

**THE PREAMBLE – THE SPIRIT OF CRICKET**

**Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.**

**The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.**

**Respect is central to the Spirit of Cricket:**

**Respect your captain, team-mates, opponents and the authority of the umpires.**

**Play hard and play fair.**

**Accept the umpire’s decision.**

**Create a positive atmosphere by your own conduct, and encourage others to do likewise.**

**Show self-discipline, even when things go against you.**

**Congratulate the opposition on their successes, and enjoy those of your own team.**

**Thank the officials and your opposition at the end of the match, whatever the result.**

**Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.**

**Index**

1. **SAAS General Conditions**
2. **SAAS Primary Rules**
3. **SAAS Saturday Morning Cricket**
4. **SAAS Saturday Afternoon Cricket**
5. **SAAS T-20 Rules**
6. **SAAS Hot Weather**
7. **SAAS mycricket points formula**
8. **Duckworth Lewis Calculator**
9. **Curator Information**



GENERAL CONDITIONS

**Cricket – Balls**

**Senior**

4 Piece 156-gram Kookaburra ball (Regulation, Club Match or Senator)

1st XI Division 1 and Division 2 Afternoon (Kookaburra Regulation ball),

1st XI Saturday Morning (Kookaburra Regulation ball)

2nd XI Saturday Morning Two piece 156-gram Kookaburra ball (Practice or Tuff Pitch)

1st XI T-20 Competition (156-gram Kookaburra Pink Senator Ball)

Year 10A games (Regulation, Club Match or Senator)

**Middle Cricket** - Two piece 156-gram Kookaburra ball (Kooka Practice or Tuff Turf)

**Primary** – Two Piece 142-gram Kookaburra ball (Kooka Practice or Tuff Turf)

**Fielding Restrictions**

In ALL grades OTHER than Group 1 close-in fieldsmen (other than slips fieldsmen) may be NO closer than 9 metres from the bat.

**PITCHES**

Matches may be played on Synthetic or Turf pitches.

**Dress**

Players are expected to wear whites, including footwear.

In one day or T-20 fixtures schools may use a coloured kit.

A school tracksuit top or jumper may be worn at all levels except 1st IX.

**Drinks Breaks**

**Morning 2 Day Games**

There shall be one drinks break at 10.20a.m. for five minutes.

In the event of teams agreeing to two drinks breaks they shall be at 9.45 a.m and 10.45 a.m.

**Morning 1 Day Games**

The only drinks break shall be at the change of innings.

Individual schools are responsible for the selections of their teams from current students.

Teams can consist of 12 players. 11 players may bat, 11 may bowl.

Scoring is to be completed with “My Cricket” or entered into “My Cricket” by the “Home School” by Tuesday following each game.

Schools are responsible for adding selected players to My Cricket.



PRIMARY CRICKET

**Coaches are encouraged to rotate batting and bowling order on a weekly basis so that all players feel that they are contributing to the team’s performance. The concept of two or three students dominating the batting and then bowling the majority of overs is to be completely discouraged.**

**The winning of matches at this level is NOT the prime reason for playing.**

**Coaches are encouraged to discuss the philosophy of each game with the opposing coach prior to the commencement of play.**

GENERAL RULES

**Friday play 4.00 pm to 6.00 pm - These games can be started earlier depending on travel factor**

**Saturday morning play 8.15 am - 11.30 am**

**Different hours of play may be arranged if mutually convenient**

Year 4/5 Modified Rules – Cricket Australia Stage 1

**Ball – 142-gram Kookaburra Supersoft jnr**

**1 day games - 20 overs**

**Game Time – Coaches/Managers can modify the length of the game to suit the 2-hour time limit**

**Pitch – 16 Meters (outfield or hard wicket surface)**

**Field – 40 Meters maximum measured from the batter’s stumps end**

**Team Numbers – 8 players per team on the field**

**(players can be rotated or numbers can be negotiated with opposition team)**

Batting

**Unlimited dismissals for batsman – divide 120 balls (20overs) by number of players. Wides and no balls count towards ball count. Fielding team receives 4 runs towards their batting tally for every wicket taken.**

**Batsman swap ends after a dismissal (If a runout, then the not out**

**batsman faces the next ball)**

Bowling

**6 balls max per over**

**Maximum of 4 overs per bowler**

**Bowlers can bowl from one end for the entire game**

 **All overs bowled from the same end**

Fielding

**No fielders within 15 meters of the bat (except wicket-keeper)**

**A rotation of all fielding positions (including the wicket-keeper) to**

**ensure maximum player engagement**

****



 **YEAR 5 / 6 Cricket (U/11-U/12) Cricket Australia Stage 2**

 **Ball – 142-gram Kookaburra Practice or Tuff Pitch**

 **1 day games - 25 overs**

 **Pitch – 18 Meters (Stumps at the popping crease)**

 **Field – 45 Meters max**

 **Team Numbers – 9 players per team on the field**

 **(players can be rotated or numbers can be negotiated with opposition team)**

**Batting**

**Players to retire after facing 25 balls (regardless whether wides/no balls)**

**At the discretion of coach’s players can be retired prior to the retirement limits**

**A warning for lbw**

**Bowling**

**6 balls per over (8 ball Maximum)**

**Maximum of 4 overs per bowler**

**Bowlers can bowl from one end for 5 overs**

**Fielding**

**No fielders within 10 meters of the bat (except regulation off side slips, gully and wicket-keeper)**

**At the discretion of the coach all fielding positions can be rotated to ensure players can experience all positions.**

 ***Aim is for maximum participation***

 ***and***

 ***Enjoyment in the game***



**SAAS Saturday Morning CRICKET Rules**

**MORNING CRICKET RULES - This includes Year 7 - 10, 1st XI and 2nd XI Morning Cricket**

**Eligibility**

From years 7 to 10 players may NOT compete below their year level EXCEPT by special arrangement between schools

Senior 2nd XI Morning Cricket matches are open to all students of the schools at which they are enrolled

|  |
| --- |
| **Year 7**2 day games Maximum 8 overs Players to retire at 50 runs No warning for lbw |

**Venue**

Matches to be played on the ground of the first named team.

**Hours of Play**

8.15 a.m. TO 11.30 a.m.

 Different hours of play may be arranged if mutually convenient

**Follow On**

In a two-day game, a lead of 100 runs on the first innings is required to make the other team follow on.

 In a one-day game 75 runs.

**One Day Morning Cricket**

The team batting first is to receive 25 overs unless dismissed

The team batting second is to receive the number of overs it has delivered in the first 90 minutes of play - to a maximum of 25 overs.

The team batting second is entitled to receive at least 25 overs if it dismissed the opposition.

Any batter who has been retired may return after the last batsman has been dismissed.

 No bowler is permitted to bowl more than 5 overs.

**Saturday Morning 1st XI Cricket**

The team batting first is to receive a minimum of 50 overs unless dismissed before this.

The team batting second must also receive a minimum of 50 overs on the second day of the match, even if it has commenced its innings on the first day.

 The match should not be concluded before the scheduled close of play (ie. 11.30 a.m.) unless by the mutual agreement of both schools.

Matches must be finished on time – if running late coaches should adjust the number of overs played.

Restriction on Fast or Medium Paced Bowlers

 Fast bowlers are those for whom the wicket keeper stands back from the stumps

16 overs per morning with a maximum spell of 6 overs followed by one-hour break or a break of at least the same number of overs bowled from the same end, whichever is the lesser.

**No Ball**

Any delivery on the full above waist height, or a slow delivery above should height or the batsman standing upright at the crease, shall be deemed dangerous and unfair and either umpire shall call or signal “No Ball” give the batting side ONE RUN plus whatever is scored from the no ball.

**Bouncers**

Year 9 and below

Any fast ball delivered either full pitch above waist height or short pitched that passes over the batsman's shoulder in his normal stance shall be called a "No Ball" by either Umpire.

 Year 10 and above

The above conditions apply to all one day games but in two day games 1 bouncer per over is permitted before a "No Ball" is called.



**SAAS Saturday Afternoon CRICKET Rules**

**1st XI Division 1 Messenger Shield / Division 1 SAAS Shield**

**Shield 40/40 Over Games**

Playing times:

Toss 11:40am, Innings 1- 12-2:30pm, Tea Break 2:30-3pm, Innings 2 – 3-5:30pm.

**All match results need to be entered into mycricket**

If a team is unable to play in the Grand Final, then the next team that qualified for the Semi-finals or with the highest points or if equal with another team’s percentage will have the opportunity to progress to the Grand Final.

**Each innings shall consist of 40 overs for both teams unless all out earlier.**

The fielding team must commence it’s fortieth over within one hundred and fifty (150) minutes, if it fails to do so an extra six (6) runs may be added to the batting teams score at the discretion of the umpire (ie: if umpire feels batting team is time wasting or there is an enforced stoppage time may be added).

In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs ie: Eight (8) overs in a total of 40 overs. 8 Over Maximum per Bowler

Any bowler type can bowl 8 overs in one spell.

If a bowler bowls a front foot no ball the batting team shall receive one (1) run for the ball and the next delivery shall be a free hit, if another illegal ball is delivered either no ball or wide then the free hit shall continue to the next delivery.

Both teams to be notified of free hit by umpire prior to free hit delivery.

The field setting for the free hit shall remain the same as the illegal delivery unless non-striker for the illegal ball is facing.

A batsman can only be dismissed on a free hit by way of a run out.

A game shall be completed when both teams bat for a minimum 15 overs each.

Short Pitch Bowling

One (1) short pitch delivery is allowed per over, any following short pitch ball in the same over shall be deemed a no ball. A short pitch ball is determined by umpire that it has passed striker above shoulder when they are standing upright at the popping crease.

Any delivery that passes outside leg stump without contact from striker shall be deemed a wide delivery.

Drinks Break

A drinks break of 5 minutes must be taken after 20 overs. Or at discretion of umpires with regard to Hot Weather. (Extra drinks breaks will have an allowance of 5 minutes added to allocated bowling time)

Maximum of thirty (30) minutes shall be allowed for change over between innings, any team not ready to commence play shall incur a five (5) run penalty on umpire’s instructions.

Fielding Restrictions

In the first Ten (10) overs of a 40 over game, there cannot be more than two (2) fielders outside the inner circle marked.

There can be a maximum of four (4) fielders outside the fielding circle for overs 11- 40.

There can be a maximum of five (5) fielders outside the fielding circle for the last ten (10) overs. 41-50th over.

At most five (5) fielders can be on the leg side at any given point of time.

At most two (2) fielders can be placed between the square leg umpire and wicketkeeper at any given point.

Additional Crease Markings

To assist with the adjudication of Wides, lines shall be drawn (in white or blue) which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as “Off-Side Wide

Guidelines”

Weather Affected Rounds

In the case where a round has been rain effected, then the following will be actioned.

1. If a team is able to play the match due to not being affected by weather, or covers allowed play, then the results from this game will count to the premiership ladder. The teams that could not play the round will be awarded the 2 points for a washout.
2. In the case that no teams are able to achieve any play, then the round will be deemed a wash out and all teams scheduled to play will receive 2 points. This match cannot be rescheduled for SAAS points.
3. If a game has been included in the fixture to be played on another date, then the results from this game will count as it is a programed match.

Finals Affected by Weather

1. Should a programmed Finals game be impacted by weather; that a game cannot be played to produce a result; then the team sitting higher on the ladder will progress to the next round.
2. (2022) If the Grand Final is impacted by weather; that it cannot be played to produce a result; both teams have the option to reschedule to a later set date. If an alternative agreement cannot be made, then the team sitting higher on the ladder will win the title.
3. A host school will be expected in FINALS to use and or source FULL PITCH Square covers to ensure every opportunity for play to occur. If play is not possible before 2.30 pm then refer to (b).
4. Schools with covers will be able to play on rain effected rounds and gain the points played from this fixture.

Finals (One Day/T-20)

The SAAS cricket finals will see both teams come together at the conclusion of the game for Trophy and Medal presentations.

Both Captains will be invited to say a few words to conclude the game and foster collegiality

Either an official from SAAS or the Match Officials from the game will nominate the Man of the Match winner.

**SAAS Time/Over Calculator**

 **If Time is lost Due to Weather**

(a) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm during daylight savings time or 6.30pm during standard time.

(b) If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.

 (c) If the umpires/coaches deem that no play is possible by 3.00pm the match shall be abandoned.

(d) Overs are only ever recalculated for time lost prior to the commencement of the match

**Average of 3.5 minutes per over**

Example

Start of play delayed by 75 minutes – 60 minutes can be made up,

Actual time lost 15 minutes

Time remaining 265 (280 minus 15)

265 divided by 3.5 = 76 (rounded up to nearest whole number) 38 overs per team

(e) In a match where the numbers of overs are reduced in order to recalculate the number of overs per bowler it must ensure the 5th bowler bowls a minimum of 4 overs. Subtract 4

overs from the total overs, divide the remainder by 4. If this results in an uneven number of

overs then the remaining overs can be applied to the 4 other bowlers as below example

Example: 38 over game minus 4 overs (5th bowler) = 34 overs.

34 overs divided by 4 = 8.5 overs per bowler (the overs will be determined as follows)

2 bowler’s x 9 overs maximum

2 bowler’s x 8 overs maximum

**Over/Time Calculator**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
| **1st Innings** |  |  |  | **2nd Innings** |  |  |
|  12:00pm | Minutes | Overs |  |  2:40pm | Minutes | Overs |
| 12:10 | 10 | 3 |  | 2:50 | 10 | 3 |
| 12:20 | 20 | 6 |  | 3:00 | 20 | 6 |
| 12:30 | 30 | 9 |  | 3:10 | 30 | 9 |
| 12:40 | 40 | 11 |  | 3:20 | 40 | 11 |
| 12:50 | 50 | 14 |  | 3:30 | 50 | 14 |
| 1:00 | 60 | 17 |  | 3:40 | 60 | 17 |
| 1:10 | 70 | 20 |  | 3:50 | 70 | 20 |
| 1:20 | 80 | 23 |  | 4:00 | 80 | 23 |
| 1:30 | 90 | 26 |  | 4:10 | 90 | 26 |
| 1:40 | 100 | 29 |  | 4:20 | 100 | 29 |
| 1:50 | 110 | 31 |  | 4:30 | 110 | 31 |
| 2:00 | 120 | 34 |  | 4:40 | 120 | 34 |
| 2:10 | 130 | 37 |  | 4:50 | 130 | 37 |
| 2:20 | 140 | 40 |  | 5:00 | 140 | 40 |

**Average of 3.5 minutes per over**

**Match Points / Qualifying Provisions**

*It is the responsibility of the school that wins the bonus point(s) to contact the SAAS office to confirm and enter the bonus point(s). All results need to be entered into mycricket by Tuesday 5 pm the proceeding week.*

Match Points / Qualifying Provisions (as allocated by My Cricket) Match Points earned by a team:

**Win: 4 Points**

**Tie: 2 Points Each**

**No Result (Other than Abandoned matches): 2 Points Each / Loss 0 Points**

**Match Abandoned - 2 Point Each**

http://www.boltoncricket.co.uk/DLcalc.html



**SAAS T20 CRICKET Rules**

**Each innings shall consist of 20 overs for both teams unless all out earlier.**

**Ball - 142 0r 156gm Kookaburra ball.**

**1st XI Cricket (Division 1 Messenger Bowl/ Division 2 SAAS Shield)**

Playing times – Innings 1 – 4pm start, Innings Break 15 minutes, Innings 2 – 5:30 start, match completion 6:45pm. Toss to be completed by 3:45pm.

Colour Clothing Optional but encouraged, but must not impact the viewing of the ball (Pink) in use.

Pink Senator 156gm Kookaburra ball

All match results need to be entered into mycricket

In Division 1/2 the winner of each pool progress through to the Grand Final.

The team with the most points or with the highest percentage will host the game.

If a team is unable to play in the Grand Final, then the next team in that pool with the highest points or if equal with another team percentage will have the opportunity to progress to the Grand Final.

The Grand Final will have Neutral SACA Umpires booked through the SAAS Office

**Game Rules**

The fielding team must commence it’s twentieth over within seventy-five (75) minutes, if it fails to do so an extra six (6) runs may be added to the batting teams score at the discretion of the umpire (ie: if umpire feels batting team is time wasting or there is an enforced stoppage time may be added).

In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs ie: Four (4) overs in a total of 20 overs. (Maximum of 4 overs per bowler)

Bowling team shall bowl Five (5) overs from one end before changing ends, batsmen shall change ends at the end of each over.

A game shall be completed when both teams bat for a minimum 5 overs each, excluding if a team has been bowled out.

**Free Hit**

If a bowler bowls any ball deemed a **NO Ball**, the batting team shall receive one (1) run for the NO BALL and the next delivery shall be **a Free Hit**, if another illegal ball is delivered either no ball or wide then the free hit shall continue to the next delivery.

Both teams to be notified of free hit by umpire prior to free hit delivery.

The field setting for the free hit shall remain the same as the illegal delivery unless non striker for the illegal ball is facing.

A batsman can only be dismissed on a free hit by way of a run out.

**Short Pitched Bowling**

One (1) short pitch delivery is allowed per over, any following short pitch ball in the same over shall be deemed a No Ball. A short pitch ball is determined by umpire that it has passed striker above shoulder when they are standing upright at the popping crease.

**Wide**

Any delivery that passes outside leg stump without contact from striker shall be deemed a wide delivery.

Any delivery bowled wide of the off stumps and outside the marked lines will be deemed a wide.

**No Drinks Break**

No drinks break shall be taken during either innings.

**Change Over / New Batsman**

Maximum of fifteen (15) minutes shall be allowed for change over between innings, any team not ready to commence play shall incur a five (5) run penalty on umpire’s instructions.

The following batsman after a wicket is taken has 90 second reach the crease

**Fielding Restrictions**

At most five (5) fielders can be on the leg side at any given point of time.

At most two (2) fielders can be placed between the square leg umpire and wicketkeeper at any given point.

In the first six (6) overs of a T20 game, there cannot be more than two (2) fielders outside the inner circle marked.

There can be a maximum of five (5) fielders outside the fielding circle after the first six (6) overs end.

**Tie Decider**There cannot be a tie in a Twenty20 cricket game.

If, and when, there is a tie by the end of a T20 match, it is broken with a one over per side - 'Super Over'.

Each of the two teams nominates three batsmen and one bowler, to play a one-over per side.

If a team loses two wickets before the over is complete, it loses the game. If this does not happen, the team with the higher score from its over wins it.

In case there is a tie after the 'mini-match' as well, the team that has higher number of sixes in its full innings, or in the 'One1', will be declared the winner.

If, by any chance, there is still a tie, the winning team is the one with the higher number of fours in both innings

**Weather Impacted Grand Final**

If the date set for the T-20 Division 1 or 2 Grand Finals are impacted by weather, the games will be rescheduled through negotiations with the SAAS office.

Match Points

Win 15 Points / Loss 0 Points / Draw or Washout 7.5 points

SACA –Rule Regards T-20 Cricket

Interrupted or Prematurely Terminated Matches - Calculation of the Target Score. Should the team batting first receive its full quota of overs and due to interruptions, the innings of the second team is reduced (but still at least five (5) overs), the score required to tie the match will be calculated as follows: i. (Score of team batting first) X (the quota of overs allotted to the team batting second divided by the quota of overs allotted to the team batting first) = runs required to tie the match. In the event of a fraction, all numbers are rounded up

Law 13 – Innings a. Each team shall bat for twenty (20) overs unless all out earlier. A team shall not be permitted to declare its innings closed. b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of twenty (20) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings. c. If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs or until a result is achieved. d. If the team fielding second fails to bowl twenty (20) overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved. e. Penalties shall apply for slow over rates – see Appendix 2.

Delayed or Interrupted Matches Delay or Interruption to the Innings of the Team Batting First f. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 3.75 minutes per over in the total remaining time available for play. g. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.

The innings of the team batting first will continue from the point of the interruption. h. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs.

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.

To constitute a match, a minimum of five (5) overs have to be bowled to the side batting second, subject to the innings not being completed earlier. i. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings.

All relative delays, interruptions in play, and the duration of the interval will be taken into account. j. If this calculation produces a close of play time that is earlier than the original time for cessation of play on the scheduled day for play, then one (1) additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly. k. If there is more than one (1) interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

**Duckworth/Lewis/Stern System**

**Below is a calculator used for weather affected game.**

**The link will take you to an online calculator to assist with the calculations of the game formula.**

**Where a side is all out, the number of overs to be used is the maximum number of overs that side was**

**otherwise eligible to face. Where matches are shortened and targets revised through the**

**Duckworth/Lewis/Stern system, bonus run rates and bonus defensive targets are derived as a proportion of the revised target score and maximum overs.**

**Duckworth/Lewis/Stern calculation Link**

 <http://www.boltoncricket.co.uk/DLcalc.html>

**Mycricket Ladder Calculation**

**SAAS Cricket Point System - *As used by SACA for Premier Cricket***

***Example***

**Runs for 463 divided by Wickets Lost 30 = 15.433**

**Runs Against 474 divided by Wickets Taken 39 = 12.153**

**Top total divided by the bottom total**

**15.433**

**Divided by**

**12.153**

**=1.2669**

**SAAS Hot Weather - Cricket**

**If the Hot Weather policy is actioned, then the following will apply to 1st XI Cricket.**

**1st XI fixtures to start at 8am.**

**Games to be completed by 1:30.**

**Hours of play will be as follows-**

**Innings 1- 8-10:30 (40 overs)**

**Break 10:30- 10:50**

**Innings 2-10:50am-1:20pm (40 overs)**

**The additional 10 minutes till 1:30 could be used for additional drinks breaks per innings, or extra drinks can be negotiated between the teams.**

**Curator Information**

**Oval Markings**

**The Oval dimensions will not exceed 60 metres from the centre stump at each end of “the centre wicket” on the cricket pitch square.**

**The fielding circle will consist of two semi-circles 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 of each of the semi-circles shall be:**

**30 yards (27.43 metres).**

**The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ can be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. This constitutes the “fielding restriction area”**

**Additional Crease Markings**

**To assist with the adjudication of Wides, lines shall be drawn (in white or blue) which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as “Off-Side Wide Guidelines”**

Updated – 2021 October