

2025-2026

# Limited Over Playing Conditions

Senior Cricket



Fixtures and Competitions Subcommittee  
Cricket Far North  
7/30/2025

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Changes from past seasons will be listed below in green:

### Playing times – some adjustments

Junior match (CLP and JMC) Playing Conditions will now have their own separate Playing Conditions. This document is for SENIOR matches only. Playing times for junior matches have been listed as an information only initiative.

Morning matches with no immediate (12:30 or 13:00) match following on the same field may play up to an extra hour to complete the match. Play MUST finish no later than 13:30.

Morning matches conclusion time is 12:10. Essentially 2 hours for each innings.

21. The Bowling of Dangerous or Unfair Short-pitched deliveries have been rewritten for clarity.

## One Day Format Playing Conditions

### Playing Times

| Grade                                                                  | Overs | Start        | Drinks   | Interval             | Drinks   | Close        |
|------------------------------------------------------------------------|-------|--------------|----------|----------------------|----------|--------------|
| <b>1<sup>st</sup> / 2<sup>nd</sup> Grade /CPL</b>                      | 40    | 12:30        | 20 overs | 15:10 – 15:25        | 20 overs | 18:10        |
| <b>3<sup>rd</sup> / 4<sup>th</sup> /JMC A.M.</b>                       | 35    | 08:00        | 17 overs | 10:00 – 10:10        | 17 overs | <b>12:10</b> |
| <b>3<sup>rd</sup> Grade P.M.</b>                                       | 35    | <b>13:00</b> | 17 overs | <b>15:20 – 15:30</b> | 17 overs | <b>17:50</b> |
| <b>4<sup>th</sup> / JMC P.M.</b>                                       | 35    | <b>13:00</b> | 17 overs | <b>15:20 – 15:30</b> | 17 overs | <b>17:50</b> |
| <b>Day/Night Matches (1<sup>st</sup>, 2<sup>nd</sup> and CPL only)</b> |       |              |          |                      |          |              |
| <b>1<sup>st</sup> / 2<sup>nd</sup> Grade / CPL</b>                     | 40    | 15:00        | 20 overs | 17:40 -17:55         | 20 overs | 20:35        |

NOTE: 3<sup>rd</sup> and 4<sup>th</sup> grade intervals have been reduced to 10 minutes.

Morning matches must be played to time and must conclude at 12:10. However, if a match is disrupted or a little behind time to conclude, it can be extended an extra hour (no later than 13:30) if:

- a day/night match commencing at 15:00 is scheduled following their match on the same ground, or
- There are no scheduled afternoon matches on the same ground.

### General Playing Conditions:

All Cricket Far North matches shall be played in accordance with the M.C.C. Laws of Cricket 2017 Code version 3 2022.

Separate Regulations and General Playing Conditions is available on the Cricket Far North website which covers all aspects of the playing conditions and regulations for all cricket matches played in the Far North.

The Playing Conditions pertained hereafter are current for this 2025-2026 season and cannot be changed unless by a majority of votes at a General Meeting. These playing conditions may vary from the Laws of cricket in some instances, they will then take precedence over the Laws.

## 1. The Players (Law 1)

### 1.1. Number of players on the field

Eleven fieldsmen only shall be on the field of play at any time.

### 1.2. Number of players named in a team.

**In 1<sup>st</sup>, 2<sup>nd</sup> Grade** – 12 players may be named in the team, however:

- 1.2.1.** One [1] player shall be nominated as the 12th man and will not be permitted to bat or bowl, but he/she may interchange with fieldsmen during the progress of the match.
- 1.2.2.** Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted. The umpire(s) are to be informed by the captain at every interchange.

**In 3<sup>rd</sup> and 4<sup>th</sup> Grade:** 12 players may be nominated: however:

- 1.2.3.** There are only 11 batters per team. One [1] player will be nominated as the non-batter.
- 1.2.4.** All 12 players may bowl if required.

## 2. The Ball (Law 4)

NOTE: The minimum ball requirements are outlined below, if a team felt they would prefer to play with a higher quality ball, they may.

- 1<sup>st</sup> Grade – Kookaburra 156g 4-piece Regulation (White) or better.
- 2<sup>nd</sup> and 3<sup>rd</sup> Grade – Kookaburra 156g 4-piece Club Match (White) or better.
- Other senior Grades – Kookaburra 156g 4-piece Senator (White) or better.
- Ladies – Kookaburra 142g 2-piece Red King (White) or better.

## 3. Intervals (Law 11)

### 3.1. Duration of Intervals

Interval times are listed above in the Playing Times table.

### 3.2. Changing Agreed Times of Intervals

- 3.2.1.** If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second shall commence correspondingly earlier.
- 3.2.2.** If the innings of the team batting first is completed after the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second shall commence correspondingly later.
- 3.2.3.** Where the innings of the team batting first is delayed or interrupted, the length of the interval shall be reduced to 10 minutes after 30 minutes of actual playing time is lost.

### 3.3. Intervals for Drinks.

Note the conditions of use of water bottles etc. in Article 11 – Intervals of The General Playing Conditions.

If a wicket has fallen or a batsman retires within 3 minutes of the scheduled drinks break, then the drinks break can be taken immediately.

For drinks intervals see table above.

#### **4. Start of Play, Cessation of Play (Law 12)**

See playing times above.

#### **5. Extra Time (12.7)**

- 5.1. There is no extra time if a team is playing in a morning competition unless there are no afternoon games to immediately follow on the same field.
- 5.2. **These matches will play to time** see clause 6 – Delayed or Interrupted Match below.
- 5.3. Extra time (up to 60 minutes) MAY be used should weather intervene if the umpires believe the conditions are safe to do so and if there are no day matches to follow or a there is a scheduled 15:00 start time.
- 5.4. For morning matches which are late finishing and there are no immediate games to follow, play may continue until such time as it takes to complete the innings.
- 5.5. For day/night matches which will follow the morning matches, the cut-off time for play is 13:30. No play can continue after this time to allow for preparation of the wicket for the evening match.
- 5.6. Artificial lights cannot be used to supplement natural light to assist in extending play unless lights are to be utilised due to playing times. See The [General Playing Conditions](#) clause 2.16 – Use of artificial lights.
- 5.7. If the required overs are not bowled by time, play will continue until all overs are bowled if the umpires believe conditions are safe to do so.
- 5.8. Over Rate Penalties will apply.

#### **6. Over Rate Penalties (12.8)**

Penalties shall apply for not completing the target overs by the designated times. Umpires will record this on their match reports. Captains may report using the [Over Rate Breach Form](#).

See [General Playing Conditions](#) clause 12.8 – Over Rate Penalties for more detail.

#### **7. Innings (Law 13)**

See [Club and Player Regulations](#) Clause 13.7 Length of Innings for any delays in matches.

See also [Appendix B – Morning match Extra Conditions](#) below.

##### **Minimum Overs to Constitute a Match (13.7)**

- 40 over matches – 20 overs.
- Under 40 overs – 15 overs.

#### **8. The Result (Law 16)**

##### **A Win (16.1)**

- 8.1. A result can be achieved only if both teams have had the opportunity of batting for the minimum number of overs unless one team has been all out in less than the minimum overs or unless the team batting second scores enough runs to win in less than the minimum overs.

8.2. All matches in which both teams have not had an opportunity of batting for the minimum number of overs shall be declared No Result.

### **Tie (16.3)**

In 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 determined by a Super Over.

See [General Playing Conditions](#) Appendix A – The Super Over

## **9. Delayed or Interrupted Matches (13.7)**

See [General Playing Conditions](#) 13.8 for first innings delay procedures and 13.15 for second innings delays.

9.1. Morning Matches which have an afternoon match (commencing at 13:00) scheduled to follow on the same field.

**9.1.1.** If there is another match commencing at 13:00 on the same ground, the match must be played to time. The first inning must conclude at the prescribed time listed in the playing times above.

**9.1.2.** If the team batting first is dismissed prior to 5 minutes before the scheduled close, the team batting second is entitled to their full number of overs.

**9.1.3.** If a team is dismissed within 5 minutes of the scheduled close, the team batting second is entitled to face the same number of overs played in the first innings.

### **Grade morning matches**

**9.1.4.** For grade matches played in the morning which are reduced, the Duckworth Lewis method is used to calculate the target score. See [General Playing Conditions](#) **16.4 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score.**

## **10. Calculation of the Target Score (16.4)**

See [General Playing Conditions](#) 16.4 Interrupted or Prematurely Terminated Matches – Calculation of the target score.

## **11. Points Awarded in Preliminary Matches (16.10)**

- Win – 6 points
- Tie (If Super Over is not possible) – 4 points
- No result/Abandoned – 3 points
- Bye – 3 points
- Loss – 0 points

## **12. The Over (Law 17)**

See [General Playing Conditions](#) **17.1 Number of Overs per bowler** for more detail regarding bowling restrictions.

12.1. Maximum Number of overs per bowler.

No bowler may bowl more than one-fifth of the total 6-ball overs in a match. For example:

- 40 over matches - 8
- 35 over matches - 7
- 30 over matches - 6

See also Appendix C below for the maximum number of overs a bowler can bowl when overs have been reduced in an innings.

### **13. Scoring Runs (Law 18)**

A key change to the Laws of Cricket is Laws 18.4 and 18.11 which states:

#### **18.4 – Unintentional Short Runs**

18.4.2 If, either or both batters run short and a boundary is scored the umpire concerned shall disregard the short-running and shall not call or signal a Short Run, unless the boundary is a result of an overthrow or wilful act of a fielder (see Law 19.8 Overthrow or Wilful Act of a Fielder)

#### **18.11 – Batter returning to original end**

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.7 to 18.11.1.8 the not out batter will return to his or her original end.

18.11.1.7 Caught

18.11.1.8 Obstructing the field where the obstruction or distraction prevents the striker being out caught.

### **14. Wide (Law 20)**

Law 20.1 If a bowler bowls a ball, not being a No Ball, the umpire shall adjudge it as a wide if the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

Guidelines will have been drawn on the pitch as a guide to off-side wides as outlined in the General Playing Conditions.

### **15. No Ball (Law 21)**

The delivery following a call of No Ball will be a free hit. See [General Playing Conditions 21.19 Free Hit after a No Ball](#).

### **16. Batter's Innings; runners (Law 25)**

Law 25.8 – Strikers Right to Play the Ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (See Law 27.5 – Restrictions on actions of wicket-keeper and 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1.

Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

### **17. The Fielder (Law 28)**

- 17.1. At the instant of delivery, there shall be no more than 5 fielders on the on-side (leg-side).

## 18. Restrictions on the Placement of Fielders (28.7)

Field restrictions termed “Power Plays” pertain to maximum number of fielders permitted outside the 30-yard circle for Men and 25.15yds for Ladies competitions.

See also APPENDIX A – Powerplays in reduced overs (below).

- 18.1. 40 over Competition  
Power Play 1: (Overs 1 – 8) 2 fielders.  
Power Play 2: (Overs 9 – 32) 4 fielders.  
Power Play 3: (Overs 33 – 40) 5 fielders.
- 18.2. Power Plays in the 35 Over Competition.  
Power Play 1: (Overs 1-7) 2 players.  
Power Play 2: (Overs 8-35) 5 players.
- 18.3. Power Plays in the 30 Over Competition.  
Power Play 1: (Overs 1-6) 2 players.  
Power Play 2: (Overs 6-30) 5 players.

**NOTE: In a Ladies competition, power play 2 will allow 4 players only outside the 25.15-yard circle.**

## 19. Timed Out (Law 40)

Law 40 will apply except that the incoming batsman must be in position to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

## 20. Unfair Play (Law 41)

41.3 The match ball – changing its condition.

The only allowed natural substance used to polish the ball is sweat.

Saliva is no longer allowed to be used to polish the ball.

## 21. Bowling of Dangerous and Unfair Short-Pitched Deliveries

- 21.1. Any short-pitched delivery **above the head** is a Wide and counts as one of the short balls for the over.
- 21.2. In Limited matches only two fast short-pitched deliveries are permitted and considered fair per over.
- 21.2.1. The **first and second fair** fast short-pitched delivery above the shoulders will be signalled as such.
- 21.2.2. A **third** fast short-pitched ball above shoulder height in the same over will be considered unfair and called and signalled as a WIDE, and the bowler will be given a warning. This warning is there to remind the bowler that the next fast short-pitched delivery above shoulder height in that over and a fourth fast short-pitched delivery in any subsequent over, 21.2.3 will be enforced.



**21.2.3.** A **fourth** fast short-pitched delivery above shoulder height **in the same over** is **considered unfair** and will result in a call of NO BALL and the captain will be asked to remove the bowler. This will be followed by a free-hit. A player who did not bowl the previous over or part thereof may complete the over. This will count as 1 over for the replacement bowler.

**21.2.4.** The bowler cannot bowl for the remainder of the match.

See [General Playing Conditions](#) 41.6 for full details. 21.1 and 21.2 above are for fair/unfair deliveries. See [General Playing Conditions](#) 41.6.12 and 41.6.13 for [dangerous fast short pitched deliveries](#), which takes into consideration the skills of the batter, the speed, length, height and direction of the ball which are considered likely to inflict physical injury to the batter.

## One Day Format Semi-Final and Finals Playing Conditions

The following conditions shall apply to the final's series for all senior grades.

### 1. Eligibility of Players and Teams to contest a Semi-Final or Final

See [Club and Player Regulations](#) Regulation 27 Qualifying for Finals

### 2. Team finishing on Equal Points after the preliminary rounds.

See [Club and Player Regulations](#) Regulation 29 in the event of teams finishing on equal points.

See also [Club and Player Regulations](#) Regulation 40 Net Run Rate.

### 3. Semi-Finals and Final Venues

See [Club and Player Regulations](#) Regulation 34 – Allocation of Semi-Finals and Finals Venues

### 4. Days and hours of play

4.1. Semi-finals and Finals match days and playing times will be as advertised in the PlayHQ draw. The Minimum overs to be played in Semi-Finals and Finals matches will be 50% of the finals format. For example, if a final is set to be a 35 over match, then the minimum number of overs that can be played in that semi-final or final is 17 overs (50% of 35). Apart from the minimum overs, all finals will conform with standard One Day match playing conditions and regulations.

### 5. Extra Playing Time

There will be an extra hour's play available following the standard closure times if:

5.1. Time was lost during the day's play and if conditions permit. See [General Playing Condition](#) 2.7 – Fitness for Play for more information.

5.2. The number of overs required in day's play, has not been bowled by the closure time.

### 6. Semi-Final match incomplete.

There will be no allowance for a spare weekend should the semi-final conclude as a tie (no 'Super Over' possible), No Result or is Abandoned. The team finishing highest on the ladder prior to the semi-finals shall automatically progress into the final.

### 7. Finals Format and Washed Out/Abandoned matches.

- 7.1. All finals will be played in a format advised by the Fixtures and Competitions Sub-Committee before the commencement of each season. Finals will be published in the draw. See the Semi-Finals and Finals Regulations for details.
- 7.2. The Grand Final shall have one (1) reserve day (2 for 1st Grade) allocated on which a Tie (with no 'Super Over' possible), No Result, or an Abandoned match may be replayed. No other matches shall have a reserve day allocated.
- 7.3. See also [Club and Player Regulations](#) Regulation's 33 and 37.5 (team finishing higher wins) should the reserve day match also conclude as a tie (no Super Over can be played), No Result or is Abandoned.

## **8. Playing Conditions.**

All other Playing Conditions are as per preliminary matches. Team finishing on Equal Points after the preliminary rounds.

## APPENDIX A – Powerplays in Reduced Overs

### 40 Over Matches - Powerplays in reduced overs.

Pertains to both Innings.

| Innings Duration | Powerplay 1 | Powerplay 2 | Powerplay 3 |
|------------------|-------------|-------------|-------------|
| 15               | 3           | 9           | 3           |
| 16               | 3           | 10          | 3           |
| 17               | 4           | 10          | 3           |
| 18               | 4           | 11          | 3           |
| 19               | 4           | 11          | 4           |
| 20               | 4           | 12          | 4           |
| 21               | 4           | 13          | 4           |
| 22               | 5           | 13          | 4           |
| 23               | 5           | 14          | 4           |
| 24               | 5           | 14          | 5           |
| 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          | 9           |

**30 and 35 Over Matches - Powerplays in reduced overs.**

| Innings Duration | Powerplay 1 | Powerplay 2 |
|------------------|-------------|-------------|
| 10               | 2           | 8           |
| 11               | 2           | 9           |
| 12               | 2           | 10          |
| 13               | 2           | 11          |
| 14               | 3           | 11          |
| 15               | 3           | 12          |
| 16               | 3           | 13          |
| 17               | 3           | 14          |
| 18               | 4           | 14          |
| 19               | 4           | 15          |
| 20               | 4           | 16          |
| 21               | 4           | 17          |
| 22               | 5           | 17          |
| 23               | 5           | 18          |
| 24               | 5           | 19          |
| 25               | 5           | 20          |
| 26               | 5           | 21          |
| 27               | 6           | 21          |
| 28               | 6           | 22          |
| 29               | 6           | 23          |
| 30               | 6           | 24          |
| 31               | 6           | 25          |
| 32               | 7           | 25          |
| 33               | 7           | 26          |
| 34               | 7           | 27          |

## Appendix B - Morning matches - extra conditions

**Should there be another match drawn for the same ground commencing at 13:00.**

In order to ensure **any morning match** concludes at the designated closure time for afternoon matches to follow-on, all morning matches must:

### 1. Bowling of Consecutive Overs

Bowlers must bowl from the same end for a number of consecutive overs, then swap ends and repeat until the final remaining overs are bowled.

- 1.1. **35 over matches**, the fielding side will have 7 overs from each end before the bowlers change ends.
  - 1.1.1. For each of these 7 over spells, batsmen swap ends, bowlers remain at same end.
  - 1.1.2. At start of overs 8, 15, 21 and 28 – batsmen do not swap, bowlers change ends.
- 1.2. The first innings must close at or before the designated times as outlined in the Playing Times Table (above).
  - 1.2.1. If the required overs have not been bowled at the designated closure time, play will cease at the end of the over in which the time has been reached OR if a new over is due to commence within 3 minutes prior to the designated time, the innings will close.
  - 1.2.2. The team batting second will receive the same number of overs completed by the first batting team if they are not dismissed or pass the score prior to that over.
  - 1.2.3. If the number of overs is not completed at the designated time for the close of the match, **then the Duckworth/Lewis/Stern method will be used to calculate the target score for the team batting second.**
  - 1.2.4. The captain of the fielding side in any innings may be reported for slow play should this instance occur. (See [Regulations and General Playing Conditions](#) 12.8 Over Rate Penalties) .
- 1.3. It is the responsibility of the umpires to ensure the match is played under these conditions.
- 1.4. If there are no official umpires, it is the responsibility of the team captains and their designated player-umpires to ensure the match is played under these conditions.

Appropriate penalties will be applied by the Fixtures and Competitions Sub-Committee should the above conditions not be adhered to, specifically the playing times as outlined in the limited overs table above.

### 2. Matches adjusted.

- 2.1. Afternoon matches or morning matches with no afternoon matches drawn on the same ground commencing at 13:00 may be played as a normal game.
- 2.2. If an afternoon match or no follow-on match after a morning match, if one captain wants to play under clause 1 (Bowling of Consecutive Overs), then the match will be played in that format. Playing times as outlined in the limited overs playing times above must still be adhered to.

## Appendix C – Over deduction ready reckoner

Limited Over Matches

| See Minimum Overs |               |    |    |    |    |
|-------------------|---------------|----|----|----|----|
| Over #            | Bowler Number |    |    |    |    |
|                   | 1             | 2  | 3  | 4  | 5  |
| 50                | 10            | 10 | 10 | 10 | 10 |
| 49                | 10            | 10 | 10 | 10 | 9  |
| 48                | 10            | 10 | 10 | 9  | 9  |
| 47                | 10            | 10 | 9  | 9  | 9  |
| 46                | 10            | 9  | 9  | 9  | 9  |
| 45                | 9             | 9  | 9  | 9  | 9  |
| 44                | 9             | 9  | 9  | 9  | 8  |
| 43                | 9             | 9  | 9  | 8  | 8  |
| 42                | 9             | 9  | 8  | 8  | 8  |
| 41                | 9             | 8  | 8  | 8  | 8  |
| 40                | 8             | 8  | 8  | 8  | 8  |
| 39                | 8             | 8  | 8  | 8  | 7  |
| 38                | 8             | 8  | 8  | 7  | 7  |
| 37                | 8             | 8  | 7  | 7  | 7  |
| 36                | 8             | 7  | 7  | 7  | 7  |
| 35                | 7             | 7  | 7  | 7  | 7  |
| 34                | 7             | 7  | 7  | 7  | 6  |
| 33                | 7             | 7  | 7  | 6  | 6  |
| 32                | 7             | 7  | 6  | 6  | 6  |
| 31                | 7             | 6  | 6  | 6  | 6  |
| 30                | 6             | 6  | 6  | 6  | 6  |
| 29                | 6             | 6  | 6  | 6  | 5  |
| 28                | 6             | 6  | 6  | 5  | 5  |
| 27                | 6             | 6  | 5  | 5  | 5  |
| 26                | 6             | 5  | 5  | 5  | 5  |

Limited Over Matches cont.

| See minimum overs |               |   |   |   |   |
|-------------------|---------------|---|---|---|---|
| Over              | Bowler Number |   |   |   |   |
| 25                | 5             | 5 | 5 | 5 | 5 |
| 24                | 5             | 5 | 5 | 5 | 4 |
| 23                | 5             | 5 | 5 | 4 | 4 |
| 22                | 5             | 5 | 4 | 4 | 4 |
| 21                | 5             | 4 | 4 | 4 | 4 |
| 20                | 4             | 4 | 4 | 4 | 4 |
| 19                | 4             | 4 | 4 | 4 | 3 |
| 18                | 4             | 4 | 4 | 3 | 3 |
| 17                | 4             | 4 | 3 | 3 | 3 |
| 16                | 4             | 3 | 3 | 3 | 3 |
| 15                | 3             | 3 | 3 | 3 | 3 |