



**WDCU PlayerReg™ McCULLOCH 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 PlayerReg™ West League Cup.
2. The final shall be played at a venue determined by the WDCU in consultation with the sponsor.
3. Paid Players, coaches and overseas amateurs are all eligible to play in the competition.
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. Batting Restrictions: Only one of the Coach, Paid Player or Overseas Amateur can bat in the first five in the batting order.
6. Bowling Restrictions: No bowler may bowl more than 4 overs or 20% of the available overs in a reduced over match. 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.
7. Bowling Restrictions: The coach, paid player or overseas amateur can only bowl, between them, 30% of the available overs, rounded up to the nearest whole number, for example, in a full 20 over game, this means no more than 6 overs between the coach, paid player and overseas amateur.
8. 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.

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.



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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. Wides:

A. Leg side

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be called and signaled as a 'wide' by the Bowler's End Umpire. The exceptions to this rule are:

i) It is not a wide when the batsman moves across to the off side from his original stance and the ball narrowly misses the leg stump. 'Narrowly' should be interpreted as the width of a bat (approximately 4 inches).

ii) It is not a leg side wide as defined above when the batsman plays or attempts to play a reverse sweep or switch hit.

In these circumstances, the wide lines shall apply to both the offside and leg side.

B. Off side

Any delivery that passes outside or crosses the offside wide line as it crosses the bowling crease, provided it is not hit by the striker shall be called and signaled 'wide' by the Bowler's End Umpire.

C. All matches where no appointed umpire is present shall be umpired using tight-wide protocols. For avoidance of doubt, this means that any ball which is bowled down the leg side to the leg side of the striker, and does not strike the batsman or the stumps will be considered as a wide.

11. Fielding Restrictions: 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 shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. For the entire innings, at the instant of delivery, no more than 5 fielders are allowed outside the circle at any time.

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.

12. 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.

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 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) 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.

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.



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- 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 Par Score. To win, the side batting second must score one more than the Par score. Should the side batting second equal the Duckworth/Lewis Par score, the match shall be tied.
14. 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.
15. 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.
16. 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.



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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

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 120, and an interruption means the side batting second are scheduled to face only 10 overs.

- With 10 overs remaining, and 10 wickets standing, the RP from the table is 0.635
- $120 \times 0.635 =$ par score of 76.2, rounded **down** to 76.
- Since the innings has not yet begun, the target to win would be 77 in 10 overs.

E.g. 2 The side batting first scored 120, and the match is interrupted after 5 overs in the second innings. A delay of 20 minutes means the side batting second will have a maximum of 15 overs batting in total.

- The total at the time of the interruption is 30 for 2 wkts.
- With 10 overs remaining and 8 wickets in hand, the RP from the table is 0.669
- $120 \times 0.669 =$ par score of 80.28, rounded **down** to 80.
- The side batting second requires to score another 51 runs in the remaining 10 overs to surpass the par score and win the game.

Overs left	Wickets standing									
	10	9	8	7	6	5	4	3	2	1
10	0.635	0.648	0.669	0.694	0.709	0.715	0.739	0.757	0.774	0.791
9	0.652	0.661	0.679	0.698	0.715	0.730	0.746	0.763	0.779	0.795
8	0.678	0.687	0.697	0.714	0.726	0.737	0.750	0.762	0.774	0.787
7	0.702	0.708	0.716	0.727	0.744	0.750	0.761	0.771	0.781	0.792
6	0.731	0.736	0.741	0.749	0.762	0.766	0.774	0.781	0.789	0.796
5	0.766	0.770	0.774	0.779	0.788	0.791	0.797	0.802	0.807	0.813
4	0.802	0.804	0.806	0.809	0.816	0.817	0.821	0.824	0.827	0.831
3	0.843	0.844	0.846	0.848	0.850	0.852	0.853	0.855	0.857	0.859
2	0.883	0.885	0.885	0.886	0.887	0.888	0.889	0.890	0.891	0.892
1	0.946	0.946	0.946	0.946	0.946	0.948	0.948	0.950	0.953	0.966



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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 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.

	Wickets standing									
Overs left	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
3	0.813	0.814	0.816	0.818	0.820	0.825	0.832	0.846	0.873	0.926
2	0.873	0.875	0.875	0.876	0.876	0.880	0.883	0.890	0.903	0.935
1	0.936	0.936	0.936	0.936	0.936	0.938	0.938	0.940	0.943	0.956