

# Section A: Premier Divisions Match Rules for 50 Over Matches (weeks 1-5 & 15-18) 2026

## 1 Coloured clothing

All sides are required to wear coloured clothing in this playing format. Batters and wicket-keepers are recommended and encouraged to wear coloured pads.

## 2. Pitch Markings

Additional Crease Markings: An additional crease marking shall be made 17" inside and parallel with each return crease, joining the popping and bowling creases. The crease is the inside edges of both these and the return crease markings.

## 3 Duration

### 3.1 Hours of Play and Intervals

3.1.1 Play will start in weeks 1-5 at 12.00noon and in weeks 15-18 at 11.00am. For the purpose of determining the overs remaining in an interrupted match the Close of Play will be 7.30pm in weeks 1-5 and 6.30pm in weeks 15-18.

3.1.2 There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 30 minutes between the innings.

3.1.3 If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval shall, if considered practicable by the umpires, take place immediately and may be extended with the agreement of the captains and umpires, if necessary, by up to 15 minutes (to a maximum of 45 minutes).

3.1.4 In delayed or interrupted matches, the captains may agree to forgo the interval, in accordance with Law 11.9, in which case there shall be an interval between innings of 10 minutes.

3.1.5 Drinks intervals shall be agreed but no more than two breaks per innings are permitted, unless in exceptional circumstances. Time taken for drinks shall be regarded as an interval in accordance with Law 11.8.

3.2 Each match shall consist of a maximum of 50 overs per innings except where time is lost after the scheduled start time due to inclement weather or for any other cause the umpires deem reasonable, when the number of overs shall be reduced as hereinafter provided.

3.3 If the side batting first is dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for its full entitlement of overs or as further reduced due to inclement weather or other cause. Declarations are not permitted.

3.4 In the event of delays due to weather or other causes, a minimum of 20 overs per side is required to constitute a match.

### 3.5 Delayed start or interrupted matches

3.5.1 If there is a delayed start or an interruption or interruptions at any time during the match due to inclement weather, or for any other cause the umpires deem reasonable, the first 30 minutes of aggregated time lost will be disregarded. In calculating the time lost, the time for the interval may be altered in accordance with Law 11.4.

3.5.2 The latest start time for a match reduced to 20 overs per side in weeks 1-5 shall be 4.40pm (in weeks 15-18 the latest start time shall be 3.40pm), unless the captains and umpires agree to abandon the match earlier.

3.5.3 The umpires shall inform the captains and the scorers of the number of overs lost, the revised timings, the number of overs to be bowled and the applicable fielding and bowling restrictions.

### 3.6 Interrupted matches

3.6.1 First innings - When there is a delay to the start of the match or an interruption during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity to bat for the same number of overs. The number of overs lost to be calculated based on one over per innings for each full 8 minutes of playing time lost. In calculating the time lost, the time for the interval may be altered in accordance with Law 11.4 or forgone in accordance with Law 11.9.

3.6.2 Second innings - If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, the umpires will re-calculate, on every occasion, the number of overs to be bowled and, in consultation with the DLSMM, the new target score that is required. Before taking the field to resume play, the umpires will inform the captains and scorers accordingly. The number of overs to be faced by the team batting second will never be increased after an interruption.

3.6.3 The number of overs to be bowled in 3.6.2 shall be calculated based on the time remaining in the match to the scheduled close of play, based on 4 minutes per over. In calculating the number of overs remaining to be bowled the number shall be rounded up. The number of overs available to the team batting second should never be more than those that were available to the team batting first following the last recalculation of the number of overs available in the first innings.

3.6.4 If the home club has provided a DLSMM or someone from the away club has agreed to act as the DLSMM, then the Duckworth-Lewis-Stern Method (DLS) will be used to calculate the target score of the side batting second using the DLS regulations as provided by the League to every club. The umpires shall agree with the scorers and shall inform the captains of the target score before play is resumed. In the event of a miscalculation of the target score the original score shall not be altered once the captains have been informed. The target score shall be displayed clearly on the scoreboard.

3.6.5 If a competent DLSMM is not available throughout the match, then:

3.6.5.1 The away side shall have the option of dispensing with the toss and electing to field first.

3.6.5.2 The target score of the side batting second shall be calculated using average run rate, calculated by dividing the runs scored by the number of legitimate deliveries received by the side batting first following the last recalculation of the number of overs available in the first innings.

- 3.7 An over that is incomplete at the time of an interruption in play shall be completed on any resumption and that part over shall be ignored in calculating the overs remaining to be bowled in the match.
- 3.8 If the loss of time results in less than 20 overs being available to the team batting second, the game shall be abandoned.

#### **4 Number of Overs Per Bowler**

- 4.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings.
- 4.2 In a match of less than 50 overs no bowler may bowl more than one fifth of the total overs available. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. e.g. in an innings of 37 overs, a maximum of 2 bowlers may bowl 8 overs.
- 4.3 If a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum, then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over. e.g. match reduced to 33 overs, one bowler has bowled 10 – 3 bowlers may bowl a maximum of 6 overs and 1 bowler may bowl a maximum of 5.
- 4.4 A part over shall count as a full over only insofar as each bowler's limit is concerned.

#### **5 Restrictions on the Placement of Fielders**

- 5.1 Throughout the innings, at the instant of delivery, no more than five fielders shall be permitted to field on the leg side.
- 5.2 Two semi-circles shall be drawn on the field of play. The semi-circles 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. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery:

- 5.3 Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- 5.4 Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- 5.5 Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 5.6 At the commencement of Powerplays 2 and 3, the bowler's end umpire shall inform the captain of the fielding side and the batters at the wicket and shall then signal the Powerplay by making a large circular motion with one arm.
- 5.7 Infringement of Fielding Restrictions
- 5.7.1 In the event of an infringement of any of the fielding restrictions specified in 5.1, 5.3, 5.4 and 5.5 above the umpire at the striker's end shall call and signal 'No Ball.'

- 5.7.2 If, in the opinion of either batter, the striker's end umpire fails to call and signal 'No Ball' when either these fielding restrictions or Law 28.4 (Limitation of On-side fielders) have been breached, then immediately the ball becomes dead, either batter may draw the matter to the attention of either umpire. If the striker's end umpire is able to verify the breach, he/she shall call and signal No Ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm that the events of the delivery shall be unchanged.

#### **6 Powerplays – Effects of Interruptions**

- 6.1 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table in appendix 1. For clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 6.2 If play is interrupted during an innings, overs are reduced and the table in appendix 1 applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

##### **Illustrations of 6.2:**

A 50 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase (Powerplay 2) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled. A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

#### **7 No Ball**

- 7.1 Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball' and follow the procedures in law 21.3.
- 7.2 Free Hits after a No Ball
- 7.2.1 The delivery following a No Ball shall be a free hit for whichever batter is facing it. Note: this applies to all modes of No Ball except for the first short pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease. For clarity, such a delivery to be called a No Ball and considered the one short pitched delivery for the over.
- 7.2.2 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 become a free hit for whichever batter is facing it.
- 7.2.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for a free hit is called a Wide Ball.
- 7.2.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, 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.

7.2.5 When the ball is dead and after signalling No Ball to the scorers, the bowler's end umpire will call and signal a free hit by extending one arm straight upwards and moving it in a circular motion.

7.2.6 The free hit delivery counts as a ball in the over unless it in turn is a Wide Ball or a No Ball.

## 8 Wide Ball

Law 22 shall apply with the following addition:

8.1 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.

8.2 A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, unless the striker moves as outlined below.

8.3 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it, is as follows: From the moment the ball ceases to be dead, whenever a batter has changed their grip and/or their batting position as per Appendix A6.8 in the Laws (or feinted to do so) or has attempted a reverse sweep or switch hit, then they lose the tight definition of the leg side wide and the wide guidelines are employed on both sides of the wicket, not just the off side.

8.4 A ball that passes between striker and leg stump shall not be judged a wide.

8.5 An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the return crease, and the striker has not brought it within reach of a run-scoring stroke.

## 9 The Bowling of Fast, Short Pitched Deliveries

Law 41.6.1 shall be replaced with:

A bowler shall be limited to one fast, short pitched delivery per over. The umpire at the bowler's end will make it clear to both the bowler and the batters at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his/her bat, person or equipment. A short pitched delivery is defined as one that passes or would have passed clearly over shoulder height of the striker standing upright at the crease. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

## 10 Over Rate Penalties

10.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 minutes playing time.

10.2 In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 5.3 to 5.5 than would normally be the case in the Powerplay overs in progress at the time. All penalties in this regard will be imposed at the end of the over in progress when the scheduled or re-scheduled cessation time for the innings was exceeded. The full quota of overs will be completed.

10.3 Time may be added at the discretion of the umpires for any stoppage or delay in play. Under rule 3.1.5, time shall be added for a drinks interval. When the

umpires agree that time is to be allowed for a stoppage, they shall inform the captain of the fielding side of the time to be allowed at an appropriate opportunity. In the event of frequent moving of the sightscreens, the batting side shall assume responsibility unless other arrangements have been made.

10.4 If the innings is completed before the scheduled or re-scheduled cut off time no over rate penalty shall apply.

10.5 If the start of an innings is delayed or an innings is interrupted, the over rate penalty will apply based on the revised number of overs and the re-scheduled cessation time for that innings. The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather or other cause, of the scheduled time for that innings (by which the fielding side must be in position to bowl the first ball of the last over). The time allowed to bowl the overs shall be calculated on the basis of 4 minutes per over.

10.6 In addition, in all reduced overs matches, the fielding team will be given one over's leeway, such that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

## 11 Result

11.1 A result may only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined in less than 20 overs.

11.2 Except as provided in 11.4, a match shall be won by the team which has scored the most runs in its completed innings.

11.3 Except as provided in 11.4 and 11.5, a tie shall be achieved if the scores are level at the conclusion of the match, irrespective of the number of wickets lost by either team.

11.4 If, after an interruption in play after the start of the match, the number of overs to be received by either side is reduced to a lesser number than allocated before the start, then a revised target score shall be set for the side batting second to achieve. This will be calculated using the Duckworth-Lewis-Stern Method as specified by the League. If the target is reached or exceeded, the side batting second shall be deemed to have won. If the par score is equalled, the match is a Tie, except as provided in 11.5. If the par score is not reached, the side batting first shall be deemed to have won. Such result shall be reported as "A win under the D/L method."

11.5 In the Play Off match specified in clause 14 and 15c of the Playing Conditions: Clause 11.3 above will be replaced by:  
Where the number of overs available to both sides remain equal throughout the match, if the scores at the conclusion of the match are level the winner shall be determined as follows:

- i) The side that has lost fewest wickets, but if still equal.
- ii) The side with the highest scoring rate over the first 20 overs of its innings, based on legitimate balls received and calculated to three decimal places, but if still equal.

- iii) The side that has lost fewest wickets over the first 20 overs of its innings, but if still equal.
  - iv) The side with the highest scoring rate over the first 10 overs of its innings, based on legitimate balls received and calculated to three decimal places, but if still equal.
  - v) The side that has lost fewest wickets over the first 10 overs of its innings.
- 11.5.2 In Clause 11.4 above the words "if the par score is equalled, the match is a Tie" shall be replaced by "If the par score is not exceeded, the match shall be won by the side batting first."

**12 Points**

Win: 25 points; Tie: 13 points; Cancelled: 5 points

No result: 5 points, or bonus points gained, whichever is the greater  
 Bonus points awarded to the losing side or, in the event of a match without a result, to both sides. No bonus points will be awarded for a match ending as a Tie (a Tie being a match in which the scores are level, irrespective of the number of wickets lost by each side).

Batting Bonus points: 1 point for reaching 125, 150, 175, 200, 225, 250 and 275 runs.

Bowling Bonus points: 1 point for taking 2, 4, 6, 7, 8, 9, 10 wickets.

Full bowling bonus points will be gained if a side is all out, regardless of the number of wickets taken.

**Appendix 1 - Powerplays – Effects of Interruptions**

Powerplays

Innings duration	1	2	3
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

Powerplays

Innings duration	1	2	3
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	8	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	10

**Section B: Premier Divisions - Match Rules for 'Timed' Matches (weeks 6 to 14) 2026**

**1. Hours of Play**

- 1.1 Play will commence at 11.00am.
- 1.2 The Lunch Interval will be 30 minutes commencing at 1.00pm, unless changed under the provisions of Law 11.
- 1.3 There will be an interval of 10 minutes between innings.
- 1.4 The Tea interval will be 20 minutes, commencing at 4.30pm, unless changed under the provisions of Law 11.
- 1.5 The home club will provide hot and cold drinks during the intervals.
- 1.6 The umpires shall signal the Last Hour at the later of 5.45pm or when 17 overs remain to be bowled in the match. The Last Hour shall be a minimum of 60 minutes from its commencement and a minimum of 17 overs shall be bowled unless play is interrupted, in which event rule 2.8 shall apply.
- 1.7 Unless a result is achieved earlier, the game shall finish at the later of 6.45pm or when the Last Hour has been completed.

**2. Overs**

- 2.1 Each match will consist of a minimum of 115 6-ball overs except where the match is affected by weather, or a result is achieved sooner.
- 2.2 In an uninterrupted match the side batting first shall face no more than 60 overs.
- 2.3 If considered appropriate, in matches affected by weather or other causes, the captains and umpires together may agree to either revise the times and durations of the intervals or agree to forgo the lunch and/or tea interval. In all cases there will be an interval between innings of a minimum of 10 minutes.

**First Innings Interruptions:**

- 2.4 Any match in which play does not or will not commence by 2.45pm shall be cancelled.
- 2.5 If, owing to a delayed start to the match or if, after the match has started and during the innings of the side batting first, there are one or more interruptions for weather, or for any other cause the umpires deem reasonable, the number of overs available shall be as per the table in Appendix 1 (page 21).
- 2.6 If the time lost under 2.5 leads to fewer than 65 overs being available for the match and the number of overs received and now available in the first innings to be fewer than 34 overs, then the match shall be abandoned.
- 2.7 If, after the side batting first has received at least 34 overs, any interruption or interruptions in the first innings are of a duration that, in calculating the overs remaining using Appendix 1 (page 21), the side batting first has received or exceeded the number of overs now available, the following shall apply:
  - a) The innings of the side batting first shall be regarded as complete.
  - b) The umpires shall calculate the time remaining from the time which they consider

that conditions are such that play can resume, to the scheduled close of play. The minimum number of overs available to the side batting second shall be calculated by dividing the minutes left for play by 3.5 and rounding up if necessary.

- c) If such calculation gives a minimum of 25 overs for the side batting second then play shall commence at the re-scheduled start time as directed by the umpires.
- d) If such calculation results in less than 25 overs being available to the team batting second then the match shall be abandoned, except as described in 2.10 below.

#### Second Innings Interruptions:

2.8 If, owing to a delayed start to the second innings or if during the second innings there are one or more interruptions for weather, or for any other cause the umpires deem reasonable, the minimum number of overs available to the side batting second shall be reduced by one for each complete period of 3.5 minutes of interruption or interruptions.

2.9 If the loss of time under 2.8 results in fewer than 25 overs being available to the team batting second, the game shall be abandoned, except as described in 2.10 below.

2.10 Under 2.7 d) or 2.9 above the match will continue if, at the request of at least one captain and in the sole opinion of the umpires, a positive result remains achievable. For the avoidance of doubt, a match continued under this clause will be considered a completed match for the purpose of awarding bonus points and, if applicable, winning/losing draws, unless there is a further interruption in play, in which case the match shall be abandoned.

2.11 If at any time during the last hour both captains (the batters at the wicket may act for their captain) agree that there are insufficient overs remaining for either side to either achieve a result or gain more points, then the game will end at that point in a draw.

### 3. Bowling Restrictions

3.1 In an uninterrupted match no bowler shall be permitted to bowl more than 20 overs.

3.2 If the number of overs available is reduced as a result of a delayed start or any interruptions in the first innings, the maximum number of overs for each bowler in both innings shall be one-third (rounded down) of the reduced number of overs available in the first innings.

3.3 If there are interruptions during the second innings, then the maximum number of overs for each bowler in that innings will be one-third (rounded down) of the overs now available in the second innings. The maximum number of overs per bowler cannot increase as a result of this recalculation.

3.4 A bowler may exceed the limit solely as a result of such a recalculation of overs due following an interruption in play. Should the interruption happen in the course of an over, upon resumption of play, the bowler shall be allowed to finish the over even if they have exceeded the new limit.

Example: Bowler has bowled 14 overs when an interruption reduces the innings to 40 overs, reducing the limit to 13.

3.5 Short Pitched Bowling - Law 41.6.1 shall be replaced with:

A bowler shall be limited to two fast, short pitched deliveries per over. The umpire at the bowler's end will make it clear to both the bowler and the batters at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his/her bat, person or equipment. A short pitched delivery is defined as one that clearly passes or would have passed over shoulder height of the striker standing upright at the crease. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of Laws 41.6.3 and 41.6.4.

3.6 Negative bowling:

If the bowler's end umpire considers that the bowler is bowling negatively with the intention of preventing the striker from scoring runs, he/she shall caution the bowler and inform the captain, the bowler, the other umpire and the batters that on any repetition the rules for judging a Wide in the 50-Over match rules will be applied.

### 4. Points

Side winning the toss and fielding first:

Win - 30 points Tie - 15 points; Cancelled or abandoned - 6 points  
Winning Draw – 6 points, Losing Draw – 0 points

Bonus points:

Batting – 1 point for reaching 125, 175, 225, 275, 300  
Bowling – 1 point for taking 2, 4, 6, 8, 10 wickets

All other circumstances (side losing toss or winning toss and batting first):

Win – 30 points Tie – 15 points; Cancelled or abandoned – 6 points  
Winning Draw – 6 points, Losing Draw – 2 points

Bonus points:

Batting – 2 points for reaching 125, 175, 225, 275, 300  
Bowling – 1 point for taking 2, 4, 6, 8, 10 wickets

The Winning and Losing draw is calculated on run-rate for the innings, based on legitimate balls received. Run rate shall be calculated to three decimal points. If the two sides have identical run-rates the side losing the fewest wickets shall be deemed to have the higher run rate. If still equal, then each side shall receive 4 points.

### 5. Over Rate Penalty Points

5.1 The umpires will agree timings with the scorers and calculate the over rate taking into account the following allowances:-

- 2 minutes per wicket for the fall of each wicket up to and including the ninth wicket, except if the wicket falls immediately before any interval or interruption.
- The time taken for any Drinks Interval.
- The actual time lost for any reasonable stoppage. This will be solely at the discretion of the umpires and will not be subject to negotiation. The captains and scorers to be informed of any such time added during the next interval.

• During periods when inclement weather necessitates frequent drying of the ball the umpires may, at their sole discretion, allow up to 5 minutes per hour of playing time as additional stoppages. The umpires shall inform both captains and the scorers in advance if they judge conditions justify this additional stoppage allowance for any period of the match.

5.2 The penalties will not apply if the duration of an innings is less than two and a half hours of actual playing time after any allowances.

5.3 The following penalties will apply for slow over rates. The umpires will be the sole judges of over rates in consultation with the scorers:

On the first occasion in the season:

- Fewer than 17 but greater than 16 overs per hour - 1 point
- 16 overs or fewer but greater than 15 overs per hour - 2 points
- 15 overs per hour or fewer - 5 points

If a penalty is imposed for a second or subsequent match in the season the above penalty points are doubled.

## Appendix 1 – Reduced Overs In Interrupted Matches

Time Lost	A	B	C
0	115	60	55
3.5	114	59	55
7.0	113	59	54
10.5	112	58	54
14.0	111	58	53
17.5	110	57	53
21.0	109	57	52
24.5	108	56	52
28.0	107	56	51
31.5	106	55	51
35.0	105	55	50
38.5	104	54	50
42.0	103	54	49
45.5	102	53	49
49.0	101	53	48
52.5	100	52	48
56.0	99	52	47
59.5	98	51	47
63.0	97	51	46
66.5	96	50	46
70.0	95	50	45
73.5	94	49	45
77.0	93	49	44
80.5	92	48	44
84.0	91	48	43
87.5	90	47	43

Time Lost	A	B	C
91.0	89	47	42
94.5	88	46	42
98.0	87	45	42
101.5	86	45	41
105.0	85	44	41
108.5	84	44	40
112.0	83	43	40
115.5	82	43	39
119.0	81	42	39
122.5	80	42	38
126.0	79	41	38
129.5	78	41	37
133.0	77	40	37
136.5	76	40	36
140.0	75	39	36
143.5	74	39	35
147.0	73	38	35
150.5	72	38	34
154.0	71	37	34
157.5	70	37	33
161.0	69	36	33
164.5	68	36	32
168.0	67	35	32
171.5	66	35	31
175.0	65	34	31

A = Minimum overs in the match. B = Maximum overs for the side batting first

C = Minimum overs for the side batting second

**iMOVE**  
by YUMOVE

Partnership & Moving Sports Club

**Built for Movement**

Joint support for people who don't sit still for long.

Whether you're playing, coaching or simply enjoying time with others, playing active matters. iMOVE is designed to support your goals, so you can keep doing what you love most after work.

Up to 60% off – Exclusive Sports Club Offer

Subscribe & Save  
60% off your first term orders, 20% off for life

Refer a friend (once purchased)  
45% off next

**iMOVE Joint Support**

**TRADE DRIVE MOTORS**

**QUALITY CARS UNMATCHED PRICES**

Monthly Deals Financed by CMC

LOOKING FOR THE PERFECT RIDE? WE'VE GOT YOU COVERED!

AT TRADE DRIVE MOTORS, WE OFFER A WIDE SELECTION OF HIGH-QUALITY NEW AND PRE-OWNED CARS AT PRICES THAT FIT YOUR BUDGET. WHETHER YOU NEED A STYLISH SEDAN, A FAMILY SUV, WE HAVE THE RIGHT VEHICLE FOR YOU. VISIT US TODAY AND LET'S GET YOU BEHIND THE WHEEL OF YOUR DREAM CAR!

CALL US  
01767 306528 WWW.TRADEDRIVEMOTORS.CO.UK