



## WDCU McCULLOCH CUP 2018 PLAYING CONDITIONS



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

1. The competition shall be known as the WDCU McCulloch Cup.
2. The final shall be played at a venue determined by the WDCU.
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:
  - a. 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.
  - b. 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.
7. 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.
  - a. 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.
  - b. 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.
  - c. Any delivery passing above the head is deemed a no ball and counts as the one short-pitched delivery permitted in the over.
  - d. 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.



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8. 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.
  - a. 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.
  - b. 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).
9. 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.
10. 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.
  - a. 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.
11. 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.
12. 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 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.
  - 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.



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- 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 (13.a) and the over completed on the resumption of play.
  - d. If the side batting second is unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis/Stern Method (Appendix 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/Stern Par score, the match shall be tied.
13. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A). If the result under the Duckworth/Lewis/Stern 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.
14. 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.
15. 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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### **Appendix A - Duckworth/Lewis/Stern**

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.

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.