

APPLICATION

- (a) These Playing Conditions apply to all matches conducted as part of the Women’s Metropolitan Competition.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply. All references under the Laws of Cricket to ‘Governing Body’ shall mean the Cricket NSW staff member appointed to manage the competition.
- (c) All references to ‘Competition Management’ in these Playing Conditions shall mean the Cricket NSW staff member appointed to manage the competition.
- (d) All Women’s Metropolitan matches must comply with applicable Cricket NSW policies. Mandatory policies must be adhered to, while policies identified as recommendations are encouraged as guidance. <https://www.cricketnsw.com.au/policy/a---z-policy-list>
- (e) See Appendix A for a summary of the key playing conditions

THE LAWS OF CRICKET: THE PREAMBLE- THE SPIRIT OF CRICKET

The Preamble applies to all participants of the Women’s Metropolitan competition and makes parents and players for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. All players are bound by the competitions Code of Conduct.

1.1 LAW 1 (THE PLAYERS) shall apply subject to the following:

1.1.1 Qualification of Players

General

- (a) Each player shall register with a club in PlayHQ prior to their first match in a season.
- (b) Each player shall meet the age requirements of the competition. Refer to the competition’s Dispensation Policy for players that are overage.
- (c) Each club shall enter electronically, prior to each player’s participation in a match, each player’s registration details in the club’s PlayHQ cricket management system.
- (d) No player may play for more than one club in the same round and division/grade, except as a substitute in accordance with Law 24 of the Laws of Cricket should a team not meet the minimum number of players. The substitute must be registered to the club to participate. Refer to the Dispensation Policy.

1.1.1. Representative Player Eligibility

Women’s Premier Cricket - First Grade

- (a) Any current First Grade player is ineligible to participate.
- (b) CNSW may approve exceptional cases at its discretion.

Women’s Premier Cricket - Second Grade

- (c) Players who have participated in five (5) or more Second Grade matches in the current season shall be ineligible, unless approval is granted by CNSW.

1.1.2. Finals Series – General (if applicable)

- (a) In order to be eligible for any team and/or club during the Finals Series of the Women’s Metropolitan Competition, they must have played a minimum of two (2) matches for that specific team. Unless the permission of the competition, management has been granted.

Representative Players are not exempt from this rule.

- (b) For the purposes of this playing condition, for a player to have “played” in a match, the player must have been selected in PlayHQ and the match must have commenced.
- (c) Finals Series – Application for Approval
 - (i) Any application for permission to play under this Playing Condition must be made in writing to the competition management, clearly setting out details of the player's performances in all matches during the season and the reasons for the player's selection in a higher grade or grades.
 - (ii) Such application must be made no later than 5:00pm on the Thursday prior to the Finals Series match in question.
 - (iii) If the competition management has granted approval for a player to play in a Finals Series match, that approval shall automatically extend to any subsequent Finals Series round in the grade/division, and no further application is required.

1.1.3. Age Eligibility

(a) In order to be eligible for the Women's Metropolitan Competition:

- (i) Players must be 16 years of age or older as at midnight on 31st August (Spring season) or 31st December (Summer season) of the relevant cricket season to be eligible to participate in that season's competition.
 - (ii) Players who are 15 years of age, at the relevant cut-off date (31st August for Spring, 31st December for Summer) are eligible to participate as an Underage Player, subject to clause 1.1.4 (c).
 - (iii) A player's age is fixed as at that season's cut-off date. Any player who turns 16 after the cut-off date will continue to be classified as an Underage Player for the remainder of that season.
- (b) Any player under the age of 15 is not eligible to participate in the competition.
 - (c) Competition Management reserves the right to grant dispensations and determine any matters at their absolute discretion.

1.1.4. The Team

- a) A team must only have a maximum of twelve (12) players listed per match. Only eleven (11) players are allowed to be on the field at any one time.
- b) Where a team nominates twelve (12) players for a match, one (1) player in that team shall not be permitted to bat. This player does not need to be nominated prior to the commencement of the match.
- c) Each team may only field a maximum of four (4) Underage Players (refer to Clause 1.1.3a (ii)) per match. Should a team list more than four (4) Underage Players on the team sheet and/or PlayHQ, the team shall be deducted one (1) ladder point.
- d) The 12th player can be utilised as a sub-fielder, as long as they are registered in Play HQ.
- e) A minimum of nine (9) players are required for the game to take place.
- f) Competition Management retains absolute discretion over any player dispensations and team eligibility decisions.

1.1.5. Protective Equipment – The Batter & Wicket Keeper

- a) A player shall always wear a helmet while batting
- b) The Wicket Keeper must be always wearing a helmet whilst keeping up to the stumps.

1.1.6. Clothing

- a) Players are Required to wear club clothing or similar coloured clothing matching the club or team's colours.

1.2. LAW 2 (THE UMPIRES) shall apply subject to the following:

1.2.1. Only One Umpire Present (appointed)

- a) Where only one officially appointed umpire is present that umpire shall officiate at the non-striker's end only.
- b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.
- c) An officially appointed umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets.

1.2.2. No Appointed Umpire Present (player/ coach/ parents)

- a) Where no officially appointed umpire is present, a player/ coach or parent from both teams will share umpiring responsibilities.
- b) Those player/ coach or parent umpires shall be the final judges of the fitness of the ground, weather and light for play.
- c) The parent umpires are to share responsibilities equally when acting as the square leg and bowler's end umpire.

1.2.3. Fitness for Play shall apply subject to the following:

(a) Artificial Lighting

The use of artificial light to supplement natural daylight, in any match, is not permitted.

(b) Lightning

- i) Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
- ii) 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.

(c) Extreme Heat

Refer to the Cricket NSW Extreme Weather Policy.

(d) The Pitch and Ground Preparation

- i) Both teams are responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
- ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, both teams shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable.

(e) Rain

- i) After an interval or interruption, subject to the other provisions of Law 2, play shall resume unless either Umpire considers that conditions are or have become

unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.

(f) Responsibilities of Umpires

- i) Subject to Law 2 (The Umpires) and Playing Condition 1.2, officially appointed umpires are the sole judges of the fitness of the pitch, ground, weather and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

1.3. LAW 3 (THE SCORERS) shall apply.

- (a) At a minimum, two scorers must be present.
- (b) E-scoring is advised, and the team listed as the home team has first preference to E-score. The other scorer shall use the hard copy book.

1.4. LAW 4 (THE BALL) shall apply subject to the following:

1.4.1. Approval and Control of balls

- (a) Balls used in all competitions shall be red, two-piece, 142g Kookaburra. Each fielding team shall have one new ball for its innings. See Appendix A for approved ball list.
- (b) The umpires shall retain possession of the match ball throughout the duration of the innings when play is not actually taking place. During play, the umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.
- (c) See Appendix B for the approved balls list

1.4.2. Ball lost or becoming unfit for play

- (a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a similar standard Kookaburra ball that has had a similar amount of wear
- (b) In the event that a suitable similar standard Kookaburra ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement ball becomes available
- (c) The two captains may agree to continue play with a lesser standard Kookaburra ball that has had a similar amount of wear, in the event that a suitable similar standard ball is not available.
- (d) Subject to 1.4.2 (b) above, the number of overs and/or time lost whilst play has been suspended shall be added on to the last session. The period for which play is suspended shall not count as part of playing time.
- (e) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition and colour, for use if required.

1.5. LAW 5 (THE BAT) shall apply.

1.6. LAW 6 (THE PITCH) shall apply

1.7. LAW 7 (THE CREASES) shall apply.

1.8. LAW 8 (THE WICKETS) shall apply.

1.9. LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply.

1.10. LAW 10 (COVERING THE PITCH) shall apply.

1.11. LAW 11 (INTERVALS) shall apply subject to as follows.

1.11.1. Duration of intervals

- (a) The interval is 15 minutes, computed from the end of the innings of the team batting first.

1.11.2. Intervals for drinks shall apply

1.12. LAW 12 (START OF PLAY CESSATION OF PLAY) shall apply subject to the following:

1.12.1. Hours of Play

Match playing time is 255 mins (4 hours 15 mins). The toss must be completed at least 15 mins before start time.

- (a) Innings 1: 120 mins in duration from start time,
- (b) Break: 15 min,
- (c) Innings 2: 120 min in duration,

1.13. LAW 13 (INNINGS) shall apply to the following:

1.13.1. Uninterrupted Match

- (a) Each team shall bat for Thirty (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 (120 minutes), play shall continue until the required number of overs has been bowled.
- (c) If the team fielding second fails to bowl its quota of overs in less than 120 minutes, play shall continue until the overs are bowled or a result has been achieved, whichever comes first.
- (d) A team is deemed to be all out at the fall of the 10th wicket for a team with 11 players or more
- (e) A team is deemed to be all out at the fall of the 9th wicket for a team with 10 players
- (f) A team is deemed to be all out at the fall of the 8th wicket for a team with 9 players

1.13.2. Delayed or Interrupted Matches

- (a) A result can be achieved only if both teams have had the opportunity of batting for a minimum of 15 overs, notwithstanding one or both teams had been dismissed in fewer than 15 overs. A match shall be declared a draw if both teams have not had the opportunity to bat for a minimum of 15 overs
- (b) 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 every 3 minutes) in the total time available for play
- (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) Fractions are to be ignored in all calculations re number of overs.

1.13.3. Delay or Interruption to the innings 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 commencement of the interval, and the close of play for the match, by applying a rate of 15 overs per hour or one over every three (3) minutes. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.

- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled or the innings is completed.

1.13.4. Delay or Interruption to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one (1) over per three (3) minutes in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) To constitute a match, a minimum of 15 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.
- (e) A fixed time will be specified for the close of play by applying a rate of one (1) over per three (3) minutes. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

1.13.5. The Toss

- (a) The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 15 minutes before the scheduled start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl.

1.14. **LAW 14 (THE FOLLOW ON)** shall not apply

1.15. **LAW 15 (DECLARATION and FORFEITURE)** shall not apply

1.16. **LAW 16 (THE RESULT)** shall apply subject to the following:

1.16.1. Competition Points

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

Result	Points
Win on first innings	5
Tie on first innings	3
Draw or no result	3
Loss on first innings	1
Bye	0
Forfeit	0
Forfeit Win (refer to 1.16.1 c))	Max

- (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) The team receiving the forfeit win result will receive the same points that any winning team received in the round. If no games are played in the grade/division, the maximum points for the round shall be 3 (Draw or No Result points allocation).

1.16.2. Match Result

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of clause 1.13, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. A match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 15 overs because: The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its commencement
- (b) 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.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 15 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method. The following guidelines are applicable to a run rate determined result:
 - (i) A team's run rate is calculated by dividing its total score by its total number of overs received.
 - (ii) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
 - (iii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
 - (iv) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining – For Example - Team A batting first scores 6/180 off 30 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 30 to 15. The revised target score is therefore 90. As soon as 90 is scored the match is over and no further play is required even though there are overs not yet bowled.

1.16.3. Target Score

If the innings of the side batting second is suspended (with at least 15 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by the run rate score determined at the instant of the suspension of the match. If the score is equal on run rate, the match is a Tie.

1.16.4. Premiership Positions

Where teams receive an UNEQUAL amount of Byes:

- (a) Positions on the competition table shall be determined based on the 'points average'.
- (b) The points average is determined based on the total number of points divided by the total number of matches played. Byes do NOT count as matches played.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

Where teams receive an EQUAL amount of Byes:

- (a) Positions on the competition table shall be determined based on the 'points total'.
- (b) The points total is the aggregate number of points.

- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

1.16.5. Finals Series (If Applicable)

- (a) The structure of the final's series and number of teams in the finals series will be determined by Cricket NSW with consideration given to the number of teams competing.
 - (i) A singular round for finals will be held after the preliminary round matches.
 - (ii) The Finals Round will consist of 1v2, 3v4, 5v6, etc.
 - (iii) The Winner of the 1v2 match will be determined the premiers.
 - (iv) If no result, or a tie, is achieved in the Grand Final, the higher ranked team shall be declared Premier.
 - (v) A reserve date for the Finals Round may be allocated by the Competition Management.

1.16.6. Investigations of Matches, Protests and Disputes

- (a) Any club wishing competition management to adjudicate on any dispute in connection with any match shall, within 72 hours after the dispute has arisen, forward to competition management a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, competition management has the power to investigate the circumstances of any match in such manner as in its absolute discretion competition management thinks fit.
- (c) After carrying out such an investigation, competition management may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
 - (i) was unfair and could have influenced the outcome of the match;
or
 - (ii) was unfair to any teams in the same competition; or
- (d) Competition management powers include, but are not limited to, the power to:
 - (i) award a match to one team, or both teams jointly;
 - (ii) deduct such competition points from, or award competition
 - (iii) points to, either team in a match, as competition management in its absolute discretion thinks fit;
 - (iv) amend or extend the scheduled hours of play in a match; commence or continue a match on an adjoining pitch, or at another venue;
 - (i) fine, suspend or disqualify a player or club.

1.16.7. Correctness of Result

In any match, the players/ parents/ coaches shall be responsible for ensuring that the scorebooks are accurate. Where the scores of the match are in dispute, the Players/ parents/coaches and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scorebooks and determine the correct result before leaving the ground.

1.16.8. Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 1.1

- (a) the team concerned may be regarded as having lost the match or matches in which such player participated, and may forfeit any points gained;
- (b) the opposing team may receive maximum points;
- (c) where the team concerned gained no points from the match, points may be deducted; and
- (d) Competition management may take further action against the club or player concerned, if it deems fit.

1.16.9. Forfeits

A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match to the opposing side due to a refusal to play.

1.17. LAW 17 (THE OVER) shall apply subject to the following:

1.17.1. Validity of balls

- (a) Standard 6-ball overs, maximum 8 balls per over. Wide and no balls are to be re-bowled
- (b) The final over of the innings requires six (6) legal deliveries to be bowled

1.17.2. Maximum Overs per Bowler

- (a) No bowler may bowl more than six overs in an innings
- (b) See Appendix C for the maximum overs per bowler breakdown

1.17.3. Overs per Bowler in a reduced match

Refer to appendix C

1.18. LAW 18 (SCORING RUNS) shall apply

1.19. LAW 19 (BOUNDARIES) shall apply

1.19.1. Boundary Setup

- (a) The boundary is to be measured from the middle of the wicket.
- (b) The minimum length of the boundary shall be 40m.
- (c) The maximum and recommended length of the boundary shall be 50m.
- (d) Safety Protocols - As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary cones/witches' hats positioned at least three (3) meters inside the fence to define the boundary.

1.20. LAW 20 (DEAD BALL) shall apply

1.21. LAW 21 (NO BALL) shall apply

1.22. LAW 22 (WIDE BALL) shall apply subject to the following

- (a) There are no "one day cricket" wides in this competition. Wides shall be interpreted as per the Laws of Cricket.
- (b) 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.

1.23. LAW 23 (BYE AND LEG BYE) shall apply

1.24. LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES) shall apply subject to the following:

1.24.1. Use of Ineligible Player – Refer Playing Condition 1.16.9

1.25. LAW 25 (BATTER'S INNINGS; RUNNERS) subject to the following:

1.25.1. Batters Retiring

Batter's retirement limits apply.

- (a) Batters are required to retire 'not out' once they reach their maximum runs scored. (50 runs)
- (b) Coaches, in the interests of maximising participation across the team, are permitted to retire a batter 'not out', assuming the incoming batter has not batted during the innings.
- (c) A batter cannot be retired 'not out' if the incoming batter has already batted during that innings. In this instance, the existing batter is to remain at the crease and the retirement limits shall not apply for the remainder of their innings.
- (d) Wides are not to be included in the batter's ball count

1.25.2. Batters Resuming their Innings after retiring

- (a) Retired 'not out' batters may return in the order of which they retired if all other batters have been dismissed.

1.26. LAW 26 (PRACTICE ON THE FIELD) shall apply

1.27. LAW 27 (THE WICKET-KEEPER) shall apply subject to the following

1.27.1. Protective Equipment

The Wicket Keeper must be wearing a helmet at all times whilst keeping up to the stumps.

1.28. LAW 28 (THE FIELDER) shall apply with the addition of the following:

1.28.1. Player Safety

- (a) No fielder apart from the wicket keeper, slips and gully can be within 10m of the batter or other fielders at the point of delivery

1.28.2. Leg-side Fielding Restrictions

- (a) Maximum 5 fielders on the leg side at delivery

1.29. LAW 29 (THE WICKET IS BROKEN) shall apply

1.30. LAW 30 (BATTER OUT OF THEIR GROUND) shall apply

1.31. LAW 31 (APPEALS) shall apply.

1.32. LAW 32 (BOWLED) shall apply.

1.33. LAW 33 (CAUGHT) shall apply.

1.34. LAW 34 (HIT THE BALL TWICE) shall apply.

1.35. LAW 35 (HIT WICKET) shall apply.

1.36. LAW 36 (LEG BEFORE WICKET) shall apply.

1.37. LAW 37 (OBSTRUCTING THE FIELD) shall apply.

1.38. LAW 38 (RUN OUT) shall apply.

1.39. LAW 39 (STUMPED) shall apply.

1.40. LAW 40 (TIMED OUT) shall apply.

1.41. LAW 41 (UNFAIR PLAY) shall apply.

1.42. LAW 42 PLAYER'S CONDUCT shall not apply. Refer to the CNSW Code of Conduct

PLAYING CONDITIONS

CNSW Community– Women's Metropolitan Competition 26-27



APPENDIX A

Category	Details
Competition	Women's Metropolitan Competition
Format & Time	30 overs per innings • 255 mins total (4h 15m) • 120 mins per innings • 15 min break between innings
Pitch	• Synthetic or turf wicket • 20.1m standard length
Boundary	50m max/recommended (measured from middle of wicket) • 40m min
Ball	142g leather Kookaburra
Equipment	Helmets (must be always worn batting & keeping up to stumps) • Pads • Gloves • Protector • Optional extra safety gear • 2 sets of stumps + bails • Measuring tape for boundary • Boundary markers
Scoring	Recommended: PlayHQ E-Scoring Portal • 1 electronic device + 1 scorebook if e-scoring used
Umpires	1 per team required if CNSW umpire not appointed
Overs	30 overs per team (180 balls)
Team Size	• 11 players per team (on field) • 9 players minimum to constitute a game
Innings	1 innings of 30 overs per team
Batting — Retirement	Retire at 50 runs • Retired batters return (in order retired) once all others have batted
Batting — Innings Closure	Ends after allotted overs, or when wickets fall: • 11-player → 10 wkts • 10-player → 9 wkts • 9-player → 8 wkts
Bowling	6 legal balls per over, maximum 8 balls per over • Wides & no-balls re-bowled • Not strict leg-side Wides • Min. 5 bowlers required • Max. 6 overs per bowler • All overs bowled from one end
Fielding	No fielders within 10m of bat (except regulation slips, gully, keeper) A maximum of 5 leg side fielders at delivery
Dismissals	All modes of dismissal count

APPENDIX B

Note: Ball must be red

142g	Kookaburra Crown or Jaffer
142g	Kookaburra Colt or Red King
142g	Kookaburra Crown/Jaffer/ Colt
156g	Kookaburra Crown or Jaffer
156g	Kookaburra Red King or Tuf Pitch
156g (4pc)	Kookaburra Regulation Reject, Regulation or Senator
142g	Kookaburra Crown/Jaffer/ Colt
156g (4pc)	Kookaburra Regulation Reject, Regulation or Senator
142g	Kookaburra Crown/Jaffer/ Colt

APPENDIX C

Bowling, 30 Over Innings		
Overs	Maximum Overs per Bowler	Number of Bowlers that may bowl the Maximum
30	6	5
29	6	4
28	6	3
27	6	2
26	6	1
25	5	5
24	5	4
23	5	3
22	5	2
21	5	1
20	4	5
19	4	4
18	4	3
17	4	2
16	4	1
15	3	5