



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2026
CHAMPIONSHIP 3 and 4**



WDCU CHAMPIONSHIP 3 AND 4
2026 PLAYING CONDITIONS



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2026 PLAYING CONDITIONS

These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU League Administration Rules 2026.

1. PLAYING CONDITIONS

In all matches, the Laws of Cricket (2017 Code 3rd Edition - 2022) 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 12 noon 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.
- d. Teams should make every effort to ensure that each innings is completed within 160 minutes.
- 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 20% 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. Law 22 of the Laws of Cricket should be applied. 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.



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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. **To avoid any doubt**, any ball that passes over the head of the striker standing upright at the crease will be called a **'Wide'** and will count as a short-pitched ball in the over.
- d. 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.
- 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 method using the calculator prescribed by the Committee. The D/L Protocol is provided as Appendix 7. 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 method.



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- d. In the event of a tie in a match, each team will be awarded tie points.
- e. Points known as “result points” and “bonus points” shall be awarded as follows:

Result Points:

Win -	25 points (No bonus points shall be awarded)
Tie -	15 points (No bonus points shall be awarded)
Loss -	0 points (Bonus points set out below)
No Result -	null and void.

Bonus Points:

Up to a maximum of 9 bonus points will be available for the losing side from the second innings only on the following basis:

Losing side points batting second

The awarded points will be based on the percentage of runs scored of the 1st innings total during the second innings as follows:

- 1 point for 60% of total
- 3 points for 70% of total
- 5 points for 80% of total
- 7 points for 90% of total
- 9 points for 95% of total

Where a DLS revised target has been set in the second innings, then awarded points will be calculated as a percentage of the FINAL revised target and NOT the 1st innings total.

Losing side points when bowling second

The awarded points will be based on the number of wickets taken in the second innings as follows:

- 3 wickets – 1 point
- 5 wickets – 3 points
- 7 wickets – 5 points
- 8 wickets – 7 points
- 9 wickets – 9 points

- f. A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an inning and no batsman 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.



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11. Unfair Play and Discipline

- a. Laws 41.4 and 41.5 shall only apply where a neutral umpire appointed by WDCU/CS is standing.
- b. Law 42. Shall only apply where at least one umpire appointed by CS is standing
- c. All clubs, players and team officials are expected to maintain a high standard of behavior as laid down by the current CS Code of Conduct:
 - a. <https://www.cricketscotland.com/Explore/Policies/CodeOfConduct>
- d. All clubs are reminded of their responsibilities under the laws of the game. All stakeholders shall conduct themselves in accordance with the Laws of cricket and the Spirit of Cricket preamble, showing full respect to umpires and accepting all decisions – whether made by appointed or player umpires – and WDCU reserves the right to take disciplinary action against any individual and/or club failing to uphold these standards.
- e. For the sake of clarity, in addition to any on-field sanctions applied via law 42, each offence will be reported off field by the Umpires, under the guidelines contained within CS Code of Conduct.
- f. Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.



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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 clubs should use the **latest** Duckworth Lewis Stern version.

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.aandroid.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

