0-3	0	99-100	29	198-200	58
406	1	102-105	30	201-203	59
7-10	2	106-108	31	204-207	60
11-13	3	109-112	32	208-210	61
14-16	4	113-115	33	211-214	62
17-20	5	116-118	34	215-217	63
21-23	6	119-122	35	218-220	64
24-27	7	123-125	36	221-224	65
28-30	8	126-129	37	225-227	66
31-33	9	130-132	38	228-231	67
34-37	10	133-135	39	232-235	68
38-40	11	136-139	40	236-237	69
41-44	12	140-142	41	238-241	70
45-47	13	143-146	42	242-244	71
48-50	14	147-149	43	245-248	72
51-54	15	150-152	44	249-251	73
55-57	16	153-156	45	252-254	74
58-61	17	157-159	46	255-258	75
62-64	18	160-163	47	259-261	76
65-67	19	164-166	48	262-265	77
68-71	20	167-169	49	266-268	78
72-74	21	170-173	50	269-271	79
75-78	22	174-176	51	272-275	80
79-81	23	177-180	52	276-278	81
82-84	24	181-183	53	279-282	82
85-88	25	184-186	54	283-285	83
89-91	26	187-190	55	286-288	84
92-95	27	191-193	56	289-290	85
96-98	28	194-197	57		

WACA
WESTERN AUSTRALIAN CRICKET ASSOCIATION

WACA
3rd and 4th Grade

Start	12:50
Drinks	1:45
Lunch	2:20 - 2:40
Drinks	3:25
Tea	4:10-4:30
Drinks	5:25
Time	6:20
Start	0
Drinks	13
Lunch	26
Drinks	39
Tea	52
Drinks	69
Time	85
Start-Lunch	90
Lunch-Tea	90
Tea-Time	110

2 Bouncers per over
3rd is a No Ball - Caution

New Ball @ 80 Overs
Wicket 2 mins added

Created by David Tapscott of the WACUA

Bad Light	If poor - ask batsman if they want to go off. If remain on field - batsman must ask and only go off if conditions same or worse. If you deem light to be dangerous or unsuitable - Go off.
Rain or Conditions	If poor - ask batsman & fielding captain if either want to go off If remain on field - On request go off if conditions same or worse. If you deem conditions to be dangerous or unsuitable - Go off.

Enter Name

Offence	Caution	Final Warning	Action
* Player returning without permission			Ball becomes dead, 5 penalty runs, Ball not count in over
* Deliberate short run		When the ball is dead send them back no run	When ball dead send back no run 5 penalty runs
* Throwing	**Call no ball** Caution Bowler	**Call no ball** Final Warning	**Call no ball** Bowler off
* Illegal fielding			Ball becomes dead 5 penalty runs
Ball hits helmet			Ball becomes dead 5 penalty runs
* Tampering with the Ball		Change ball 5 penalty runs Final Warning	Change Ball Bowler off 5 penalty runs
* Deliberate distracting striker		Call dead ball No dismissal Final Warning	Call dead ball No dismissal 5 penalty runs
* Obstructing running batsman		Call dead ball	No dismissal 5 penalty runs
*Dangerous/unfair Bowling	**Call no ball** Caution Bowler	**Call no ball** Caution Bowler	**Call no ball** Bowler off
* Deliberate high full ball			**Call no ball** Bowler off
* Time wasting by fielders		Call dead ball or when ball dead Final Warning	When ball dead Bowler off or 5 penalty runs
* Time wasting by batsman		when ball dead Final Warning	When ball dead 5 penalty runs
* Bowler running on protected area	When ball dead Caution Bowler	when ball dead Final Warning	When ball dead Bowler off
* Pitch damage by fielders		when ball dead Final Warning	When ball dead 5 penalty runs
* Pitch damage by batsman	When ball dead Caution Batsman	When ball dead Final warning	When ball dead No runs 5 penalty runs
* Stealing a run		Call dead ball	Send back no run 5 penalty runs

* Advise - Other umpier, batsman, field captain, bat captain (when you can), Executive of the infringing team and the WACA

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