WDCU SUNDAY LEAGUE
2017 PLAYING CONDITIONS

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

1. Matches will consist of one innings per side. Each innings shall be limited to 40 overs. Teams should make every effort to ensure that each innings is completed within 150 minutes. On the fall of a wicket, the incoming batsman must cross on the field with the dismissed batsman.

2. Batting Restrictions: Only one of the Coach, Paid Player or Overseas Amateur can bat in the first five in the batting order.

3. Bowling Restrictions: No bowler may bowl more than 8 overs or $1/5^{th}$ 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.

4. Bowling Restrictions: The coach, paid player or overseas amateur can only bowl, between them, $1/3^{rd}$ of the available overs, rounded up to the nearest whole number, for example, in a full 40 over game, this means no more than 14 overs between the coach, paid player and overseas amateur.

5. 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."

6. 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.

7. 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.

8. 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 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.

9.   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.

10.   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.

11.   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.

12.   The winning side shall be awarded 2 points. The losing side shall score 0 points. A tie or no result shall score 1 point to each side. A concession shall be penalised by -2 points.

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 **185** 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 require 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 ↓	Wickets → 10	9	8	7	6	5	4	3	2	1
30	0.974	0.975	0.976	0.982	0.988	0.991	0.992	0.997	1.000	1.004
29	0.946	0.946	0.946	0.950	0.954	0.958	0.963	0.964	0.967	0.970
28	0.915	0.915	0.915	0.918	0.919	0.922	0.922	0.924	0.925	0.926
27	0.883	0.885	0.885	0.886	0.886	0.890	0.893	0.893	0.894	0.896
26	0.863	0.864	0.866	0.867	0.868	0.873	0.878	0.878	0.880	0.882
25	0.843	0.844	0.846	0.848	0.850	0.855	0.863	0.862	0.865	0.868
24	0.821	0.822	0.826	0.829	0.833	0.840	0.851	0.851	0.855	0.860
23	0.802	0.804	0.806	0.809	0.816	0.825	0.838	0.837	0.843	0.849
22	0.784	0.787	0.790	0.794	0.798	0.813	0.830	0.828	0.835	0.842
21	0.766	0.770	0.774	0.779	0.788	0.801	0.822	0.821	0.829	0.838
20	0.748	0.752	0.758	0.764	0.774	0.791	0.816	0.814	0.825	0.836
19	0.731	0.736	0.741	0.749	0.762	0.782	0.810	0.809	0.821	0.834
18	0.716	0.722	0.729	0.738	0.752	0.775	0.811	0.808	0.823	0.838
17	0.702	0.708	0.716	0.727	0.744	0.771	0.811	0.809	0.826	0.843
16	0.690	0.698	0.707	0.721	0.740	0.770	0.817	0.814	0.834	0.854
15	0.678	0.687	0.697	0.714	0.736	0.769	0.823	0.820	0.843	0.866
14	0.665	0.674	0.688	0.706	0.733	0.772	0.832	0.830	0.857	0.883
13	0.652	0.661	0.679	0.698	0.729	0.774	0.841	0.840	0.870	0.900
12	0.644	0.650	0.674	0.696	0.727	0.781	0.858	0.855	0.889	0.924
11	0.635	0.648	0.669	0.694	0.733	0.790	0.876	0.874	0.912	0.950
10	0.622	0.632	0.659	0.685	0.726	0.792	0.882	0.881	0.923	0.964
9	0.611	0.622	0.651	0.680	0.725	0.794	0.894	0.892	0.937	0.982
8	0.599	0.611	0.644	0.674	0.723	0.798	0.905	0.903	0.952	1.001
7	0.588	0.600	0.636	0.668	0.721	0.802	0.917	0.915	0.968	1.021
6	0.577	0.590	0.628	0.663	0.719	0.806	0.929	0.927	0.983	1.040
5	0.566	0.579	0.621	0.657	0.717	0.810	0.940	0.939	0.999	1.059
4	0.555	0.568	0.613	0.651	0.715	0.813	0.952	0.950	1.014	1.078
3	0.544	0.557	0.605	0.646	0.713	0.817	0.964	0.962	1.030	1.097
2	0.533	0.547	0.598	0.640	0.711	0.821	0.976	0.974	1.045	1.116
1	0.521	0.536	0.590	0.634	0.709	0.825	0.987	0.986	1.060	1.135

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 x 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 x 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 ↓	Wickets → 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