



WESTERN CRICKET ZONE

2026-27

PLAYING CONDITIONS

50 OVER MATCHES

(UNDER 14S)



2026-27 PLAYING CONDITIONS

50 OVER MATCHES - UNDER 14s

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APPLICATION

These Playing Conditions shall apply to 50 over matches in the Under 14 Western Zone competition.

Except as varied hereunder, the *Laws of Cricket 2017 Code* (^{4th} Edition - 2026) shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Western Cricket Zone.

1. THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The team

- (a) A team shall consist of up to 12 players.
- (b) Only 11 players are allowed to field whilst the opposition team is batting.
- (c) Eleven players only shall be permitted to bat in an innings. The non-batter does not need to be nominated prior to the commencement of the match.
- (d) All players are permitted to bowl.
- (e) No restrictions shall apply to where a player can bat if they have been off the field for any period prior to the completion of the first innings.

2. THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Law 2.1 Appointment and attendance

Law 2.1 Appointment and attendance applies subject to the following:

- (a) Where only one appointed umpire is present that umpire shall officiate at the bowler's end only.

2.2 Team officials acting as substitute umpires

- (a) In situations where no official umpires are present, team officials (coach, manager etc) from either or both teams may officiate.
- (b) Where only one official umpire is present a team official from the batting side shall officiate at the striker's end.
- (c) A team official acting as an umpire shall not influence the match by directing the captain or the players in any way.

2.3 Lightning

Play shall cease immediately if a lightning flash is followed by thunder **less than 40 seconds later**. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play to lay pitch covers.



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However, no person may remain on, or enter, the field of play in the event a lighting flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this clause.

2.4 Extreme heat

Refer to the *Extreme Heat* policy.

3. THE SCORERS

Law 3 shall apply.

4. THE BALL

Law 4 shall apply subject to the following:

- (a) A new ball will be used at the start of each innings.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply subject to the following:

6.1 Transfer of matches (turf to synthetic)

Where no play is possible on turf due to wet weather these matches shall be transferred to synthetic.

Players are to come prepared with rubber soled boots to all matches.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply subject to the following:



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11.1 Interval between innings

- (a) There shall be a 40 minute interval between innings, computed from the end of the innings of the team batting first.
- (b) Where the innings of the team batting first ends in 25 overs **or less**, the length of the interval is reduced to 15 minutes. The match is then played to completion with no further intervals other than drinks breaks.
- (c) Once all extra time (clause 12.2) and recouped time (clause 12.3) is exhausted and where an additional 60 minutes or more of playing time is lost during the innings of the team batting first, the length of the interval is reduced as follows:

Actual playing time lost	Interval
61 – 120 minutes	30 minutes
121 – 149 minutes	20 minutes
150 minutes or more	10 minutes

11.2 Interval for drinks

- (a) Two drinks intervals per innings shall be permitted, with the first at the end of 17 overs and the second at the end of 34 overs.
- (b) If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks interval shall be pro-rated so that the number of overs between each break is as close to even as possible.
- (c) Where an innings is reduced to 40 overs or less, only one drinks interval shall be taken at the halfway point of the innings notwithstanding that there shall be no drinks interval if the innings is reduced to less than 25 overs.
- (d) If a wicket falls, or a batter retires during the over which a drinks interval is scheduled at the end of then drinks shall be taken immediately.
- (e) **Subject to provisions of the extreme heat policy, umpires may call for additional drinks breaks.**
- (f) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play

1st Session	10:00am to 1:20pm
Innings Interval	1:20pm to 2:00pm



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2nd Session

2:00pm to 5:20pm

Western Cricket Zone reserves the right to amend the start and finish times of all matches.

12.2 Extra time

A total of 40 minutes of extra time is available where the start of play is delayed, or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

12.3 Recouped Time

Should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described in clause 12.2 above before any overs are reduced.

13. INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- (a) Each team shall bat for 50 (six-ball) overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (200 minutes), play shall continue until the required number of overs has been bowled.
- (c) Where the first innings goes over 200 minutes in duration the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some, or all the extra time taken in the first innings to complete the overs.
- (d) If the team fielding second fails to bowl its quota of overs in less than 200 minutes, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (e) There are no over rate penalties in this competition. Teams unable to maintain the required over rate of 15 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 Delayed or interrupted matches

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 20 overs each team, subject to the provisions of clause 13.3)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.



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- (b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) If an over recalculation arrives at a figure that includes a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Over reductions

- (a) No overs shall be lost until 40 minutes of playing time has been lost (refer clause 12.2). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 40 minutes described above before overs are reduced (refer clause 12.3).
- (b) Once all available make up time as described in (a) above has been exhausted, the overs remaining in the match shall be calculated as follows:
 - (i) The umpires are to determine the length of time, in minutes, from the proposed restart time to the re-scheduled finish time, deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.
 - (ii) The total number of playing minutes that remain to the re-scheduled finish time shall be divided by four (4) to determine the maximum number of overs that remain in the match.
 - (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams such that both teams are allocated an equal number of overs. The addition of one extra over to make the number equal is permitted.
- (c) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- (d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 Number of overs per bowler

- (a) No bowler shall bowl more than 10 overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.



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- (c) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

13.5 Restrictions on youth bowlers

- (a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below.
- (b) Length of spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 14	5	10
Under 13	4	8

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions outlined below.

- (c) Rest periods

The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in (b) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

- (d) Change of bowling type

Where a bowler changes between medium pace (or faster) and spin/slow bowling during an innings:

- (i) if the bowler begins with medium pace (or faster), the bowler is subject to this clause throughout the day; and
- (ii) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), this clause applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.



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16. THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of winner

- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 12.3, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 15 overs.
- (b) A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum of 20 overs because:
 - (i) The innings of the team batting first could not commence by 3:10pm daylight saving time, or
 - (ii) The innings of the team batting second could not commence by 4:40pm daylight saving time, or
 - (iii) The innings of the team batting second would be reduced to less than 20 overs, because of an interruption to play after its commencement.
- (c) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- (d) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth-Lewis-Stern (DLS) Method **V6.0. This shall be applied by using the DLS V6.0 calculator in the Play Cricket website, Play Cricket app or Play HQ E-Scoring.**

16.2 Target score

- (a) If, due to suspension of play after the start of the match, the number of overs in the innings of either team is reduced to a lesser number than originally allotted (minimum of 20 overs), then a revised target score should be set using the DLS method. The target set will always be a whole number and one run less will constitute a Tie.
- (b) If the innings of the side batting second is suspended (with at least 20 overs) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3 Competition points

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



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Result	Points
Win	6
Win with bonus point - refer to (c) below	7
Tie	4
Loss	2
No Result	4
Forfeit Loss	0

(b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.

(c) Bonus point

- (i) For the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two-thirds ($1\frac{2}{3}$) times that of the opposition.
- (ii) For the team batting second to gain one bonus point, the victory must be achieved by the end of the 30th over (or in a reduced overs match, in no more than 60% of its maximum number of overs).
- (iii) Where a match is shortened, and the target revised through the Duckworth-Lewis method, the bonus point run-rate ((i) above) and defensive target ((ii) above) are derived as a function of the revised target score and maximum overs.
- (iv) Forfeits

A team will be determined to have forfeited the match where it fails or refuses to play the match.

Where a team loses by forfeit, it shall receive no points.

Where a team wins by forfeit, it shall receive win points notwithstanding that win with bonus points shall be awarded if another team wins a match with a bonus point in the same competition round.

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Minimum boundary size

The minimum boundary size for all matches shall be 40 metres.



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19.2 Maximum boundary size

The maximum boundary size for all matches shall be 55 metres.

19.3 Setting boundaries

Boundaries, where possible, must be positioned closer to the maximum distance rather than the minimum distance as defined above.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

- (a) The delivery following a No ball shall be a free hit for whichever batter 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 become a free hit for whichever batter is facing it.
- (b) For any free hit the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
- (c) Field changes are not permitted for free hit deliveries unless:
 - (i) There is a change of striker, or
 - (ii) The No ball was the result of a fielding restriction infringement (Refer clauses 28.2 and 28.4), in which case the field may be changed only to the extent of correcting the infringement.
- (d) For clarity, the bowler can change their mode of delivery for the free hit delivery.
- (e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

22. WIDE BALL

Law 22 shall apply.

Note: wides are as per the Laws of Cricket and not under the stricter interpretation that is often applied in limited overs cricket.

23. BYE AND LEG BYE

Law 23 shall apply.

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:



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24.1 Interchange of fielders

- (a) Unlimited rotation of fielders without restriction shall apply to any person within the nominated team as defined by clause 1.1 provided no playing time is wasted.
- (b) If a player who is not included the nominated team enters the field (i.e. a substitute fielder) the player leaving the field shall be subject to Penalty Time in accordance with the Laws of Cricket (refer Laws 24.2 and 24.3).

25. BATTER'S INNINGS; RUNNERS

Law 25 shall apply with the addition of:

25.1 Protective equipment – the batter

- (a) A batter must always wear a compliant helmet fitted with a grille while batting.
- (b) The umpires are responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.
- (c) The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply with the addition of the following:

27.1 Protective equipment – the wicket-keeper

- (a) A wicket-keeper must always wear a protector (male) and a compliant helmet fitted with a grille when keeping up to the stumps.
- (b) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant.

28. THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Close fielders not allowed

- (a) No player at any time (with or without a helmet) shall be permitted to field closer than ten (10) metres from the batter's position on the popping crease on a middle stump line (for example short leg, short cover, silly point etc).
- (b) Fielding positions behind the popping crease on either side of the wicket are exempt from (a) above.



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28.2 Limitation of on side fielders

- (a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.
- (b) In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Fielding restriction area

- (a) 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 (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.4 Restrictions on the placement of fielders

- (a) At the instant of delivery
 - (i) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - (ii) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - (iii) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (b) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal No ball.
- (c) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 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



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Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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	10

29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF THEIR GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.



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36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

41. UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 Bowling of fast short deliveries

- (a) A bowler shall be limited to two (2) fast short deliveries per over.

A fast short delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

- (b) The umpire at the bowler's end shall advise the bowler and the striker when each fast short delivery has been bowled.
- (c) For the avoidance of doubt any fast short delivery which is called a Wide under Law 22.1.3 (Ball bouncing over head height of striker) shall also count as one of the two (2) allowable fast short deliveries in that over.
- (d) In the event of a bowler bowling more than two fast short deliveries in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- (e) If a bowler delivers a third fast short ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short deliveries in an over, the umpire shall repeat the procedure in (d) and (e) above and advise the bowler that this is their final warning for the innings.



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- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to suspend the bowler immediately from bowling. If necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The bowler thus suspended shall not be allowed to bowl again in that innings.

The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to Western Zone who shall take such action as is considered appropriate against the captain and the bowler concerned.

- (h) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short pitched deliveries).
- (i) The warning sequence in this clause is independent of the warning and action sequence under any other clauses or the Laws.

41.2 (Law 41.7) - Bowling of high non-landing deliveries

Law 41.7 applies with the following additional information:

As a guide, an official warning should only be given against a bowler for a high non-landing delivery if the umpire answers YES to each of these questions:

- (a) Was the ball delivered on the full and above the waist of the striker.
- (b) Was the delivered ball directed at the body of the striker.
- (c) Whether or not the ball is struck by the batter, if the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

41.3 Sight screen adjustment (time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. If this does not occur, the umpire shall require play to continue without the sight screen being moved.

42. PLAYERS' CONDUCT

Law 42 shall NOT apply. Refer to the Code of Conduct.



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APPENDIX A: LOSS OF PLAY IN LIMITED-OVER MATCHES

Use Table A1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings by 1 over per team for each whole 8 minutes lost.

TABLE A1					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	104	13	200	25
16	2	112	14	208	26
24	3	120	15	216	27
32	4	128	16	224	28
40	5	136	17	232	29
48	6	144	18	240	30
56	7	152	19	248	31
64	8	160	20	256	32
72	9	168	21	264	33
80	10	176	22	272	34
88	11	184	23	280	35
96	12	192	24		

Use Table A2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 4 minutes lost.

TABLE A2					
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	52	13	100	25
8	2	56	14	104	26
12	3	60	15	108	27
16	4	64	16	112	28
20	5	68	17	116	29
24	6	72	18	120	30
28	7	76	19	124	31
32	8	80	20	128	32
36	9	84	21	132	33
40	10	88	22	136	34
44	11	92	23	140	35
48	12	96	24		



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APPENDIX B: OFF SIDE WIDE GUIDELINE

