



## WDCU MURGITROYD ROWAN CUP 2017 PLAYING CONDITIONS



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

1. The competition shall be known as the WDCU Murgitroyd Rowan Cup.
2. The final shall be played at a venue determined by the WDCU in consultation with the sponsor.
3. Paid Players are not allowed to play in the competition. Overseas amateurs are allowed.
4. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes. On the fall of a wicket, the incoming batsman must cross on the field with the dismissed batsman.
5. No bowler may bowl more than 4 overs (In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, a player may bowl no more than 20% of the total overs allowed.) 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.
6. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "no ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

Any delivery passing above the head is deemed a no ball and counts as the one short-pitched delivery permitted in the over.

In the event of a bowler bowling a high full-pitched delivery (above the shoulder for a slow delivery and above the waist for all others), the bowler's end umpire shall call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

7. Umpires are instructed to strictly apply the Law on wides in order to prevent consistent negative bowling wide of the wicket.

If the ball passes outside the offside wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he does not hit the ball, such a delivery must be called 'wide'.

If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'wide'. The only exception to this would be if the striker makes a pronounced move to the offside and the ball just misses the leg stump.

8. For all matches 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 semicircles



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shall be 30 yards. 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.

At the instant of delivery no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the square leg umpire shall call and signal no-ball.

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.

9. Free Hit: In addition to the above, the delivery following a no-ball shall be a free hit for whichever batsman 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 batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Clause 8 above will still apply).

10. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
11. 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 10 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) 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.
12. Any match which is abandoned before 10 overs of the second innings have been completed shall be replayed from the start. Any match abandoned after 10 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 10th over and so on back to the end of the first over until a result is produced.
13. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.



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14. The control and management of the competition shall be vested solely in the WDCU CMC whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.

**WDCU Twenty20 Duckworth/Lewis Instruction Sheet**

The rules evening 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

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 120, and the match is abandoned with the side batting second at 89-2 off 15 overs

- With 5 overs remaining, and 8 wickets standing, the RP from the table is 0.703
- $120 \times 0.703 =$  par score of 84.36, rounded down to 84.
- Since the score at abandonment (89) is greater than the par score (84), the side batting second have won, by 5 runs on the D/L method

**E.g. 2** The side batting first scored 120, and the match is abandoned with the side batting second at 103-8 off 17 overs

- With 3 overs remaining and 2 wickets in hand, the RP from the table is 0.873
- $120 \times 0.873 =$  par score of 104.76, rounded **down** to 104.
- Since the score at abandonment (103) is less than the par score (104), the side batting second have lost, by 1 run on the D/L method.

Overs left	Wickets standing									
	10	9	8	7	6	5	4	3	2	1
10	0.433	0.442	0.456	0.473	0.500	0.539	0.597	0.684	0.799	0.917
9	0.482	0.489	0.502	0.516	0.539	0.572	0.622	0.698	0.802	0.917
8	0.534	0.541	0.549	0.562	0.580	0.606	0.648	0.714	0.807	0.917
7	0.587	0.592	0.599	0.608	0.622	0.645	0.678	0.731	0.814	0.917
6	0.641	0.645	0.650	0.657	0.668	0.686	0.710	0.754	0.822	0.919
5	0.696	0.700	0.703	0.708	0.716	0.728	0.747	0.779	0.834	0.919
4	0.754	0.756	0.758	0.761	0.767	0.776	0.788	0.811	0.852	0.920



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<b>3</b>	0.813	0.814	0.816	0.818	0.820	0.825	0.832	0.846	0.873	0.926
<b>2</b>	0.873	0.875	0.875	0.876	0.876	0.880	0.883	0.890	0.903	0.935
<b>1</b>	0.936	0.936	0.936	0.936	0.936	0.938	0.938	0.940	0.943	0.956