and has neither been dismissed, not passed its opponents score, the result shall be decided as follows.

The Duckworth/Lewis/Stern (DLS) will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that plus one run.

## **10.0 Law 21 – No Ball**

### **10.1 Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch**

The following shall also apply in addition to Law 21.7

A ball that wholly or partially pitches off the artificial surface shall be deemed a No Ball and be re-bowled, however, it shall not be deemed a free hit.

### **10.2 Law 21.10 – Ball bouncing over head height of the striker.**

Law 21.10 shall be replaced by PC 16.1

### **10.3 Free Hit After a No Ball.**

The delivery following a no ball (other than PC 10.1) 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 wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **11.0 Law 22 – Wide Ball**

### **11.1 Law 22.1 Judging a Wide**

Law 22.1 shall be replaced by the following:

Umpires are instructed to apply a very strict and consistent interpretation in regards to this Law in order to prevent negative bowling wide of the wicket.

- (1) Any ball passing the batter on the off side more than 75cm wide of the off stump shall be called a wide.
- (2) For the leg side, any delivery that passes outside the leg stump without any contact with the strikers bat or person shall be a wide unless the ball passes between the striker and the stumps. A penalty of one (1) run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.
- (3) All runs which result from a wide ball, which is not a no-ball shall be scored as wides.
- (4) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery

## **12.0 Law 24 – Fielder Absence – Substitutes**

### **12.1 Law 24.1 Substitute Fielders**

Law 24.1.2 shall be replaced by the following

A substitute shall not bowl or act as captain, or act as a wicket-keeper

## **13.0 Law 25 – Batsman's Innings - Runners**

Law 25 shall be replaced with the following:

Runners shall not be permitted in any SCA Competition match.

## **14.0 Law 26 – Practice on the Field**

Law 26 will be replaced with the following:

Practicing on the field is permitted before the commencement of the play, or during breaks in play.

Once the umpires have set the stumps in place in preparation for play, practicing on the pitch is not permitted.

## **15.0 Law 28 – The Fielder**

### **15.1 Law 28.4 Limitation of on side fielders**

#### **The following shall apply in addition to Law 28.4**

At the instant of delivery, there may not be more than five (5) fielders on the leg 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.

In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal no ball.

### **15.2 Other Fielding Restrictions**

In addition to the restrictions contained in PC 15.1, fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius shall be 30yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals with each dot covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter).
- (2) During the first 10 FROs, no more than two (2) fielder shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. During the next 30 FROs no more than four (4) fielder shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. During the remaining 10 FROs no more than five (5) fielder shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (3) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in PC 15.2(7) below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match

- (4) If play is interrupted during an innings and the table in PC 15.2(7) applies, the FROs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:
- (a) *A 50 over inning is interrupted after 18.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.*
- (b) *A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new FROs are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.*
- (4) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (5) The scoreboard shall indicate the current FROs in progress.
- (6) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'
- (7) **Fielding Restriction Overs Table**

Innings Duration (Overs)	FROs Block 1 (Overs)	FROs Block 2 (Overs)	FROs Block 3 (Overs)
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9

47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

## **16.0 Law 41 – Fair and Unfair Play**

### **16.1 Law 41.6 – Bowling of Dangerous and Unfair Short Pitched Deliveries**

The following shall apply in addition to Law 41.6;

- (1) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the strikers bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.
- (2) The umpire at the bowlers' end shall advise the bowler and the striker when each fast short pitched delivery has been bowled.
- (3) Should a third such delivery be bowled in an over, either umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
- (4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be invoked as applicable.

### **16.2 Law 41.7 – Dangerous and Unfair Non-Pitching Deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

- (1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
- (2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
- (3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (4) 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 take the bowler off forthwith. If necessary, the over shall

be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- (5) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

### 16.3 Over Rate Penalties

Each side has 3 hours 20 minutes to complete the required number of overs. If the overs are not completed at the scheduled break, then it is the compulsory closure of the batting team's innings. Umpire(s) and Captains are required to ensure that the game is played in a manner that will enable completion within the allotted time. If a scheduled number of overs have not been bowled by the scheduled break to the team batting first, then the team batting second will receive a reduction in the number of overs. This reduction to be two (2) overs for every over not bowled. **(i.e. - in an uninterrupted innings, 48 overs are bowled to the first batting team, then 46 overs will be received by the team batting second).**

The team batting second is entitled to receive the same number of overs as the team batting first unless the rules permit otherwise. If the scheduled number of overs have not been bowled by the scheduled cessation time of that innings to the team batting second, then the team batting second will be awarded a penalty of five (5) runs for each over not commenced at the scheduled cessation time for that innings. **i.e.- in an uninterrupted innings, the 48<sup>th</sup> over has commenced at the scheduled cessation time. The penalty is 10 runs (2 overs at 5 runs per over) which is added to the second batting team's score, and the 49<sup>th</sup> and 50<sup>th</sup> overs are bowled if required**

The penalties above are imposed at the umpire's discretion, and the umpire may take account of any factors which may have slowed up play for the fielding team such as interruptions to play caused by injury, lost balls or other factors out of the control of the captain of the fielding team, time wasting by the batters, the playing conditions – such as extreme heat or wet conditions.

## SCA 1<sup>st</sup> – 5<sup>th</sup> Grade Loss of Play in One-Day Matches

In the event of rain before or during the first innings of the match, no overs will be lost until 15 minutes of play has been lost. In the case where more than 15 minutes have been lost, the lunch interval will be reduced from 30 minutes to 15 minutes.

### First Innings

For time PRIOR to play, reduced innings by 1 over per team each WHOLE OR PART of 8 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
0-15	0	87	9	159	18
23	1	95	10	167	19
31	2	103	11	175	20
39	3	111	12	183	21
47	4	119	13	191	22
55	5	127	14	199	23
63	6	135	15	207	24
71	7	143	16	215	25
79	8	151	17		

### Second Innings

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART of 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17		
36	9	72	18		

Refer to PC 8.2(2) for provision to make up lost time PRIOR TO reducing overs.

### 1<sup>st</sup> & 5<sup>th</sup> Grade One Day Matches

#### One Day Limited Over Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations		Overs	Bowling Limitations
50	5 x 10		37	2 x 8 & 3 x 7
49	4 x 10 & 1 x 9		36	1 x 8 & 4 x 7
48	3 x 10 & 2 x 9		35	5 x 7
47	2 x 10 & 3 x 9		34	4 x 7 & 1 x 6
46	1 x 10 & 4 x 9		33	3 x 7 & 2 x 6
45	5 x 9		32	2 x 7 & 3 x 6
44	4 x 9 & 1 x 8		31	1 x 7 & 4 x 6
43	3 x 9 & 2 x 8		30	5 x 6
42	2 x 9 & 3 x 8		29	4 x 6 & 1 x 5
41	1 x 9 & 4 x 8		28	3 x 6 & 2 x 5
40	5 x 8		27	2 x 6 & 3 x 5
39	4 x 8 & 1 x 7		26	1 x 6 & 4 x 5
38	3 x 8 & 2 x 7		25	5 x 5

**Notwithstanding the above, underage bowling restrictions must be enforced**



