



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2021
PREMIER, FIRST, SECOND & PREMIER RESERVE
DIVISIONS**



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1) PLAYING CONDITIONS

In all WDCU matches the [Laws of Cricket \(2017 Code 2nd Edition - 2019\)](#) shall apply except as amended in these Rules.

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 7 and the protected area for the bowlers follow through ([Law 41.13](#)) shall be indicated with markings off the playing surface **5 feet (1.52 metres)** in front of the popping crease and also on the bowling crease **1 foot (30.5 centimetres)** either side of the middle stump.
- b. Wide [guidelines](#) shall also be utilised. The inner-edge shall be marked **17 inches (43.18 centimetres) from the inside edge of the return crease**.
IT IS RECOMMENDED THAT THESE LINES ARE MARKED IN A CONTRASTING COLOUR TO THE REGULAR CREASE MARKINGS.
- c. The width of all crease markings shall be no less than **½ inch (12 millimetres)** and no more than **1 inch (25 millimetres)**. See Appendix 1.

4) OUTFIELD

[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. See appendix 2](#)

5) TIMING AND DURATION OF MATCHES

- a. Matches shall be scheduled to start at 12.00pm unless bad weather or some exceptional circumstance or emergency situation has arisen, and shall be completed on the day of commencement. When both clubs agree, matches can have a later scheduled start, with the latest being 1.00pm. In this event, the home club is responsible for advising the [CSMOA](#) appointed umpires of the agreed rescheduled starting time.
- b. Matches may start at 1.00pm by agreement between the participating clubs. Agreement must be reached 5 days before the date of the fixture and should clubs fail to agree a change, the default start time of 12.00pm shall apply. The home club is responsible for advising the [CSMOA](#) appointed umpires of the agreed scheduled start time.
- c. In exceptional circumstances it may be determined by the Committee that a specific match will start at a time other than stated in 5 (a). There may be a reduction of overs in these matches as specified in 9, 10 and 11, which shall be determined by the CMC. The home club is responsible for advising the [CSMOA](#) appointed umpires of the agreed scheduled start time.
- d. Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- e. The scheduled hours of play will be from 12.00pm to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- f. In all matches which start at 12 noon and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended to 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.



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- g. Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.
- h. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.
- i. The minimum time for the interval will be 20 minutes. Should that mean a re-scheduled start time then the match end time will be adjusted accordingly.
- j. One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.
- k. The captain of the batting side may not declare his innings closed at any time during the course of a match.
- l. If a ball has not been bowled by 4.50pm (5.20pm for a 1.00pm start) the umpires will then abandon the match. The umpires may abandon a game earlier if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires shall be the final arbiters of the fitness of the ground for play.
- m. If there are no CSMOA appointed umpires, then the captains may agree to abandon a game earlier if it is apparent that the pitch or outfield would not recover for a match to be played.
- n. Any team not ready to toss 15 minutes prior to the scheduled start time without the agreement of the CSMOA appointed umpires, shall automatically forfeit the toss.
- o. Any team not ready to play 30 minutes after the scheduled start time without the agreement of the CSMOA appointed umpires shall automatically forfeit the match.
- p. **Rain Interruptions – temporary Amendment for 2021**

Where players and officials have travelled to a match but weather is poor, a decision should be made whether the game can take place within 60 minutes of the scheduled start time.

In rain affected matches, a decision on whether a match can be restarted is made within 30 minutes of any interruption in play.

Umpires and captains avoid periods of more than 45 minutes where players/officials are waiting out in rain or in cars. If it is likely this time will be exceeded, the game should be abandoned.

A delay more than 60 minutes from the interruption in play will result in abandonment, even if some of that time the rain has stopped and players/officials can exit vehicles and be dry.

In situations where rain is start/stop, that umpires and captains apply a common sense approach that is broadly in line with the timings above and avoids long periods of players/officials waiting in rain or in cars.

In situations where clubs have provided outside shelter where social distancing can be maintained and: 1) where the umpires & captains agree & 2) the weather outlook is favourable, then a longer delay would be permitted to take place on a discretionary basis. If either of the criteria (1&2) isn't met then the above becomes applicable.

At the sign of lightning, games should be abandoned instantly.



6) UNINTERRUPTED MATCHES (i.e. Matches neither delayed nor interrupted)

- a. Each team shall bat for 50 overs unless all out earlier. In that case the team is 'deemed' to have batted its scheduled number of overs.
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. In such a case, a deduction of one (1) point will be made for every full over not completed by the scheduled time for cessation of the innings, subject to the allowances in Rule 6 (e). The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs
- d. If the team fielding second fails to bowl 50 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result is achieved. In such a case, a deduction of one (1) point will be made for every full over not completed by the scheduled time for cessation of the innings, subject to the allowances in Rule 6 (e).
- e. In either innings Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball.

7) DELAYED OR INTERRUPTED MATCHES

- a. The minimum number of scheduled overs per side in a match will be 20. A game cannot start if neither side has an opportunity of receiving at least 20 overs. In addition, if there are interruptions in the first innings of a match, which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 20.
- b. In all reduced overs matches both teams will be given 4 minutes leeway to complete their allocated number of overs.
- c. In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.
- d. If conditions during a rain stoppage improve and rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately subject to ground conditions being acceptable.

8) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST (See Appendix 3)

- a. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- b. The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.



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- c. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly
 - d. If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.
 - e. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
 - f. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed. In such a case, a deduction of one (1) point will be made for every full over not completed by the scheduled time for cessation of the innings, subject to the allowances in Rule 6 (e).
 - g. If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved. In such a case, a deduction of one (1) point will be made for every full over not completed by the scheduled time for cessation of the innings.
 - h. Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
 - i. Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.
- 9) **DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND (See Appendix 4)**
- a. When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocation, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
 - b. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - c. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting second will continue from the point of the interruption.
 - d. 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.
 - e. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - f. A fixed time will be specified for the close of play by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. With the exception of drinks intervals, the timing and duration of all relative delays, in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.



- g. If the team fielding second fails to bowl the revised number of overs by the scheduled or re-scheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved. In such a case, a deduction of one point will be made for every full over not completed by the scheduled time for cessation of the innings.
- h. Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.

10) BOWLING RESTRICTIONS

- a. No player may bowl more than 10 overs in a normal innings of 50 overs. In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, a player may bowl no more than 20% of the total overs allowed. (See Appendix 5)
- b. When an interruption occurs after the first ball of an over has been completed and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to complete the over.
- c. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- d. WDCU subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These mandatory restrictions are set out in Appendix 6.



11) NO BALL

In games where there is only one appointed umpire he should stand at the bowler's end. All decisions regarding No balls will be the appointed umpires' responsibility.

- a. Short pitched bowling – a **Short pitched** ball is 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 **two Short pitched** balls in each over. The **bowler's** end umpire will signal that such a ball has been bowled. If a **third Short pitched** ball is bowled in the same over, the **bowler's** end umpire shall call and signal "No Ball."

In the event of a bowler bowling more than two fast **Short pitched** deliveries in an over, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential No ball signal shall be used to signify a fast, short pitched delivery. The **bowler's end** umpire shall call and signal 'No ball' and then tap the head with the other hand.

The first time a bowler delivers a third fast short pitched ball in an over, the **bowler's end** umpire, after the call of **No** ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the **bowler's end** umpire shall advise the bowler that this is his final warning for the innings.

Should there be any further instance by the same bowler in that innings, the **bowler's end** umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The **bowler's end** umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the WDCU who shall take such action as is considered appropriate against the bowler concerned.

- c. A **free hit** will be awarded in event of a 'No ball' being called by the umpire for any reason under the laws of cricket and/or playing conditions. This rule will only apply when **at least one appointed** umpire appointed by WDCU/WoSACO is standing.
 - The **free hit** will be played on the subsequent delivery to the award of the 'No ball' to whichever **batsman** is due to face it.
 - If the delivery for the **free hit** is not a legitimate delivery (another **No** ball or a **Wide**) then the next delivery will become a **free hit** for whichever batsman is facing it.
 - For any **free hit**, the striker can only be dismissed under the circumstances that apply for a **No** ball, even if the delivery for the **free hit** is called a **Wide**.
 - Neither changes in the field nor exchanges in personnel between field positions are allowed for a **free hit** unless, a) there is a change in striker between the **No ball** and the **free hit** or, b) the **No** ball is a result of an infringement of fielding regulations in which case the field can be changed only to correct the infringement.
 - A bowler may change their mode of delivery for a **free hit**.



12) WIDE BALL – JUDGING A WIDE

In games where there is only one appointed umpire he should stand at the bowler's end. All decisions regarding No balls and Wides will be the appointed umpires' responsibility.

Wide ball - Judging a Wide

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 interpreted as a form of negative bowling and the bowler's end umpire will call and signal 'Wide'.

There are two exceptions to this Rule:

(i) It is not a Wide when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).

(ii) It is not a leg side Wide, as defined in (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the 17" Wide Guidelines shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a Wide for the purposes of this Rule.

b. Off side

Any delivery that passes outside or crosses the 17" Wide Guideline, provided it is not hit by the striker, shall be called and signalled 'Wide' by the bowler's end umpire.

There is one exception to this Rule.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

c. Short pitched bowling

Any ball that passes over the head of the striker standing upright at the crease shall be called and signalled 'Wide' by the bowler's end umpire and will count as a Short-pitched ball in the over.

In games where there are no appointed umpires, the two captains should speak before the game to agree a consistent approach to wides that is commensurate with the level of cricket being played and this should be relayed to all players who may stand as umpires during the match.

13) FIELDING RESTRICTIONS / POWERPLAYS

- a. A field restriction circle shall be marked on the outfield as detailed in Rule 4.
- b. No more than five (5) fielders shall be allowed on the **leg side** at the point of delivery at any time.
- c. **Powerplay 1** - In the first 10 overs, or 20% of the scheduled overs in a reduced over innings, no more than two (2) fielders shall be allowed outside the 30yd fielding circle
- d. **Powerplay 2** - In overs 11- 40, or 60% of the scheduled overs in a reduced over innings, no more than four (4) fieldsmen shall be permitted outside the 30yd fielding circle.
- e. **Powerplay 3** - In overs 41-50 or the final 20% of the scheduled overs in a reduced over innings, no more than five (5) fielders shall be allowed outside the 30yd fielding circle at the point of delivery.
- f. Infringements of any of the above will be called as a **No** ball by the **striker's** end umpire.



- g. [Where games are reduced below 50 overs please consult appendix 5 for guidance.](#)

14) 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.
- 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

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.

15) LEAGUE RULES

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

16) Law 41 and 42

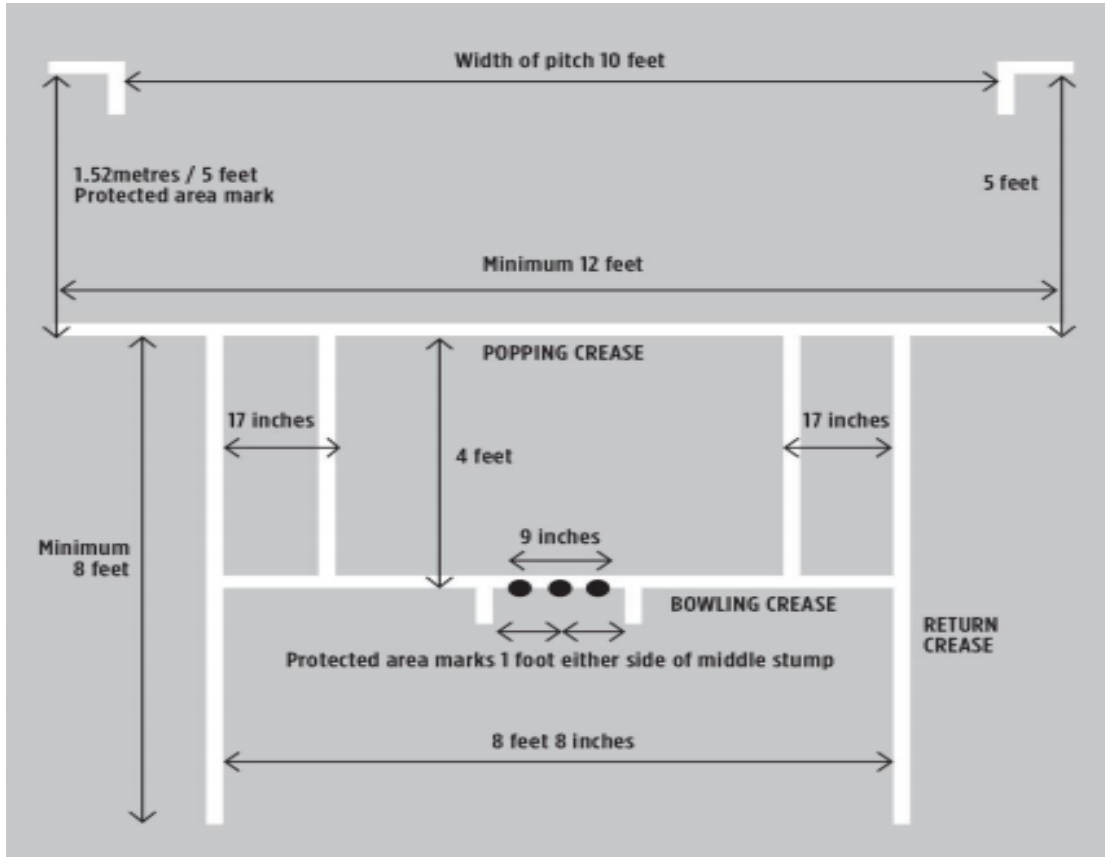
Law 41 and 42 shall be applied with the following exceptions:

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



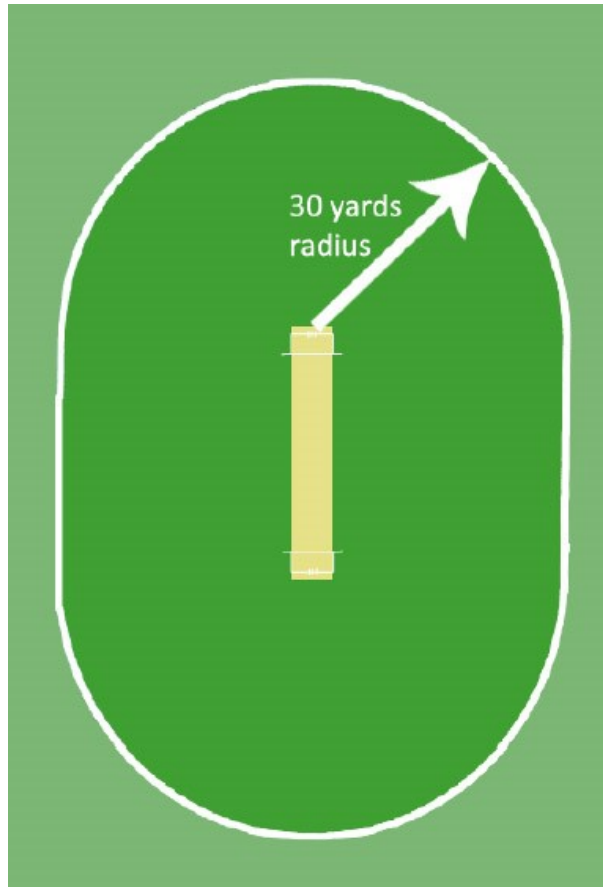
APPENDICES

Appendix 1 – Pitch Markings





Appendix 2 – Fielding Circle





APPENDIX 3 – PLAYING TIME & OVERS RECALCULATION

Calculation sheet for use by UMPIRES when delays or interruptions occur in FIRST innings

Score at time of Interruption	_____
Overs bowled Time:	_____
Net playing time available at start of match 400mins	_____ (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost (C – (D + E))	_____ (F)
Remaining playing time available (A – F)	_____ (G)
Overs	
Overs in match (G/4) (round up plus 1 if necessary)	_____ (H)
Max. Overs per team (H/2)	_____ (I)
Max. Overs per bowler – see Appendix 5 Rescheduled Playing Hours:	_____
First session to commence or recommence	_____ (J)
Length of innings (I x 4)	_____ (K)
Rescheduled cessation time (I + (K – B))	_____
Length of interval	_____ mins
Second session commencement time	_____ (L)
Rescheduled cessation time = (L + K)	_____



APPENDIX 4 – PLAYING TIME & OVERS RECALCULATION

Calculation sheet for use by UMPIRES when delays or interruptions occur in SECOND innings

Score at time of Interruption _____

Overs bowled _____

Time:

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of Interruption (C – B) in minutes _____ (D)

Extra time available (if innings starts before scheduled time) _____ (E)

Total playing time lost (D – E) _____ (F)

Overs:

Maximum overs at start of innings _____ (G)

Overs lost (F/4) - ignore fractions _____ (H)

Adjusted maximum length of innings (G – H) _____ (I)

Overs per bowler and Fielding Restrictions Max. Overs per bowler – see Appendix 5 _____

Rescheduled Cessation of Play:

Length of innings (I x 4) _____ (J)

Time at start of innings _____ (K)

Rescheduled cessation time (K + J + D) _____

Notes

- The number of overs available in the second innings CANNOT exceed the number of overs allocated (not the number of overs used) for the first innings.
- Extra time available:
 - If Innings starts before original scheduled time this is calculated as the number of overs x 4 that were not used in the first innings.
- The rescheduled cessation of play MUST not be before the original close of Play (7.10pm or 7.40pm if extra 30 minutes taken))



Appendix 5 – Bowling Restrictions and Powerplay Recalculations

Bowling Restrictions			Powerplay overs		
No. of overs	Max. overs/bowler	+ 1 extra over	Fielders out of 30 yard circle		
			Two	Four	Five
50	10	0	1 – 10	11 – 40	41 – 50
49	9	4	1 – 10	11 – 39	40 – 49
48	9	3	1 – 10	11 – 39	40 – 48
47	9	2	1 – 9	10 – 37	38 – 47
46	9	1	1 – 9	10 – 37	38 – 46
45	9	0	1 – 9	10 – 36	37 – 45
44	8	4	1 – 9	10 – 35	36 – 44
43	8	3	1 – 9	10 – 35	36 – 43
42	8	2	1 – 9	10 – 34	35 – 42
41	8	1	1 – 8	9 – 33	34 – 41
40	8	0	1 – 8	9 – 32	33 – 40
39	7	4	1 – 8	9 – 31	32 – 39
38	7	3	1 – 8	9 – 31	32 – 38
37	7	2	1 – 8	9 – 30	31 – 37
36	7	1	1 – 7	8 – 29	30 – 36
35	7	0	1 – 7	8 – 28	29 – 35
34	6	4	1 – 7	8 – 28	29 – 34
33	6	3	1 – 7	8 – 27	28 – 33
32	6	2	1 – 7	8 – 26	27 – 32
31	6	1	1 – 6	7 – 25	26 – 31
30	6	0	1 – 6	7 – 24	25 – 30
29	5	4	1 – 6	7 – 23	24 – 29
28	5	3	1 – 6	7 – 23	24 – 28
27	5	2	1 – 6	7 – 22	23 – 27
26	5	1	1 – 5	6 – 21	22 – 26
25	5	0	1 – 5	6 – 20	21 – 25
24	4	4	1 – 5	6 – 19	20 – 24
23	4	3	1 – 5	6 – 19	20 – 23
22	4	2	1 – 5	6 – 18	19 – 22
21	4	1	1 – 4	5 – 17	18 – 21
20	4	0	1 – 4	5 – 16	17 – 20



APPENDIX 6 – ECB FAST BOWLING MATCH DIRECTIVES

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

AGE MAXIMUM	MAXIMUM OVERS PER SPELL	MAXIMUM OVERS PER DAY
up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his* spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

Captains, Team Managers and umpires are will ensure that these Directives are followed at all times.

*Any reference to he/his should be interpreted to include she/her.

Age groups are based on the age of the player at midnight on 31st August in the year proceeding the current season.



APPENDIX 7 – OPERATION OF DUCKWORTH LEWIS STERN

- a. It is the Home Club's responsibility to provide a PC, laptop or tablet with the DLS software – as supplied by Cricket Scotland - installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.
- b. Point (a) is mandatory for teams participating in the top two divisions of the WDCU. Teams participating in the Second Division and Premier Reserve Divisions are actively encouraged to use the DLS software, but may use a suitable app. It is recommended that one of the following apps are used:
- c. <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>
- d. or
- e. <https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.
- f. (Please note that when using an app, Umpires and both Captains must agree what app is to be used).
- g. During the 1st innings, the umpires will record the details of any interruption, i.e. the number of overs and balls bowled and the score and wickets lost, and these must be confirmed with the scorers. They will also record the number of overs per side that have been lost as a result of the interruption.
- h. At the end of the 1st innings, the above details of all interruptions, together with the final score (confirmed with the scorers) will be passed to the DLS operator. In the event of there being no interruptions, only the final score will be passed to the operator.
- i. The DLS operator will enter this information into the software, produce 4 copies of the over-by-over printout and distribute one copy each to the Home Captain, the Visiting Captain, the Scorers and the Umpires.
- j. During the 2nd innings, should there be an interruption in play; the umpires will record the details, as described above. When it has been decided to restart play, the umpires will determine the number of overs that have been lost as a result and they will then pass all these details to the DLS operator who will enter the information and produce and distribute the revised 4 copies of the over-by-over printout, as before.
- k. This process will be repeated for any further interruptions to the 2nd innings.
- l. Where a DLS revised target has been set, then the scoreboard should show the score that the team batting second has to beat in order to win the match. If there is no specific space for this figure, then it should replace the total that the first team achieved.
- m. From the start of the 11th over onwards, the scoreboard should display at the beginning of each over, the DLS par score relating to the end of that over. This score should also be updated on the fall of each wicket.
- n. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or 42, then 5 runs must be added to the target score and all par scores.
- o. In the case of a computer malfunction, then it will be necessary to revert to the paper-based edition but this must only be used as a last resort. Once the paper-based version is brought into use, it must continue to be used for the remainder of the match, even if the computer problem is resolved.
- p. The report submitted by the Umpires for each match will confirm the availability of suitable computer equipment at the match and will also indicate if the paper-based version had to be brought into use.



APPENDIX 8 – SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS & FACEGUARDS BY YOUNG PLAYERS

The ECB has issued safety guidance on the wearing of cricket helmets by young players.

It is recommended that a helmet with a faceguard is worn by young players when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice. A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:1998) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to the age of 18. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

The ECB is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools.

APPENDIX 9 – ECB FIELDING REGULATIONS

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player, in these age groups, come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.

In addition, any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 5.5 metres (6 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

These fielding regulations are applicable to all Cricket in United Kingdom. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

APPENDIX 10 – COACHING REGULATION

Coaching shall not be permitted from the side-lines during a match. In such an event, the umpire shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the WDCU.