

Application

- a) Cricket Illawarra Junior Competition – Stage 1 Formats
 - Level 1 – Under 11
 - Level 2 – Under 11
- b) Matches are played in accordance with the Association Competition Administration rules (ACAR); the Junior General Competition rules (JPC-GC) and the Codes & Policies.
- c) The MCC Laws of Cricket provide the basis & structure to the below rules. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. To view & download MCC Laws of Cricket, please [click here](#).
- d) All reference documents can be found on the website.
- e) Age Category Team Nominations – should numbers entering a specific Level be deemed not viable and a combined age category competition is formed, the higher Level denote rules will apply.

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

(see JPC-GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains, coaches & managers responsible at all times 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 – Under 11 at the start of the season for players aged 10 & 9 years old.
2. Minimum requirement must have completed the Master Blaster program.

B. Team Numbers

1. Ideal Team number = 7 players.
2. Minimum 5 players for a game to commence
3. Teams may have more than ideal number, noting player participation opportunities will be affected.
4. Team list –
 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 ball and bowl.
2. Any team found in breach of the player participation rule will be handled by the JPC-GC-Players rule.

D. Clothing

1. Dress standards – players are required to always observe the dress standards; being wearing predominately white attire (long pants, shirt, socks and 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. Helmets must be worn always whilst batting & wicket-keeping.
2. Only helmets that display the Australian Standards Approval should be worn (BS7928:2013).
3. Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg pads, gloves and protectors when playing with cricket balls.
4. Additional protection may be worn based on match conditions and/or personal preference.

Law 2 – The Umpires

Law 2 shall apply. (also see JPC-GC-The Umpires)

A. Operation

1. Umpires shall alternate their position to officiate at the bowlers' end after every 5 completed overs. The bowling team umpire takes the first over.
2. Umpires should not permit a new over to start until 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 matches have been cancelled (Association or by Team official agreement prior to start) all teams must attend the allocated venue (see JPC-GC-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 JPC-GC-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 course of the match at the captains or umpires discretion.
4. Lightning – (see JPC-GC- Junior Lightning Safety Code)

Law 3 – Scorers

Law 3 shall apply. (also see JPC-GC-Scorers & Scoring)

A. Scoring

1. Complete match & player information is to be recorded and maintained throughout the game.
2. Scorers at the start of each over shall signal the umpires confirming their readiness for play to continue.

B. MyCricket Detail Requirements

1. Complete match & player information must be entered in MyCricket after each game. (see Law 16)
2. Mandatory MyCricket information is;
 1. Match summary details – all types of extras itemised
 2. Player batting – total runs – itemised number of outs, balls faced; 4s & 6s.
 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: the MyCricket data is a Cricket Australia mandatory requirement used in the game format analysis.

Law 4 – The Ball

Law 4 shall apply.

- a) Size – modified ball, weight between 120-140g, circumference of 21-22.5cm must be used.
- b) Approved brand and type – Kookaburra Star (137g, 22cm)
- c) Ball usage – a ball can be used for 2 matches (or more) if it is in fairly good condition.

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) 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, portable Flicx Pitch (rolled out on concrete or a firm base / outfield) or artificial synthetic covering.
- d) Pitch width – determined and defined by –
 - (Concrete pitch only) – the width of concrete
 - (Portable Flicx Pitch) – the width of rolled out material
 - (Artificial covered pitch) – the width of the artificial covering
- e) Fitness of pitch for play (6.2) – Pitch surface may be swept during the course of the match at the captains or umpires discretion.

Law 7 – The Creases

Law 7 shall apply subject to;

- a) As the pitch is 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) Portable stumps (with removable bails) of a free-standing method 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) A drinks break may be taken at the change of bowling ends (not exceeding 4 minutes) and change of innings.

Law 12 – Start of Play; Cessation of Play

A. Playing Times

| <i>Details</i> | <i>20 Over Game</i> | | |
|------------------------|---------------------|---------------|----------------|
| | <i>Start</i> | <i>Finish</i> | <i>Minutes</i> |
| Match | 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 |

1. Scheduled Times
 1. Subject to interruptions
 2. 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.
 - Second batting team – 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 match 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-Player Participation guides)

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. Both teams must each receive 7 overs to constitute a match.

B. Completed Innings

1. The innings is over when the full quota of overs available to each 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 match start time.
 - Not until the minimum number of players per team are in attendance.
3. Notification – the captain winning the toss must immediately notify the opposing captain and umpires of his 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 Match – 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 players playing on the day must bowl.
2. Maximum overs per bowler – 4 overs
 - Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.
3. Lost Time
 1. Should lost time occur and overs are reduced, the player maximum overs bowled will be adjusted according to the Appendix-Player Participation guides.
 2. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

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. A team will be deemed the winner if
 1. it has scored more runs than its opposition when each team has received the designated number of overs.
 2. in an interrupted match (which has been constituted) where the team batting second does not receive the designated number of overs – the team with the higher 'Batting Average'.
2. A match will be deemed a
 1. 'Draw' if either one or both teams is prevented from receiving its allocated number of overs and a result has not been achieved. (Match not constituted)
 2. 'Abandoned' when the match did not commence from an interruption. (total wash out)
 3. 'Tie' in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs.

B. Calculation of Batting Average

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

C. Entering Results into MyCricket

1. Match results and player statistics must be submitted into MyCricket after the completion of each match (including washouts) by the stipulated time. (see Law 2 for minimum information required)
2. The nominated team list for a match must contain only those players who physically attended and participated in the game. All other players must be removed from the list.
3. Details & timing required see JPC-GC-Submission of MyCricket Results.

D. Competition Points

| <i>MyCricket Result Code</i> | <i>Points</i> |
|-------------------------------|---------------------|
| Won First Innings | 5 |
| Lost First Innings | 1 |
| Tie First Innings | 3 |
| Match Drawn | 2 |
| Match Abandoned | |
| Won On Forfeit | Max points in round |
| Lost On Forfeit | 0 |
| Bye | 5 |
| Bye (round complete wash out) | 2 |

E. Final Series Structure

1. Final Ladder position ranking – ordered by Points then Batting Average Difference.
2. Final Series - no final series contested with the highest ranked team on the ladder being declared the Premiers.

Law 17 – The Over

Law 17 shall apply subject to;

A. Operation

1. Overs must all be bowled from the same end.
2. An over is no more than 6 deliveries except when;
 - Dead ball is called – this ball will be re-bowled.
3. All other 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. (Level 1 & 2) – 4 runs added to the fielding team score each time a batter is dismissed.

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 is to be measured from the batting end stumps.

Law 20 – Dead Ball

Law 20 shall apply.

- a) A Dead Ball is to be 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)

- a) A no-ball shall be 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-balls are not to be re-bowled.

Note: In addition

1. Batter also gets credited with any completed runs if the ball is hit.
2. Should the ball miss the bat any other completed runs are scored as byes or leg byes.
3. The penalty and all additional completed runs are added to the team running total.

Law 22 – Wide Ball

Law 22 shall apply subject to;

- a) Any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch should be called a wide.
- 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 23 shall not apply.

- a) Only an eligible player may act as a sub fielder (see JPC-GC-Substitute fielder).
- b) If a team is short on players the opposition shall lend players to the fielding team for a maximum of 7 players on the field.

Law 25 – Batter’s Innings

Law 25 shall apply subject to;

A. Player Opportunities

1. All players must bat the required number of balls, irrespective of the amount of times they are dismissed.
2. Batters are required to compulsorily retire after facing: (* recommended team size)

| <i>Team Players</i> | <i>Balls</i> |
|---------------------|--------------|
| 5 | 24 |
| 6 | 20 |
| 7* | 17 |
| 8 | 15 |
| 9 | 13 |

3. If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119).
4. Batter Ball Count – all balls faced including no-balls & wides
5. Batters change end at the end of each over.
6. Coaches/Team Managers should rotate the batting order each match.

B. Dismal Consequences

1. (Level 1 & 2) – The scorers shall add 4 runs to the fielding team score each time a batter is dismissed.
2. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.

C. Lost Time

Should lost time occur and team overs are reduced, the player opportunities (balls faced) will be adjusted according to the Appendix-Player Participation guides.

D. Protective Equipment – The Batter

Players must always wear protective equipment while batting. (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. Safety & General

1. All wicket-keepers must wear leg guards, protector, keeping gloves & helmet with grille fitted, at all times.
2. There will be 2 wicket-keepers per innings.
3. Wicket-keepers will keep for 10 overs each.

B. Lost Time

Should lost time occur and overs are reduced, the wicket-keepers will keep for half the innings overs each.

Law 28 – The Fielder

Law 28 shall apply subject to;

A. Number of Fielders

1. There must be a maximum of 7 fielders on the field at any one time; however other players may be rotated through the field whilst the innings is in progress. (also see Law 24)
2. To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.

B. Safety

1. No fielders within 15 metres of batter or each other (except wicket-keeper) to encourage singles and for safety.
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;

The 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

PLAYER PARTICIPATION GUIDE – BATTING & BOWLING PER PLAYER BREAKDOWN



This guide highlights the potential impact on game involvement due to varying team sizes.

- ¹ All players will face allocated amount of balls regardless of how many dismissals they incur.
- ² Bowling breakdown based on maximum 4 overs per bowler. It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.
- # Recommended model – 7 players per team.
- Less than recommended match involvement.

Please note as the team size increases, the level of involvement & participation per player decreases.

LOST TIME CALCULATION – OVER REDUCTION GUIDE

TABLE 1 –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.
- For time lost DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 5.6 minutes lost.

TABLE 2 – 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 1

| <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 2

| <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 | | |

LOST TIME – PLAYER PARTICIPATION GUIDE – BATTING & BOWLING LIMITS BREAKDOWN

Note: as Team overs reduce (& team size increases), the level of involvement & participation per player decreases

- Batting – all players must bat in an innings.
- Bowling – all players must bowl in an innings.

TABLE 3 – Lost Time Player Participation Guide

- Based on Team Overs and Players per Team
 - Batting – Balls Faced Limits
 - Bowling – Overs Bowled Limits.

Table 3 – Lost Time – Player Participation Limits

* recommended model – 7 players per team

| 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 |

BOUNDARY SET UP – ONE END BOWLING

BOUNDARY SET UP



FORMAT
20 over



TIME
120 mins

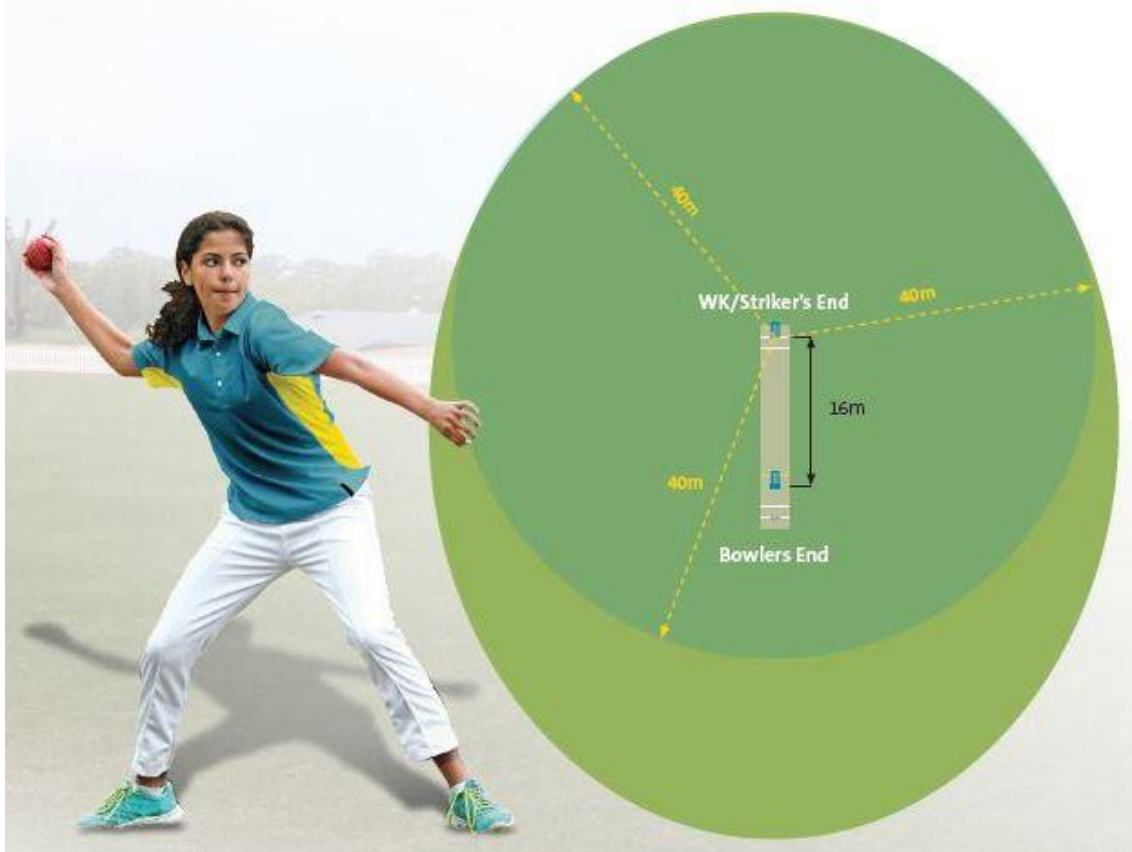


PLAYERS
7

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 by the use of 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

