



**WESTERN DISTRICT CRICKET UNION  
THIRD DIVISION PLAYING CONDITIONS AND  
MATCH RULES 2017**

These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU Administration 2017 regulations.

1. In all matches, the Laws of the Marylebone Cricket Club (2000 Code 6<sup>th</sup> Edition – 2015) shall apply except as amended in these Playing Conditions. No underarm bowling is permitted.
2. The popping crease shall be marked to a minimum of 12 feet, to conform to Law 9, and the crease shall include markings for off side wides. The width of the crease markings shall be no narrower than ½ inch and no more than 1 inch wide. These markings shall be on both sides of the wickets at a distance of 17 inches from the closest stump.
3. Matches are scheduled to commence at 1pm unless by prior arrangement due to travel or scheduling issues. All changes to start times must be submitted to the WDCU Administrator prior to the day of the match.
4. Any team unable to toss 15 minutes before the scheduled start time shall forfeit the toss. Any team unable to start 30 minutes after the scheduled start time shall forfeit the match.
5. Each team must supply a new cricket ball of a grade laid down by the WDCU Cricket Management Committee ("the Committee") and notified to the clubs and on the WDCU website
6. Matches will consist of one innings per side. Each innings shall be limited to 40 overs, unless prior agreement is reached between the clubs and the WDCU Administrator to allow for innings limited to 50 overs.
7. Teams should make every effort to ensure that each innings is completed within 160 minutes, 200 minutes in the case of 50 over innings.
8. If a ball has not been bowled 1 hour after the scheduled start time, and no time to start has been agreed, then the match shall be abandoned.
9. Bowling Restrictions: A minimum of five bowlers shall be used in an innings which lasts for the scheduled number of overs. No bowler may bowl more than 25% of the total available overs in an innings. Should a team consist of 9 players or less, a minimum of 4 bowlers shall be used. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.
10. Short pitched bowling – a short-pitched ball is one where the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease. The bowler may bowl one short-pitched ball in each over. The non-strikers end umpire will signal that such a ball has been bowled. If another short pitched ball is bowled in the same over, the non-strikers end umpire shall call and signal "No Ball."
11. Captains must take cognisance of the standard of this division in relation to interpretation of what constitutes a 'wide' delivery. The wide lines should be seen as guidelines for what would normally constitute a 'wide' delivery, but Law 25 of the Laws of Cricket should also be taken into consideration. Consistent interpretation of this within each match is seen as more important than strict adherence to the wide lines, and captains should seek to agree before the commencement of the match what principles will be applied.
12. For the entire innings, at the instant of delivery, no more than 5 fielders are permitted on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.

13. In a match when the start is delayed or play is suspended:

- i) The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 20 overs per team). The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost.
- ii) If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost. No overs shall be lost during the first 40 minutes of the stoppage but at that point, overs shall be reduced from the start of the stoppage.
- iii) In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (i) and the over completed on the resumption of play.
- iv) If the side batting second are unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis Method (Table A), as laid out in the instruction sheet provided to calculate a target score. To win, the side batting second must score one more than the target. Should the side batting second equal the Duckworth/Lewis target, the match shall be tied.

14. Any match abandoned after 20 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method (Table B), as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/ Lewis method is a tie, the winner shall be the side with the higher score at the end of the 20th over and so on back to the end of the first over until a result is produced.

#### **15. RESULTS AND POINTS**

- i. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- ii. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target will be calculated by the Duckworth/Lewis method using the calculator prescribed by the Committee. The D/L Protocol is provided as Appendix 7. An integral target will be set for the team batting second with one run less than this target, namely the “par” score, resulting in a Tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
- iii. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth/Lewis method.
- iv. In the event of a tie in a match, each team will be awarded tie points.
- v. Points known as “result points” and “bonus points” shall be awarded as follows:

#### **Result Points:**

- i. Win - 25 points (No bonus points shall be awarded)
- ii. Tie - 15 points (No bonus points shall be awarded)
- iii. Loss - 0 points (Bonus Points shall be awarded for performance.)
- iv. No Result – null and void.

**Bonus Points:**

Up to a maximum of 5 bonus points will be available from both innings for the losing side:

Losing side points from bowling in either innings.

1 point for 3 wickets taken

2 points for 5 wickets taken

3 points for 7 wickets taken

4 points for 9 wickets taken

5 points for 10 or all wickets taken

Plus

Losing side if batting first

Score 125 – 1 point

Score 150 – 2 points

Score 175 – 3 points

Score 200 – 4 points

Score 225 – 5 points

Or

Losing side if batting second

1 point for 55% of total

2 points for 65% of total

3 points for 75% of total

4 points for 85% of total

5 points for 95% of total

vi. A team will be deemed to be all out where it fields fewer than 11 players or player/players retire hurt and are unable to bat in an inning and no batters are available.

16. Each member club shall have a copy of these Playing Conditions available at its ground at each League match.

17. These Playing Conditions may be amended at the discretion of the Committee. Amendments to the playing conditions for a following season may be proposed by participating clubs. The Committee shall determine the most appropriate method of consulting participating clubs on such proposals.

## WDCU 40 over Duckworth/Lewis Instruction Sheet

The rules of these competitions mandate that the Duckworth/Lewis method is used to determine the winners of matches that are prematurely curtailed by weather. The step-by-step instructions for implementing the D/L method are listed below

### Table A : Interrupted Matches

1. Where the match is delayed or interrupted and the side batting second are unable to bat for the same number of overs as the side batting first, take the score of the team batting second at the interruption, including the number of wickets fallen, and the number of overs still available to the team batting.
2. Find the relevant "resource percentage" (RP) from Table A below, for the appropriate number of overs and wickets remaining.
3. Multiply the score of the first innings by the decimal RP figure obtained from the table. Drop **all** fractions from the calculated number.
4. Add the figure arrived at to the current score at the time of interruption to calculate a "par score". If the side batting second finishes below the "par score" at the end of their shortened innings, they have lost the game. If the side batting second is exactly level with the "par score", the match is tied. If the side batting second exceeds the "par score", they have won.

**E.g. 1** The side batting first scored **220**, and an interruption means the side batting second are scheduled to face only **25** overs.

- With **25** overs remaining, and **10** wickets standing, the RP from the table is **0.843**
- **220 x 0.843** = par score of 185.46, rounded **down** to **185**.
- Since the innings has not yet begun, the target to win would be **186** in **25** overs.

**E.g. 2** The side batting first scored **220**, and the match is interrupted after **10** overs in the second innings. A delay of **60** minutes means the side batting second loses **15** overs and they will have a maximum of **25** overs batting in total.

- The total at the time of the interruption is **50** for **2** wkts.
- With **15** overs remaining and **8** wickets in hand, the RP from the table is **0.697**
- **220 x 0.697** = par score of 153.34, rounded **down** to **153**.
- The side batting second requires to score another **104** runs in the remaining **15** overs to surpass the PAR SCORE and win the game. The target to win would be **154** in **25** overs.

**E.g. 3** The side batting first scored **250**, and the match is interrupted after **20** overs in the second innings. A delay of **40** minutes means the side batting second means **10** overs are lost and they will have a maximum of **30** overs batting in total.

- The total at the time of the interruption is **125** for **5** wkts.
- With **10** overs remaining and **5** wickets in hand, the RP from the table is **0.792**
- **250 x 0.792** = par score of 198, rounded **down** to **198**.
- The side batting second require to score another **74** runs in the remaining **10** overs to surpass the PAR SCORE and win the game. The target to win would be **199** in **30** overs.

**Table A Overs left**

|           | <b>Wickets →</b> |          |          |          |          |          |          |          |          |          |
|-----------|------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| <b>↓</b>  | <b>10</b>        | <b>9</b> | <b>8</b> | <b>7</b> | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b> | <b>1</b> |
| <b>39</b> | 1.047            | 1.042    | 1.015    | 1.002    | 0.986    | 0.969    | 0.953    | 0.937    | 0.920    | 0.904    |
| <b>38</b> | 1.033            | 1.028    | 1.003    | 0.991    | 0.976    | 0.961    | 0.946    | 0.930    | 0.915    | 0.900    |
| <b>37</b> | 1.018            | 1.014    | 0.990    | 0.980    | 0.966    | 0.952    | 0.938    | 0.924    | 0.911    | 0.897    |
| <b>36</b> | 1.004            | 1.000    | 0.978    | 0.969    | 0.956    | 0.943    | 0.931    | 0.918    | 0.906    | 0.893    |
| <b>35</b> | 0.989            | 0.986    | 0.966    | 0.958    | 0.946    | 0.935    | 0.923    | 0.912    | 0.901    | 0.889    |
| <b>34</b> | 0.975            | 0.972    | 0.954    | 0.947    | 0.936    | 0.926    | 0.916    | 0.906    | 0.896    | 0.886    |
| <b>33</b> | 0.960            | 0.958    | 0.942    | 0.935    | 0.927    | 0.918    | 0.909    | 0.900    | 0.891    | 0.882    |
| <b>32</b> | 0.946            | 0.944    | 0.930    | 0.924    | 0.917    | 0.909    | 0.901    | 0.894    | 0.886    | 0.878    |
| <b>31</b> | 0.931            | 0.930    | 0.918    | 0.913    | 0.907    | 0.900    | 0.894    | 0.888    | 0.881    | 0.875    |
| <b>30</b> | 0.916            | 0.916    | 0.906    | 0.902    | 0.897    | 0.892    | 0.887    | 0.881    | 0.876    | 0.871    |
| <b>29</b> | 0.902            | 0.902    | 0.894    | 0.891    | 0.887    | 0.883    | 0.879    | 0.875    | 0.871    | 0.867    |
| <b>28</b> | 0.887            | 0.888    | 0.882    | 0.880    | 0.877    | 0.875    | 0.872    | 0.869    | 0.866    | 0.864    |
| <b>27</b> | 0.873            | 0.874    | 0.870    | 0.869    | 0.868    | 0.866    | 0.865    | 0.863    | 0.862    | 0.860    |
| <b>26</b> | 0.858            | 0.860    | 0.858    | 0.858    | 0.858    | 0.857    | 0.857    | 0.857    | 0.857    | 0.856    |
| <b>25</b> | 0.844            | 0.846    | 0.846    | 0.847    | 0.848    | 0.849    | 0.850    | 0.851    | 0.852    | 0.853    |
| <b>24</b> | 0.829            | 0.832    | 0.834    | 0.836    | 0.838    | 0.840    | 0.842    | 0.845    | 0.847    | 0.849    |
| <b>23</b> | 0.815            | 0.818    | 0.822    | 0.825    | 0.828    | 0.832    | 0.835    | 0.839    | 0.842    | 0.845    |
| <b>22</b> | 0.800            | 0.804    | 0.810    | 0.814    | 0.818    | 0.823    | 0.828    | 0.832    | 0.837    | 0.842    |
| <b>21</b> | 0.786            | 0.790    | 0.797    | 0.803    | 0.809    | 0.815    | 0.820    | 0.826    | 0.832    | 0.838    |
| <b>20</b> | 0.771            | 0.776    | 0.785    | 0.792    | 0.799    | 0.806    | 0.813    | 0.820    | 0.827    | 0.834    |
| <b>19</b> | 0.757            | 0.762    | 0.773    | 0.781    | 0.789    | 0.797    | 0.806    | 0.814    | 0.822    | 0.831    |
| <b>18</b> | 0.742            | 0.748    | 0.761    | 0.770    | 0.779    | 0.789    | 0.798    | 0.808    | 0.817    | 0.827    |
| <b>17</b> | 0.728            | 0.734    | 0.749    | 0.759    | 0.769    | 0.780    | 0.791    | 0.802    | 0.813    | 0.823    |
| <b>16</b> | 0.713            | 0.720    | 0.737    | 0.747    | 0.759    | 0.772    | 0.784    | 0.796    | 0.808    | 0.820    |
| <b>15</b> | 0.699            | 0.706    | 0.725    | 0.736    | 0.750    | 0.763    | 0.776    | 0.789    | 0.803    | 0.816    |
| <b>14</b> | 0.684            | 0.692    | 0.713    | 0.725    | 0.740    | 0.754    | 0.769    | 0.783    | 0.798    | 0.812    |
| <b>13</b> | 0.669            | 0.678    | 0.701    | 0.714    | 0.730    | 0.746    | 0.761    | 0.777    | 0.793    | 0.809    |
| <b>12</b> | 0.655            | 0.664    | 0.689    | 0.703    | 0.720    | 0.737    | 0.754    | 0.771    | 0.788    | 0.805    |
| <b>11</b> | 0.640            | 0.650    | 0.677    | 0.692    | 0.710    | 0.729    | 0.747    | 0.765    | 0.783    | 0.801    |
| <b>10</b> | 0.626            | 0.636    | 0.665    | 0.681    | 0.701    | 0.720    | 0.739    | 0.759    | 0.778    | 0.798    |
| <b>9</b>  | 0.611            | 0.622    | 0.653    | 0.670    | 0.691    | 0.711    | 0.732    | 0.753    | 0.773    | 0.794    |
| <b>8</b>  | 0.597            | 0.608    | 0.641    | 0.659    | 0.681    | 0.703    | 0.725    | 0.747    | 0.768    | 0.790    |
| <b>7</b>  | 0.582            | 0.594    | 0.629    | 0.648    | 0.671    | 0.694    | 0.717    | 0.740    | 0.764    | 0.787    |
| <b>6</b>  | 0.568            | 0.580    | 0.616    | 0.637    | 0.661    | 0.686    | 0.710    | 0.734    | 0.759    | 0.783    |
| <b>5</b>  | 0.553            | 0.566    | 0.604    | 0.626    | 0.651    | 0.677    | 0.703    | 0.728    | 0.754    | 0.779    |
| <b>4</b>  | 0.539            | 0.552    | 0.592    | 0.615    | 0.642    | 0.668    | 0.695    | 0.722    | 0.749    | 0.776    |
| <b>3</b>  | 0.524            | 0.538    | 0.580    | 0.604    | 0.632    | 0.660    | 0.688    | 0.716    | 0.744    | 0.772    |
| <b>2</b>  | 0.510            | 0.524    | 0.568    | 0.593    | 0.622    | 0.651    | 0.680    | 0.710    | 0.739    | 0.768    |
| <b>1</b>  | 0.495            | 0.510    | 0.556    | 0.582    | 0.612    | 0.643    | 0.673    | 0.704    | 0.734    | 0.765    |

## Table B : Abandoned Matches

1. When the match is abandoned, check the final score of the second innings, including the number of wickets fallen, and the number of overs remaining that were not bowled because of the premature stoppage. If a match is stopped mid-over, use the score at the end of the last completed over.
2. Find the relevant “resource percentage” (RP) from the table below, for the appropriate number of overs and wickets remaining.
3. Multiply the score of the first innings by the decimal RP figure obtained from the table. Drop **all** fractions from the calculated number.
4. The figure arrived at is the “par score” for the situation in which the match was abandoned. If the side batting second has exceeded this score at the moment of interruption, they have won the game. If the side batting second is below the “par score” at the abandonment, they have lost the game. If the side batting second is exactly level with the par score, the game is tied.

**E.g. 1** The side batting first scored 220, and the match is abandoned with the side batting second at 129-2 off 25 overs

- With 15 overs remaining, and 8 wickets standing, the RP from the table is 0.571
- $220 \times 0.571 =$  par score of 125.62, rounded down to 125.
- Since the score at abandonment (129) is greater than the par score (125), the side batting second have won, by 4 runs on the D/L method

**E.g. 2** The side batting first scored 220, and the match is abandoned with the side batting second at 143-6 off 27 overs

- With 13 overs remaining and 4 wickets in hand, the RP from the table is 0.689
- $220 \times 0.689 =$  par score of 151.58, rounded **down** to 151.
- Since the score at abandonment (143) is less than the par score (151), the side batting second have lost, by 8 runs on the D/L method.

**TABLE B**

| Overs left<br>↓ | Wickets<br>→<br>10 | 9     | 8     | 7     | 6     | 5     | 4     | 3     | 2     | 1     |
|-----------------|--------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 20              | 0.433              | 0.442 | 0.456 | 0.473 | 0.500 | 0.539 | 0.597 | 0.684 | 0.799 | 0.917 |
| 19              | 0.458              | 0.465 | 0.489 | 0.495 | 0.519 | 0.555 | 0.610 | 0.691 | 0.800 | 0.915 |
| 18              | 0.482              | 0.489 | 0.502 | 0.516 | 0.539 | 0.572 | 0.622 | 0.698 | 0.802 | 0.913 |
| 17              | 0.506              | 0.515 | 0.526 | 0.539 | 0.561 | 0.589 | 0.635 | 0.706 | 0.804 | 0.910 |
| 16              | 0.534              | 0.541 | 0.549 | 0.562 | 0.580 | 0.606 | 0.648 | 0.714 | 0.807 | 0.905 |
| 15              | 0.558              | 0.565 | 0.571 | 0.584 | 0.600 | 0.623 | 0.661 | 0.721 | 0.808 | 0.903 |
| 14              | 0.587              | 0.592 | 0.599 | 0.608 | 0.622 | 0.645 | 0.678 | 0.731 | 0.814 | 0.900 |
| 13              | 0.614              | 0.616 | 0.619 | 0.629 | 0.642 | 0.659 | 0.689 | 0.737 | 0.814 | 0.898 |
| 12              | 0.641              | 0.645 | 0.650 | 0.657 | 0.668 | 0.686 | 0.710 | 0.754 | 0.822 | 0.895 |
| 11              | 0.669              | 0.668 | 0.668 | 0.676 | 0.685 | 0.698 | 0.719 | 0.757 | 0.822 | 0.892 |
| 10              | 0.696              | 0.700 | 0.703 | 0.708 | 0.716 | 0.728 | 0.747 | 0.779 | 0.834 | 0.889 |
| 9               | 0.725              | 0.721 | 0.719 | 0.725 | 0.730 | 0.739 | 0.751 | 0.779 | 0.831 | 0.886 |
| 8               | 0.754              | 0.756 | 0.758 | 0.761 | 0.767 | 0.776 | 0.788 | 0.811 | 0.852 | 0.883 |
| 7               | 0.777              | 0.775 | 0.772 | 0.775 | 0.777 | 0.781 | 0.787 | 0.804 | 0.843 | 0.880 |
| 6               | 0.813              | 0.814 | 0.816 | 0.818 | 0.820 | 0.825 | 0.832 | 0.846 | 0.873 | 0.926 |
| 5               | 0.843              | 0.848 | 0.851 | 0.853 | 0.857 | 0.860 | 0.865 | 0.869 | 0.890 | 0.930 |
| 4               | 0.873              | 0.875 | 0.875 | 0.876 | 0.876 | 0.880 | 0.883 | 0.890 | 0.903 | 0.935 |
| 3               | 0.903              | 0.891 | 0.887 | 0.887 | 0.884 | 0.881 | 0.875 | 0.872 | 0.883 | 0.905 |
| 2               | 0.922              | 0.918 | 0.913 | 0.912 | 0.907 | 0.902 | 0.893 | 0.884 | 0.889 | 0.905 |
| 1               | 0.950              | 0.945 | 0.938 | 0.937 | 0.931 | 0.923 | 0.910 | 0.896 | 0.894 | 0.905 |