



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2021
THIRD DIVISION**

Contents

1. PLAYING CONDITIONS.....	3
2. CRICKET BALLS.....	3
3. PITCH AND SQUARE	3
4. TIMING AND DURATION OF MATCHES	3
5. BOWLING RESTRICTIONS	3
6. WIDE BALL – JUDGING A WIDE	3
7. NO BALL.....	4
8. DELAYED OR INTERRUPTED MATCHES	4
9. RESULTS AND POINTS	5
10. LEAGUE RULES	6
11. LAW 41 AND LAW 42	6
Appendix 1	7
Appendix 2	7

These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU Administration 2021 regulations.

1. PLAYING CONDITIONS

In all matches, the [Laws of Cricket \(2017 Code 2nd Edition - 2019\)](#) 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.
- 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 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.

f. 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.

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/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. Points known as “result points” and “bonus points” shall be awarded as follows:

Result Points:

- i. Win - 25 points (No bonus points shall be awarded)
- ii. Tie - 15 points (No bonus points shall be awarded)
- iii. Loss - 0 points (Bonus Points shall be awarded for performance.)
- iv. 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 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 2018 clubs should use Duckworth Lewis Stern V3.0.

For Division 3, 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](https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1)
[ndroid.dlcalc&pli=1.](https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.a)

(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

