



WDCU SUNDAY LEAGUE 2026 PLAYING CONDITIONS



1. These Playing Conditions shall be used in conjunction with the WDCU Administration Rules 2026.
2. This competition is open to all clubs and clubs can enter more than one team.
3. 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.
4. Batting Restrictions: Only one of the Paid Player or Overseas Amateur can bat in the first five in the batting order.
5. Bowling Restrictions:
 - a. No bowler may bowl more than 8 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. The Coach, paid player or overseas amateur can only bowl, between them, 33% 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.

6. 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."

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



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- side to the leg side of the striker, and does not strike the batsman or the stumps will be considered as a wide.
- d. Any delivery passing above the head is deemed a wide and counts as the one short-pitched delivery permitted in the over.
8. Two semi-circles shall be drawn on the field of play. The fielding semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres (30 yards). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.
9. At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal no-ball.
10. 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 striker's end umpire shall call and signal no-ball.
11. 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 (11.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 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 par score, the match shall be tied.
 - e. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
12. Any match abandoned after 20 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 20th over and so on back to the end of the first over until a result is produced.
13. In the event of the scores being level in a match where there have been no reductions in overs after the game has started, then the winning team will be the one which has lost fewer wickets. If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on will be the winner.



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14. In the event of the scores being level in a match where there has been a reduction in overs and a consequent recalculation of the target score for the team batting second, then the winning team will be the one with the higher par score at the end of the over previous to the last one faced by the team batting second. If these scores are equal, then the comparison should be done at the end of the over before that and so on until a winner is found.
15. 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.
16. Placings in the leagues will be based on number of points. Should sides finish equal on points then Net Run Rate (NRR) will determine final positions.
17. Cancelled matches or abandoned matches may be replayed with the agreement of both clubs and notification to the WDCU Administrator in advance of the replayed date. The WDCU CMC shall deem an 'end date' for the competition, after which no matches shall be played or arranged.

15. Discipline

- a. Law 42. Shall only apply where at least one umpire appointed by CS is standing
 - b. 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>
 - c. 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.
 - d. For the sake of clarity, in addition to any onfield sanctions applied via law 42, each offence will be reported off field by the Umpires, under the guidelines contained within CS Code of Conduct.
 - e. 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.
18. 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 clubs should use the latest version of Duckworth/Lewis/Stern

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.a
ndroid.dlcalc&pli=1.](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.