

WIN/LOSE MATCH RULES

W1. HOURS AND DURATION OF PLAY

W1.1 Starting Time

- The Win/Lose Matches in Rounds 1 to 14 shall start at 1:00pm.
- The Win/Lose Matches in Rounds 15 to 18 shall start at 12:30pm.

Member Clubs are expected to ensure they start matches promptly.

Where there are no dedicated/non-player Umpires present, the Captains shall be responsible for the TVCL Match timings.

W1.2 Duration of Play (Maximum)

There will be two sessions of play of expected to be no longer than approximately 3 hours 10 minutes each, separated by a tea interval of up to 30 minutes.

Divisional Level	Maximum Overs
Levels 1 & 2	50 per Innings
Levels 3 to 7	45 per Innings
Levels 8 & below	40 per Innings

No declarations are permitted.

Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the team batting second shall still be entitled to their Maximum Overs (as may previously have been reduced due to interruption).

W1.3 Duration of Play (Minimum)

There shall be a minimum of 20 overs per innings for there to be a result (unless either or both Teams were dismissed in less than their entitled overs).

Once a Match has been started, should the loss of time result in less than 20 complete overs being available to either Team, the game shall be declared as "Abandoned".

W2. The Balls

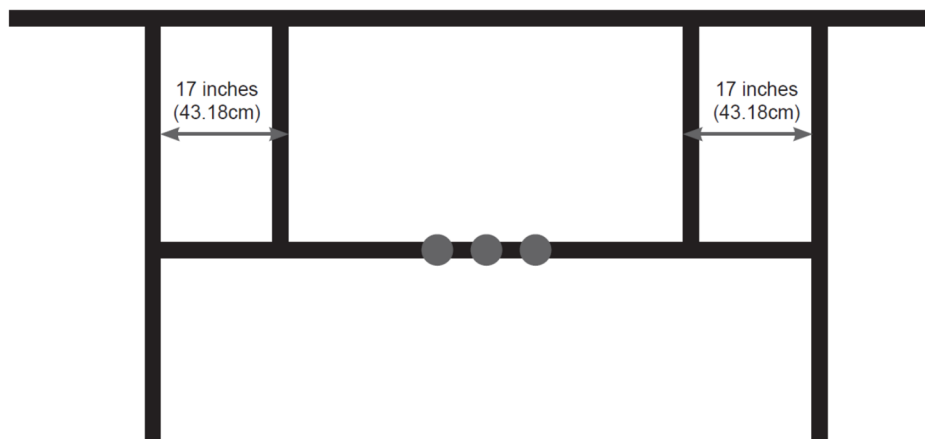
One new TVCL Ball shall be used from the start of each innings.

The ball used in the 1st innings may not be used in the 2nd innings (unless used as a spare ball).

W3. Additional Pitch & Outfield Markings

W3.1 Additional Crease Marking (Mandatory for Levels 1 to 4, recommended in all Levels)

An additional crease marking shall be made 17” inside and parallel to each Return Crease, joining the Popping and Bowling creases as shown below – which can aid the decision of Wides on the offside. (Please note that the crease is the inside edges of both these new markings.)



W3.2 The 30 Yard Ring (Mandatory in Levels 1 to 7)

Two semi-circles shall be drawn, with a radius of 30 yards from the back of each middle stump. The ends of each semi-circle shall be joined to the other by a straight line drawn parallel to the pitch to create the ring. The ring should be marked by painted 'dots' at approximately five-yard intervals. Each 'dot' will be, where possible, covered by a white plastic or rubber (but not metal) disc measuring no more than seven inches in diameter.

W4. Bowler Restrictions {2018 Trial}

W4.1 In all Levels, a bowler may bowl a maximum of 10 overs, before any reduction of overs.

W4.2 Where there has been a reduction of overs, please see the Tables in **Appendix 5** for the associated reduction to the maximum number of permitted overs per bowler.

W4.3 In the event of a reduction in overs after the commencement of the Innings, and a bowler has already bowled more than the revised limit as calculated in W4.2, they shall no longer be able to bowl in that Innings (but may complete an in-progress over following an interruption).

For example (50/50): after 16 overs, rain interrupts play and the Innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. The revised calculation allows for 2 bowlers to bowl a maximum of 7 overs and 3 bowlers to bowl a maximum of 6 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs maximum.

W4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over for each bowler's limit.

W5. Free Hits

- W5.1 The delivery following any kind of No Ball, shall be signalled as a “Free Hit” for whichever batsman is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will also become a Free Hit for whichever batsman is facing it.
- W5.2 The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing “Free Hit” and then extending one arm straight upwards and moving it in a small circular motion.
- W5.3 The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.
- W5.4 For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.
- W5.5 Field changes are NOT permitted for the Free Hit delivery, except:
- a) to cater for a change of batsman (left vs right handed), or
 - b) if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach, or
 - c) any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

W6. Wide Ball

- W6.1 Law 22 shall apply with the following addition;

Levels 1 to 4

- W6.2 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the stumps.
- W6.3 Leg side: A Wide Ball shall be called if, irrespective of where the ball pitches, it passes outside the leg side line of the batsman in their stationary position - or the leg stump - whichever is furthest to the leg side at the start of the bowler’s run-up.

(Note: a ball that passes between the batsman and the leg stump shall not be considered a Wide Ball. Additionally, if a ball hits the batsman or any part of their equipment, it shall not be called a Wide Ball irrespective of where it pitched or where it would have passed the stumps.)

- W6.4 Off side: Where a 17-inch crease marking is provided, if the ball passes outside the inside line of the 17-inch crease marking on the offside, it shall be called as a Wide Ball - unless the batsman has moved significantly towards the off side to bring the ball into play.

(Any delivery passing outside the Return Crease on the Offside will be a Wide Ball regardless of movement by the batsman.)

Level 5 & below

- W6.5 Umpires are instructed to apply a consistent, but less strict, interpretation regarding this Law as set out below to prevent overtly negative bowling wide of the stumps.
- W6.6 Leg side: Any delivery passing outside the leg side line of the batsman and Outside the 17-inch crease marking on the leg side, will always be called a Wide Ball regardless of movement by the batsman.
- W6.7 Off side: Where possible a 17-inch crease marking is recommended to be added in all TVCL Matches to be used as defined in W6.4.
- W6.8 Where a 17-inch crease marking is not provided, the Captains and any Umpires should meet and agree between them at the Toss as to the what shall constitute a wide. The Umpires are to be instructed to apply a consistent interpretation throughout the Match for both sides of the stumps.

Guidance:

Offside: 3 feet (90cm) outside the off stump

Legside: 1 foot (30cm) outside the standing leg line of the batsman in their stationary stance.
(or from the leg stump depending on whichever is closest to the legside).

PART A - WIN/LOSE MATCHES (Levels 1 & 2 Only)

A1. Fielding Restrictions

A1.1 The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the Umpires.

At all Times: At the instant of delivery, there may **NOT** be more than **five** fielders on the leg side.

Plus further restrictions apply during, at the instant of delivery, there may:

Powerplay 1: **NOT** be more than **two** fielders outside the 30 Yard Ring.

Powerplay 2: **NOT** be more than **four** fielders outside the 30 Yard Ring.

Powerplay 3: **NOT** be more than **five** fielders outside the 30 Yard Ring.

A1.2 The normal split of the 3 Powerplays in a 50 over innings is 10/30/10. In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the following table.

Upon resumption, the Powerplay phase in progress is determined with immediate effect as to the number of overs bowled, even if the interruption was mid-over.

Innings Length	Powerplay1	Powerplay2	Powerplay3	Innings Length	Powerplay1	Powerplay2	Powerplay3
	(overs inclusive of)				(overs inclusive of)		
20	≤ 4	4.1 ≤ 16	16.1 ≤ 20	35	≤ 7	7.1 ≤ 28	28.1 ≤ 35
21	≤ 4	4.1 ≤ 17	17.1 ≤ 21	36	≤ 7	7.1 ≤ 29	29.1 ≤ 36
22	≤ 5	5.1 ≤ 18	18.1 ≤ 22	37	≤ 8	8.1 ≤ 30	30.1 ≤ 37
23	≤ 5	5.1 ≤ 19	19.1 ≤ 23	38	≤ 8	8.1 ≤ 31	31.1 ≤ 38
24	≤ 5	5.1 ≤ 19	19.1 ≤ 24	39	≤ 8	8.1 ≤ 31	31.1 ≤ 39
25	≤ 5	5.1 ≤ 20	20.1 ≤ 25	40	≤ 8	8.1 ≤ 32	32.1 ≤ 40
26	≤ 5	5.1 ≤ 21	21.1 ≤ 26	41	≤ 8	8.1 ≤ 33	33.1 ≤ 41
27	≤ 6	6.1 ≤ 22	22.1 ≤ 27	42	≤ 9	9.1 ≤ 34	34.1 ≤ 42
28	≤ 6	6.1 ≤ 23	23.1 ≤ 28	43	≤ 9	9.1 ≤ 35	35.1 ≤ 43
29	≤ 6	6.1 ≤ 23	23.1 ≤ 29	44	≤ 9	9.1 ≤ 35	35.1 ≤ 44
30	≤ 6	6.1 ≤ 24	24.1 ≤ 30	45	≤ 9	9.1 ≤ 36	36.1 ≤ 45
31	≤ 6	6.1 ≤ 25	25.1 ≤ 31	46	≤ 9	9.1 ≤ 37	37.1 ≤ 46
32	≤ 7	7.1 ≤ 26	26.1 ≤ 32	47	≤ 10	10.1 ≤ 38	38.1 ≤ 47
33	≤ 7	7.1 ≤ 27	27.1 ≤ 33	48	≤ 10	10.1 ≤ 39	39.1 ≤ 48
34	≤ 7	7.1 ≤ 27	27.1 ≤ 34	49	≤ 10	10.1 ≤ 39	39.1 ≤ 49
				50	≤ 10	10.1 ≤ 40	40.1 ≤ 50

Examples:

The inning is interrupted after 8.3 overs and reduced to 32 overs (a split of 7+19+6). Therefore referring to the table, the Powerplay2 fielding restrictions shall take immediate effect when play resumes and last for a further 17.3 overs. Powerplay3 begins after the 26th over has been bowled.

The innings is interrupted after 18.5 overs and reduced to 22 overs (a split of 5+13+4). When play resumes, Powerplay3 fielding restrictions apply for the remaining 3.1 overs.

A2. Stricter Laws - No Balls (Level 1 & 2 only)

- A2.1 Law 21 will apply except that the penalty for a 'No Ball' will be **2 runs**, (and shall be followed by a Free Hit as per W5).
- A2.2 A bowler shall be limited to one fast short pitched delivery per over, which is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. (Any short pitched delivery passing over head height is a No Ball.)

The Umpire at the bowler's end will make it clear to both bowler and batsmen at the wicket when such delivery within this limited is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

A3. OVER RATE & PENALTY

- A3.1 Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes). It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

Cut-off Time

- A3.2 Teams are expected to have completed the 49th over of their 50 overs within 3 hours 05 minutes playing time (49 x 3.5 minutes per over + 13.5 minute normal time allowance for any drinks breaks and lost balls). There will be no other additional normal time allowance.

For example in a Match starting at 1pm, the Cut-off Time to have started the last over, in the first innings shall be 4:05pm. For the second innings (due to start at 4:40pm) would have a Cut-off Time of 7:45pm.

- A3.3 Only in Exceptional Circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches) will the Umpires have the discretion to delay the Cut-off Time.
- A3.4 If the innings is interrupted and a reduction of overs occurs, the Cut-off Time for the completion of the total innings shall be recalculated based on the reduced number of overs x 3.5 minutes, plus 13.5 minutes normal stoppage allowance (rounded up to a whole number) plus any Exceptional Circumstances as maybe determined by the Umpires. The Umpires shall consult with the Scorers and confirm the new Cut-off Time to the Captain of the fielding team at the commencement of each innings or following any significant interruption in play.
- A3.5 If the innings is completed before the Cut-off Time, then no over rate penalty shall apply.
- A3.6 An over rate penalty will only be applied to an innings of 20 overs or more duration.

Penalty

- A3.7 In either Innings, if the fielding team fails to complete the penultimate over of the entitled overs by the Cut-off Time, then the batting Team will be credited with **6** penalty runs for every complete over that has not been bowled in time.

All penalties in this regard will be imposed immediately the ball first becomes dead after the Cut-off Time has passed for the innings.

The Umpires shall notify the Captain of the fielding team, the Batsmen and Scorers of the penalty, before the innings continues.

For example, in a 50 over innings, if the Cut-off Time has passed when say 47.4 overs have been bowled, then the batting Team shall immediately, before the 5th ball of that over is bowled, be credited with 12 penalty runs for the 2 complete overs not bowled by that time.

If the Team batting second is credited with penalty runs in this way and this consequently increases their score past that of Target set by the Team batting first, then the match shall immediately be deemed to be won by the Team batting second and the innings closed.

A4. DELAYED OR INTERRUPTED MATCHES (Levels 1 & 2 Only)

A4.1 In all cases the TVCL Match shall only start or continue if **both** the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

A4.2 Reduction of Overs Before the First Innings

Should a delay occur prior to the start of the TVCL Match, then the TVCL Match shall proceed simply based on a reduction in the number of overs available. The Umpires shall reduce the number of overs in the TVCL Match by 2 (one per innings) for every completed 7 minutes of time lost.

After the commencement of the Match, the first cumulative 30 minutes of the time lost in the whole Match shall be ignored, so as to reduce the potential need to apply the Duckworth Lewis ("D/L") method as explained in Section A5.

A4.3 Reduction of Overs in the First Innings

After the commencement of the TVCL Match, AND after the first cumulative 30 minutes of the time has been lost, thereafter the Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of subsequent time lost – AND – at the end of the 1st Innings a Revised Target Score will be calculated using D/L method.

A4.4 Reduction of Overs in the Second Innings

If following the completion of the first innings, AND once the 30 minutes allowable delay to the TVCL Match has been used, either a delayed start to the second innings or a suspension of play during the second innings, then the Umpires shall reduce the number of overs in the second innings by 1 for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match.

On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the D/L method.

In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

A5. DUCKWORTH / LEWIS (D/L) METHOD

- A5.1 The Home Team shall provide a D/L Manager (who may be the Scorer) and who must be present at all Home Matches.
- A5.2 The Home Team shall provide for the use of the Scorers (and D/L Manager) a computer, configured with the D/L Professional version software (as provided by the TVCL) and a printer in order to produce the Par Score for Target sheets in the 2nd Innings.
- A5.3 The Home Team (D/L Manager) will be responsible for the displaying the D/L Par Score (visible from the Pitch) at the end of each over and at the fall of each wicket in the 2nd Innings.
- A5.4 In the event that the Home Team computer and/or printer should malfunction, (and the Away Team did not bring their computer as a back-up), then the Home Team (D/L Manager) must be competent to carry out the necessary calculations manually using the D/L Standard Edition methodology and tables. The Umpires and Captains must be immediately notified of any such computer malfunction.
- A5.5 Should the TVCL Match be interrupted after the commencement (as per A4.3 or A4.4), and there has been a computer malfunction to prevent the use of the D/L Professional version and the D/L Standard Edition manual calculation is unable to be performed by the Home Team – then the Match Result shall be awarded to the Away Team and the Home Team will receive no points.

PART B - WIN/LOSE MATCH RULES (LEVEL 3 & BELOW)

B1. RESTRICTION ON FIELDERS

The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the Umpires.

To be judged at the instant of delivery:

- **In All Levels:** for the whole Match, there must not be more than **FIVE** fielders on the leg side.
- **In Levels 3 to 7 only:** for the whole Innings, there must **NOT** be more than **FIVE** fielders outside the 30 Yard Ring.

B2. Stricter Laws - No Balls (Level 3 & Below only)

B2.1 Law 21 shall apply with just the normal 1 run scored for a No Ball, (and shall be followed by a Free Hit as per W5).

B2.2 Additionally **any** short-pitched delivery, which is defined as one that bounces & passes or would have clearly passed over shoulder height of the batsman standing upright at the popping crease, shall be called as a No Ball. (This ruling applies even though the batsman may have made contact with the ball with their bat, person or equipment.)

B3. OVER RATE & PENALTY *{suspended for 2018}*

B4. DELAYED OR INTERRUPTED MATCHES

Reduction of Overs Before the 1st Innings (or within 5 overs)

B4.1 There shall be no 'golden half hour' therefore the deduction of Overs will commence immediately after the first **8** minutes is lost.

B4.2 Should a delay occur prior to the start (or within the first 5 overs), the Match shall proceed simply based on a reduction in the total number of overs available.

The Umpires (or Captains) shall reduce the number of overs in the Match by 2 (one per Innings) for every completed **8 minutes** of time lost. (down to a minimum 20/20 Match)

No Further Reduction of Overs During the 1st Innings

B4.3 Any interruption after the first 5 overs of the Match have been completed, the 1st Innings shall not be reduced (further) in length.

Any time lost thereafter will result in a reduction of overs in the **2nd Innings only**, at 1 over for every 4 minutes of time lost (down to a minimum 20 overs)

AND at the end of the 1st Innings a **Revised Target Score** will be calculated using the Adjusted Run Rate Method prior to the beginning of the 2nd Innings.

Reduction of Overs in the 2nd Innings

- B4.4 If following the completion of the 1st Innings, either due to a delayed start to the 2nd Innings or a suspension of play during the 2nd Innings, then the Umpires (or Captains) shall reduce the number of overs in the 2nd Innings by 1 for every completed 4 minutes of subsequent time lost (down to the minimum of 20 overs).
- B4.5 In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.
- B4.6 On every occasion where there is a reduction of overs during the 2nd Innings, then a new Revised Target Score will be required, which will be calculated by the Adjusted Run Rate Method.
- B4.7 Before taking the field to resume play, the Umpires (or Captains) and Scorers will confirm the newly calculated **Revised Target Score**.

B5. Adjusted Run Rate Method

- B5.1 Should overs be lost in the Match leading to an unequal number of entitled overs in each Innings, then an Adjusted Run Rate (“ARR”) shall be applied to the 1st Innings score (including any Penalty Runs), to generate a **Revised Target Score** for the 2nd Innings.

The ARR **shall only be calculated once** just prior to the commencement of the 2nd Innings.

The difference in completed overs between the two Innings will have a multiplier of 1.2% per over applied to calculate the ARR.

$$\text{ARR} = (1^{\text{st}} \text{ Innings Runs} / \text{Completed Overs}) \times (100\% + [\text{Difference in Complete Overs} \times 1.2\%])$$

For example in 45 overs, the 1st Innings scored 216. Due to loss of time before the 2nd Innings starts, the 2nd Innings will only receive 36 overs.

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	9 overs x 1.2%	= +10.8% adjustment
ARR	4.80 x 110.8%	= 5.3184
Applied to 2 nd Innings overs	36 overs x 5.3184	= 191.4624
Revised Target Score	192 runs to Win (or 191 runs to Tie)	

Once the 2nd Innings has started, any further loss of overs will mean applying the same ARR to the reduced number of overs.

*For example, the 2nd Innings above is further reduced from 36 to 25 overs.
The new Revised Target Score = 133 runs to Win (25 overs x 5.3184 = 132.96)*

Note: if there was no interruption / loss of overs in the Match prior to the commencement of the 2nd Innings, the ARR will simply be the 1st Innings Run Rate, as no adjustment would be applicable prior to the 2nd Innings.

For example, the 2nd Innings begins with the full entitled 45 overs chasing a Target Score of 217. After 10 overs, 9 overs are lost leaving 36 overs remaining.

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	Zero x 1.2%	= 0.0% adjustment
ARR	4.80 x 100%	= 4.80
Applied to 2 nd Innings overs	36 overs x 4.80	= 172.8
Revised Target Score	173 runs to Win (or 172 runs to Tie)	

Should the 2nd Innings be concluded due to any interruption:

- B5.2 Where 20 overs have not been completed in the 2nd Innings, the Match shall be deemed “Abandoned”.
- B5.3 Where 20 or more overs have been completed, then a new Revised Target Score is calculated for the number of overs bowled to the close of the Innings. If the runs scored in the 2nd Innings are:
- a) More than or equal to the Revised Target Score, then the Team batting second shall be the winner.
 - b) Equal to the “Revised Target Score minus 1 run” it shall be a Tie.
 - c) Less than the “Revised Target Score minus 1 run” then the Team batting first shall be the winner.

For example, in chasing a Target Score of 217, with no prior interruption before the 2nd Innings, and was then curtailed by rain after 25.4 overs with the score on 123, the Match Result would be a Tie!

1 st Innings Run Rate	216 / 45	= 4.80
Difference in Overs (between Innings)	Zero x 1.2%	= 0.0% adjustment
ARR	4.80 x 100%	= 4.80
Applied to 2 nd Innings	25.4 overs x 4.80	= 123.20
Revised Target Score	124 runs to Win (or 123 runs to Tie)	

Appendix 5: Win/Lose Format Bowler Restrictions

Below are the Tables to use to identify the Maximum Number of Overs per Bowler should the overs be reduced in an Innings.

Table 1: 50/50 Matches

Levels 1 & 2					
Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4	Max Bowler 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
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

Table 2: 45/45 Matches

Levels 3 – 7					
Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4	Remainder
45	10	10	10	10	5
44	10	10	10	9	5
43	10	10	9	9	5
42	10	9	9	9	5
41	9	9	9	9	5
40	9	9	9	8	5
39	9	9	8	8	5
38	9	8	8	8	5
37	8	8	8	8	5
36	8	8	8	7	5
35	8	8	7	7	5
34	8	7	7	7	5
33	7	7	7	7	5
32	7	7	7	6	5
31	7	7	6	6	5
30	7	6	6	6	5
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5	5	5	5
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

Table 3: 40/40 Matches

Levels 8 & 9									
Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4	Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4
40	10	10	10	10	30	8	8	7	7
39	10	10	10	9	29	8	7	7	7
38	10	10	9	9	28	7	7	7	7
37	10	9	9	9	27	7	7	7	6
36	9	9	9	9	26	7	7	6	6
35	9	9	9	8	25	7	6	6	6
34	9	9	8	8	24	6	6	6	6
33	9	8	8	8	23	6	6	6	5
32	8	8	8	8	22	6	6	5	5
31	8	8	8	7	21	6	5	5	5
					20	5	5	5	5