



WDCU McCULLOCH CUP 2021 PLAYING CONDITIONS



These Playing Conditions shall be used in conjunction with the WDCU Administration 2021 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: There are no batting restrictions.
6. Bowling Restrictions: 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.
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. 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. 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.

In the event of a bowler bowling a non-pitching delivery above waist height, 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 if the umpire deems the ball to be dangerous. 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.

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'), then the next delivery will become a free hit for whichever batsman is facing it.

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'.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

8. 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:



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(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 signaled '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.

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.

9. 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.

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.

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'.

10. 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.

11. Start time for matches is 6.15pm. Matches can start earlier if both teams are ready. The first innings will last for 80 minutes with 18 overs being the minimum required and an expectation that 20 overs are bowled. The team batting second will receive the same amount of overs as the team batting first. Should the team batting first be dismissed in under 80 minutes the team batting second will receive 20 overs.

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.

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.



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- 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. The nominal finish time should the game be interrupted is 9.15pm.
12. 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.
13. 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.
14. 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 2018 clubs should use Duckworth/Lewis/Stern V3.0.

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.