

COMPETITION	SIXERS CRICKET LEAGUE	OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
AGE & GRADE	U10 & U11 Competitions	TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
FORMAT & TIME	Stage 1 – 20 overs per innings <ul style="list-style-type: none"> 130 mins (2 hrs. & 10 minutes) <ul style="list-style-type: none"> 60 Minutes per innings & 10 minutes change of innings break. Maximum 70 minutes per innings with the innings deemed closed after this period. 	INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
TEAM OFFICIALS	Each team must have a registered coach & manager on PlayHQ. The recommended accreditation required for a coach is the Community (Level 1) Coach.	BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there are allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team – batters retire at 24 balls. 6 player team – batters retire at 20 balls. 7 player team – batters retire at 17 balls. 8 player team – batters retire at 15 balls. 9 player team – batters retire at 13 balls. If there is an extra ball to be bowled, the batter facing at the time will face the extra ball. (i.e. 17 x 7 = 119) Batters are to retire as soon as they face their allotted balls.
PITCH TYPE AND LENGTH	Outfield or hard wicket surface. Pitch length – 16 metres measured stump to stump.		
BOUNDARY	40m (maximum and recommended) <ul style="list-style-type: none"> Measured from the batter's end stumps. Refer to Appendix B – Boundary Setup.		
BALL	U10 MIXED & U11 GIRLS: Modified ball (Kookaburra Star Ball recommended) U11 MIXED: 142g Leather Ball <ul style="list-style-type: none"> Click Here for the Approved Balls to be used. 		
EQUIPMENT	<ul style="list-style-type: none"> A helmet must be always worn whilst batting & wicket-keeping. The following MUST be worn as well: <ul style="list-style-type: none"> Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended. Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape, or paint to mark crease. 	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl a minimum of 2 overs with a maximum of 4 overs. (This includes the Wicket-Keeper). All players are to bowl at least 2 overs prior to a 3rd over unless they act as a WK or have an injury preventing them from doing so. Bowlers are to bowl from the one end for entire game
SCORING	Each game must be Electronically scored using the PlayHQ E- Scoring Portal. <ul style="list-style-type: none"> For all games, there must be 1 Electronic Scoring Device and 1 Scorebook being used to record match statistics. Please refer to the E-Scoring Guide for any assistance.	FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions. No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety. Each team is required to use two (2) wicket keepers (10 overs each). If more than 7 players are present at a match, they should rotate onto the field each over.
UMPIRE	Each team must provide 1 umpire. Each umpire is to swap after 10 overs of each innings or halfway through each innings of a shortened game.	DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each). For each dismissal, 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

APPLICATION

- (a) These Playing Conditions shall apply to all matches in the Sixers Cricket League Competitions. All matches are played as per the Cricket Australia Stage 1 Format.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the *Cricket NSW Community Competition Coordinator*.
- (c) All references to 'Competition Management' in these Playing Conditions shall mean the *Cricket NSW Community Competition Coordinator*.

THE LAWS OF CRICKET: THE PREAMBLE- THE SPIRIT OF CRICKET

The Preamble applies to all participants of the Sixers Cricket League competition and makes parents and players for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. All players are bound by the competitions Code of Conduct.

1.1 LAW 1 (THE PLAYERS) shall apply subject to the following:**1.1.1 Qualifications of Players**

- (a) General
 - (i) Each player shall register with a club in **PlayHQ** prior to their first match in a season.
 - (ii) Each player shall meet the age requirements of the competition. Refer to the competition's Dispensation Policy for players that are overage.
 - (iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the club's **PlayHQ** cricket management system.
 - (iv) No player may play for more than one team in the same round and division/grade, except as a substitute in accordance with Law 24 of the Laws of Cricket.
- (b) Finals Series - General
 - (i) A player may not play for a team in a finals series match in the Sixers Cricket League unless the player has played four (4) or more matches for that specific team or unless the permission of the competition management has been granted.
 - (ii) For the purposes of this playing condition, for a player to have "played" in a match, the player must have been selected in PlayHQ and the match must have commenced.
- (c) Finals Series – Application for Approval
 - (i) Any application for permission to play under this Playing Condition must be made in writing to the competition management, clearly setting out details of the player's performances in all matches during the season and the reasons for the player's selection in a higher grade or grades.
 - (ii) Such application must be made no later than 12:30pm on the Wednesday prior to the Finals Series match in question.
 - (iii) If the competition management has granted approval for a player to play in a Finals Series match under (a) above, that approval shall

automatically extend to any subsequent Finals Series round in the grade/division, and no further application is required.

1.1.2 The Team

A team shall consist of 7 players.

A maximum of 9 players may participate. All are required to bat and bowl.

A minimum of 5 players are required to play. All are required to bat and bowl.

1.1.3 Protective Equipment - The Batter

Helmets must be worn at all times.

1.1.4 Clothing

Players are expected to wear club clothing whilst playing. Clothing may be coloured or white.

1.1.5 Use of Ineligible Player

Refer Playing Condition 1.16.9.

1.2 LAW 2 (THE UMPIRES) shall apply subject to the following:

1.2.1 Only One Umpire Present (appointed)

- (a) Where only one officially appointed umpire is present that umpire shall officiate at the non-striker's end only.
- (b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.
- (c) An officially appointed umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets.

1.2.2 No Appointed Umpire Present (parents)

- (a) Where no officially appointed umpire is present, a parent from both teams will share umpiring responsibilities.
- (b) Those parent umpires shall be the final judges of the fitness of the ground, weather and light for play.
- (c) The parent umpires are to share responsibilities equally when acting as the square leg and bowler's end umpire.

1.2.3 Law 2.3 (Fitness for play) shall apply subject to the following.

- (a) Lightning
 - (i) Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
 - (ii) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning 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 Playing Condition.
- (b) Extreme Heat

Refer to the Sixers Cricket League Extreme Weather Policy.

- (c) **The Pitch and Ground Preparation**
- (i) Both teams are responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
- (ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, both teams shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable.
- (d) **Rain**
- After an interval or interruption, subject to the other provisions of Law 2.8, play shall resume unless either Umpire considers that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.
- (e) **Responsibilities of Umpires**
- Subject to Law 2 (The Umpires) and Playing Condition 1.2, officially appointed umpires are the sole judges of the fitness of the pitch, ground, weather and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

1.3 LAW 3 (THE SCORERS) shall apply.

At a minimum, two scorers must be present.

E-scoring is mandatory and the team listed as the home team has first preference to e-score. The other scorer shall use the hard copy book or e-score offline.

1.4 LAW 4 (THE BALL) shall apply subject to the following:

1.4.1 Law 4.2 (Approval and control of balls)

- (a) A new ball will be used at the start of each innings.
- (b) Ball Type for U10 MIXED and U11 GIRLS - Up to 130g modified cricket ball. The following are examples:
- Kookaburra Star
 - Gray Nicholls Wonderball
- (c) Ball Type for U11 MIXED – 142g leather cricket ball.

1.5 LAW 5 (THE BAT) shall apply.

1.6 LAW 6 (THE PITCH) shall apply. See Appendix A for setup.

1.7 LAW 7 (THE CREASES) shall apply. See Appendix A for setup.

1.8 LAW 8 (THE WICKETS) shall apply. See Appendix A for setup.

1.9 LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply.

1.10 LAW 10 (COVERING THE PITCH) shall apply.

1.11 LAW 11 (INTERVALS) shall apply subject to the following:

1.11.1 Law 11.2.2 (Duration of intervals)

- (a) The interval is 10 minutes, computed from the end of the innings of the team batting first.

1.11.2 Law 11.8.1 (Intervals for drinks) shall apply.

1.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following:

1.12.1 Hours of Play

- (a) Recommended match playing time is 130 mins (2 hours 10 mins). The toss must be completed at least 15 mins before start time.
- i. Innings 1: 60 mins in duration from start time,
 - ii. Break: 10 min,
 - iii. Innings 2: 60 min in duration,
- (b) The maximum length of each innings shall be 70 minutes and the maximum length of match is 150 minutes (2.5 hours). It is the responsibility of the Coaches and Umpires to ensure that these timeframes are being adhered to.

1.13 LAW 13 INNINGS shall apply subject to the following:

1.13.1 Uninterrupted Match

- (a) Each team shall bat for Twenty (six-ball) overs.

1.13.2 Delayed or Interrupted Matches

- (a) Ten (10) overs is the minimum number that can constitute a match
- (b) 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 10 overs each team), subject to the provisions of clause 1.13.3 and 1.13.4. The calculation of the number of overs to be bowled shall be based on an average rate of 20 overs per hour (or one over every 3 minutes) in the total time available for play.
- (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) Fractions are to be ignored in all calculations re number of overs.

1.13.3 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 20 overs per hour or one over every three (3) minutes. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled or the innings is completed.

1.13.4 Delay or Interruption to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one (1) over per three (3) minutes in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) To constitute a match, a minimum of 10 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.
- (e) A fixed time will be specified for the close of play by applying a rate of one (1) over per three (3) minutes. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

1.13.5 The Toss

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 15 minutes before the scheduled start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl.

1.14 LAW 14 (THE FOLLOW ON) shall not apply.

1.15 LAW 15 (DECLARATION and FORFEITURE) shall not apply.

1.16 LAW 16 (THE RESULT) shall apply subject to the following:

1.16.1 Competition Points

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

Result	Points
Win on first innings	5
Tie on first innings	3
Draw or no result	3
Loss on first innings	1
Bye	0
Forfeit	-5
Forfeit Win (refer to 1.16.1 c))	Max

- (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) The team receiving the forfeit win result will receive the same points that any winning team received in the round. If no games are played in the grade/division, the maximum points for the round shall be 3 (Draw or No Result points allocation).

1.16.2 Match Result

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, subject to the provisions of clause 1.13, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. A match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 10 overs because:
 - (i) The innings of the team batting second would be reduced to less than 10 overs, as a result of an interruption to play after its commencement
- (b) 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.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 10 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method. The following guidelines are applicable to a run rate determined result –
 - (i) A team’s run rate is calculated by dividing its total score by its total number of overs received.
 - (ii) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
 - (iii) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining – For Example - Team A batting first scores 6/150 off 20 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 20 to 10. The revised target score is therefore 76. As soon as 76 is scored the match is over and no further play is required even though there are overs not yet bowled.

1.16.3 Super Over (One Over Per Side Tiebreaker)

Shall not apply for preliminary round matches or finals matches.

1.16.4 Target Score

- (a) If the innings of the side batting second is suspended (with at least 10 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by the run rate score determined at the instant of the suspension of the match. If the score is equal on run rate, the match is a Tie.

1.16.5 Premiership Positions

Where teams receive an UNEQUAL amount of Byes:

- (a) Positions on the competition table shall be determined based on the 'points average'.
- (b) The points average is determined based on the total number of points divided by the total number of matches played. Byes do NOT count as matches played.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

Where teams receive an EQUAL amount of Byes:

- (a) Positions on the competition table shall be determined based on the 'points total'.
- (b) The points total is the aggregate number of points.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

1.16.6 Finals Series

- (a) Finals Round
 - (i) A singular round for finals will be held after the preliminary round matches.
 - (ii) The Finals Round will consist of 1v2, 3v4, 5v6, etc.
 - (iii) The Winner of the 1v2 match will be determined the premiers.
 - (iv) A reserve date for the Finals Round may be allocated by the Competition Management.

1.16.7 - Investigations of Matches, Protests and Disputes

- (a) Any club wishing competition management to adjudicate on any dispute in connection with any match shall, within 48 hours after the dispute has arisen, forward to competition management a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, competition management has the power to investigate the circumstances of any match in such manner as in its absolute discretion competition management thinks fit.
- (c) After carrying out such an investigation, competition management may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
 - (i) was unfair and could have influenced the outcome of the match; or
 - (ii) was unfair to any teams in the same competition; or
- (d) Competition management powers include, but are not limited to, the power to:
 - (i) award a match to one team, or both teams jointly;
 - (ii) deduct such competition points from, or award competition points to, either team in a match, as competition management in its absolute discretion thinks fit;

- (iii) amend or extend the scheduled hours of play in a match;
- (iv) commence or continue a match on an adjoining pitch, or at another venue;
- (v) fine, suspend or disqualify a player or club.

1.16.8 Law 16.8 (Correctness of result)

In any match, the parents/coaches shall be responsible for ensuring that the scorebooks are accurate. Where the scores of the match are in dispute, the parents/coaches and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scorebooks and determine the correct result before leaving the ground.

1.16.9 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 1.1

- (a) the team concerned may be regarded as having lost the match or matches in which such player participated, and may forfeit any points gained;
- (b) the opposing team may receive maximum points;
- (c) where the team concerned gained no points from the match, points may be deducted; and
- (d) Competition management may take further action against the club or player concerned, if it deems fit.

1.16.10 Forfeits

- (a) A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match under law 16.3 to the opposing side due to a refusal to play.

1.17 LAW 17 THE OVER shall apply subject to the following.

1.17.1 Law 17.3 Validity of balls

- (a) Wides and No balls are not to be re-bowled.
- (b) An over will conclude after 6 balls have been bowled regardless of how many are deemed Wides and No balls.

1.17.2 Minimum Overs per Bowler

- (a) All players must bowl including the Wicket-Keeper(s),
- (b) All players must bowl a minimum of two overs.

1.17.2 Maximum Overs per Bowler

- (a) No bowler may bowl more than four overs in an innings.
- (b) All players must have bowled two overs each before any player can begin their third over.

1.17.3 Overs per Bowler in a reduced match

- (a) Refer to Appendix C.

1.18 LAW 18 (SCORING RUNS) shall apply.

1.19 LAW 19 (BOUNDARIES) shall apply subject to the following.

See Appendix B for setup.

- (a) The boundary is to be measured from the batter's stumps.
- (b) The minimum length of the boundary shall be 25m.
- (c) The maximum and recommended length of the boundary shall be 40m.

1.20 LAW 20 (DEAD BALL) shall apply.

1.21 LAW 21 (NO BALL) shall apply subject to the following.

A ball that bounces more than twice before the popping crease is deemed a no ball.

1.22 LAW 22 (WIDE BALL) shall apply subject to the following.

- (a) There are no "one day cricket" wides in this competition. Wides shall be interpreted as per the Laws of Cricket.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.

1.23 LAW 23 (BYE and LEG BYE) shall apply.

1.24 LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES) shall apply subject to the following:

1.24.1 Use of Ineligible Player - Refer Playing Condition 1.16.9

1.25 LAW 25 (BATTER'S INNINGS; RUNNERS) shall apply subject to the following:

1.25.1 Retirement Limits

- (a) Batting retirement limits apply. See Appendix C.
- (b) All balls (regardless of whether wides / no-balls) to be included in the batter's ball count.

1.26 LAW 26 (PRACTICE ON THE FIELD) shall apply.

1.27 LAW 27 (THE WICKET-KEEPER) shall apply subject to the following:

1.27.1 Multiple Wicket-Keepers

- (a) Each team must use two wicket-keepers.
- (b) The wicket-keepers are to change at the mid innings break after the 10th over.

1.27.2 Protective Equipment – The wicket-keeper

- (a) The Wicket Keeper must be wearing a helmet at all times.

1.28 LAW 28 (THE FIELDER) shall apply with the addition of the following:

6.28.1 (Player Safety)

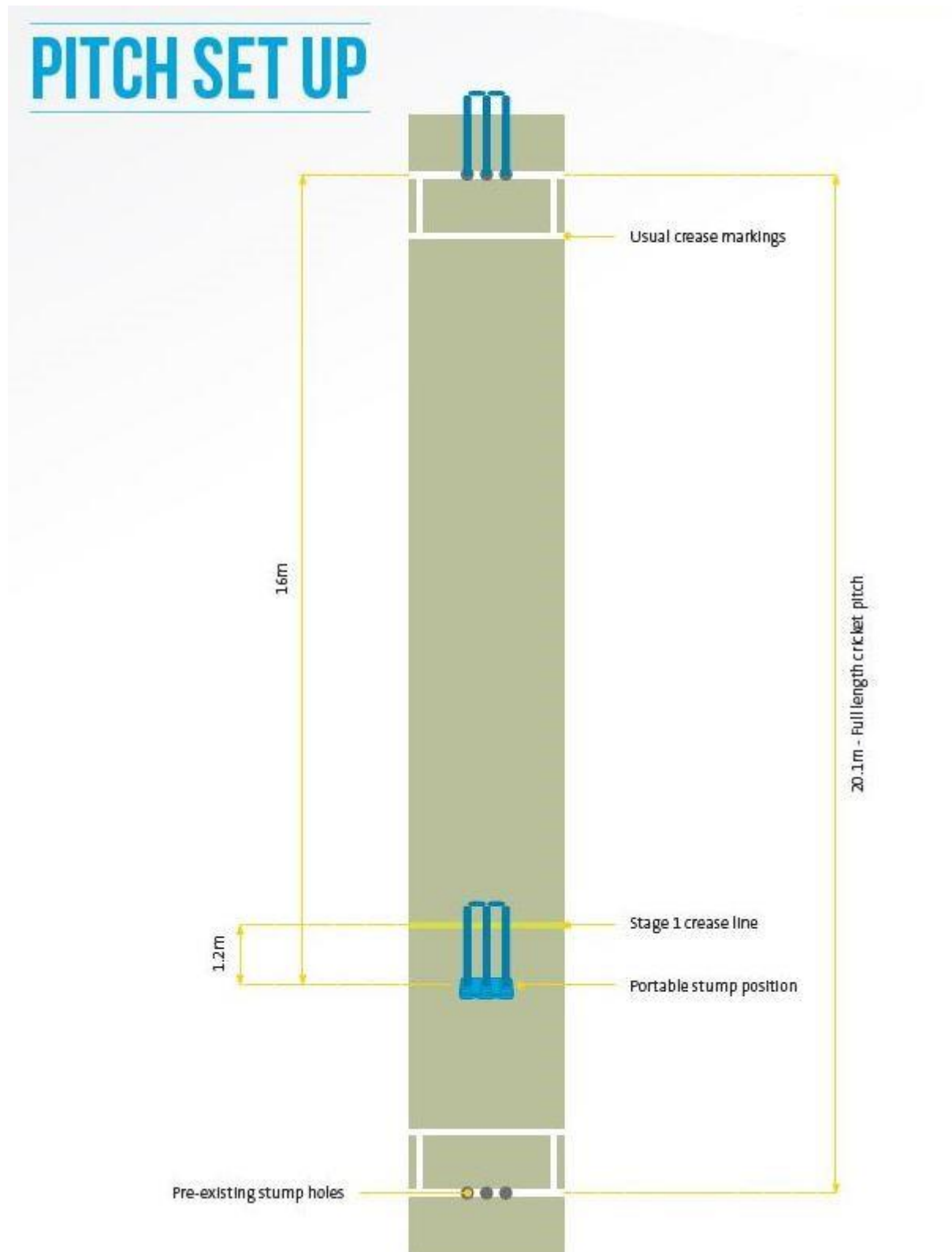
- (a) No fielder apart from the wicket keeper, slips and gully can be within 15m of the batter or other fielders at the point of delivery.

- 1.29 **LAW 29 (THE WICKET IS BROKEN)** shall apply.
- 1.30 **LAW 30 (BATTER OUT OF THEIR GROUND)** shall apply.
- 1.31 **LAW 31 (APPEALS)** shall apply
- 1.32 **LAW 32 (BOWLED)** shall apply.
- 1.33 **LAW 33 (CAUGHT)** shall apply.
- 1.34 **LAW 34 (HIT THE BALL TWICE)** shall apply.
- 1.35 **LAW 35 (HIT WICKET)** shall apply.
- 1.36 **LAW 36 (LEG BEFORE WICKET)** shall NOT apply.

Leg Before Wicket is not a used dismissal type in Cricket Australia's Stage 1 Format.

- 1.37 **LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 1.38 **LAW 38 (RUN OUT)** shall apply.
- 1.39 **LAW 39 (STUMPED)** shall apply.
- 1.40 **LAW 40 (TIMED OUT)** shall apply.
- 1.41 **LAW 41 (UNFAIR PLAY)** shall apply.
- 1.42 **LAW 42 PLAYER'S CONDUCT** shall not apply. Refer to the CNSW Code of Conduct.

PITCH SET UP – ONE END BOWLING



BOUNDARY SET UP – ONE END BOWLING

BOUNDARY SET UP


FORMAT
20 over


TIME
120 mins


PLAYERS
7

Pitch 16m (stump to stump)

Boundary 40m max. Circle measured from the batter's end stumps.

Stumps Portable at bowlers end



Boundary definition –

- Marked by the use of plastic PVC cones or domes no more than 20 metres apart;
- Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked;
- All aspects to be agreed to by both coaches and/or captains.

Appendix C – Maximum Overs per Bowler & Player Participation Limits

Team Overs	Batting – Players Per Team (Players Balls Faced)					Bowling – Players Per Team (Players x Overs)				
	5	6	7*	8	9	5	6	7*	8	9
20	24	20	17	15	13	5x4	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2
19	22	19	16	14	12	4x4 1x3	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	1x3 8x2
18	21	18	15	13	12	3x4 2x3	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	9x2
17	20	17	14	12	11	2x4 3x3	5x3 1x2	3x3 4x2	1x3 7x2	8x2 1x1
16	19	16	13	12	10	1x4 4x3	4x3 2x2	2 x 3 5 x 2	8 x 2	7x2 2x1
15	18	15	12	11	10	5x3	3x3 3x2	1 x 3 6 x 2	7x2 1x1	6x2 3x1
14	16	14	12	10	9	4x3 1x2	2x3 4x2	7x2	6x2 2x1	5x2 4x1
13	15	13	11	9	8	3x3 2x2	1x3 5x2	6x2 1x1	5x2 3x1	4x2 5x1
12	14	12	10	9	8	2x3 3x2	6x2	5x2 2x1	4x2 2x1	3x2 6x1
11	13	11	9	8	7	1x3 4x2	5x2 1x1	4x2 3x1	3x2 5x1	2x2 7x1
10	12	10	8	7	6	5x2	4x2 2x1	3x2 4x1	2x2 6x1	1x2 8x1