



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2018
FOURTH DIVISION**

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These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU Administration 2018 regulations.

1. PLAYING CONDITIONS

In all matches, the Laws of the Marylebone Cricket Club (2017 Code) shall apply except as amended in these Playing Conditions.

2. CRICKET BALLS

The grade(s) of ball permitted for use at various league levels shall be laid down by the WDCU Cricket Management Committee ("the Committee") and notified to the clubs and on the WDCU website.

3. PITCH AND SQUARE

- a. The popping crease shall be marked to a minimum of 12 feet (3.65 metres) to conform to Law 9
- b. Wide markings shall also be utilised. The inner-edge shall be marked 35 inches (89 cm) on each side of the imaginary centre line of the middle stump. See Appendix 2
- c. The width of all crease markings shall be no less than ½ inch (12 mm) and no more than 1 inch (25 millimetres).

4. TIMING AND DURATION OF MATCHES

- a. 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.
- b. 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.
- c. Matches will consist of one innings per side. Each innings shall be limited to 40 overs, unless prior agreement is reached between the clubs to allow for 50 overs per innings with a 12-noon start.
- d. Teams should make every effort to ensure that each innings is completed within 160 minutes, 200 minutes in the case of 50 over innings.
- e. 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.

5. BOWLING RESTRICTIONS

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.

6. WIDE BALL – JUDGING A WIDE

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.

7. NO BALL

- a. 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.
- b. 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."
- c. 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. DELAYED OR INTERRUPTED MATCHES

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

- a. 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.
- b. 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.
- c. 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.
- d. If the side batting second are unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis /Stern Method (Appendix A), To win, the side batting second must score one more than the target. Should the side batting second equal the Duckworth/Lewis/Stern target, the match shall be tied. Any match abandoned after 20 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A).
- e. To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

9. RESULTS AND POINTS

- a. 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 provided that the team batting second has been bowled out. Should the team batting second not be bowled out, but fail to pass the target score, then the team batting first will achieve a winning draw, and the team batting second, a losing draw.
- b. 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/Stern method using the calculator prescribed by the Committee. The DLS Protocol is provided as Appendix 1. 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.
- c. 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/Stern method.

- d. In the event of a tie in a match, each team will be awarded tie points.
- e. There will only be result points in this division, and no bonus points will be awarded. Result points shall be awarded as follows:

Result Points:

- i. Win - 10 points
 - ii. Tie - 5 points
 - iii. Loss - 0 points
 - iv. Winning Draw – 8 points
 - v. Losing Draw – 2 points
 - vi. No Result – null and void.
- f. 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.

10. LEAGUE RULES

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

11. LAW 41 AND LAW 42

Law 41 and 42 shall be applied in these matches with the following exceptions:

- a. Laws 41.4 and 41.5 shall only apply where a neutral umpire appointed by WDCU/WoSACO is standing
- b. Law 42. Shall only apply where a neutral umpire appointed by WDCU/WoSACO is standing

Appendix 1

The rules of these competitions mandate that the Duckworth/Lewis/Stern method is used to determine the results of matches that are prematurely curtailed by weather.

Following recommendations by Cricket Scotland from 2017 clubs should use Duckworth Lewis Stern V2.0.

For Division 4, if a computer is available, then the above should be followed, where a computer is not available the use of a suitable app on a phone/tablet etc. is permitted. It is recommended that one of the following apps are used:

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.

(Please note that when using an app, Umpires and both Captains must agree what app is to be used).

Please remember that the objective is to achieve a result, and that the spirit of the game must be the first priority when matches are decided using this method.

Appendix 2

Pitch Markings

