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1 INTERPRETATION

1.1 On Match Days

1.1.1 For the interpretation of playing and match condition By-Laws and Playing Conditions, on match day only, the Match Day Referee is to be contacted for a determination.

1.2 Matters not Covered in the Constitution, the By-Laws or the Playing Conditions

1.2.1 Any matters arising that are not covered by the Association Constitution, By-Laws or Playing Conditions will be dealt with at the Boards discretion.

1.3 Definitions

Association means WASTCA.

Board shall mean the Board of Management duly elected under the WASTCA Constitution.

By-Laws means the WASTCA By-Laws document.

Competition Committee shall mean the Board members nominated to serve on the committee as per the WASTCA Constitution.

Playing Conditions means the WASTCA Playing Conditions outlined in this document.

Disciplinary Tribunal shall mean the tribunal nominated by the Board to administer the WASTCA By-Laws and Playing Conditions.

Executive Officer means the person nominated by the Board as per the WASTCA Constitution.

Ground Authority shall mean the curator of each ground.

GWL means unscheduled stoppage(s) of play for ground, weather or light conditions, beyond the control of the two teams.

Home Team and **Home Club** means the team named first in the fixtures.

Law means one of the Laws of Cricket.

Laws of Cricket means the Marylebone Cricket Club Laws of Cricket as amended from time to time.

Match Day Referee means the Competition Co-Ordinator or the person(s) nominated by the Executive Officer as outlined on the WASTCA website prior to each fixture.

MyCricket means website *www.mycricket.cricket.com.au*.

PlayCricket App means the mobile device application for hosting fixtures, results, statistics, etc, formally known as the MyCricket App.

PlayHQ means website *playhq.com*

Under-Age Player shall mean an individual that is 19 years of age or under as at 1st of September in the current season.

WASTCA means West Australian Suburban Turf Cricket Association.

WACA means Western Australian Cricket Association, commonly known as WA Cricket.

2 PLAYING CONDITIONS – ALL MATCHES

2.1 Laws of Cricket

2.1.1 All matches shall be played in accordance with the Laws of Cricket except where they are negated or modified by the WASTCA By-Laws or in these Playing Conditions.

2.2 Team Not Ready to Commence

2.2.1 Any team not ready to commence play within thirty (30) minutes following the stipulated starting time on either day of a match shall forfeit the match.

2.3 Minimum Players

2.3.1 If on either day of a match, a team has only seven or fewer players who are named on the teams list present thirty (30) minutes after the prescribed starting time, such team forfeit the match, even if play has begun.

2.4 Team Not Ready to Start

2.4.1 Should any team be not ready to start or resume play at the appointed time, the club in default shall be liable to a penalty as per **PC9**.

2.5 Match Reporting Requirements

2.5.1 On each day of the match, the home team shall enter innings progress scores (wickets, runs, overs) into PlayHQ by 7:30pm.

2.5.2 Failure to adhere to **PC2.5.1** may result in a penalty as per **PC9**.

2.5.3 By no later than 7:30pm on the Monday following the completion of the match, each captain and umpire shall enter/confirm (where applicable) the below data in PlayHQ:

- (1) the result of the match; Total runs, wickets, extras and innings length. In the event of a OD or T20 match where the maximum quota of overs was reduced this must be entered for correct NRR calculation.
- (2) individual player scores;
- (3) captains/umpires report; and
- (4) Team as declared on the Declared Teams List including any 11A/B, substitute fielders or alterations made in accordance with **Law 1.2**

2.5.4 Failure to adhere to **PC2.5.3(1-3)** may result in a penalty as per **PC9**.

2.5.5 Failure to adhere to **PC2.5.3(4)** may result in a penalty as per **PC9**.

2.6 Home Team

2.6.1 The Home Team is the team named first in the fixtures. This applies even where the match is to be played at a neutral venue.

2.6.2 The Home Team shall be responsible for ensuring that wickets and grounds are properly prepared and presented for each day's play.

- (1) All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides.
- (2) Any club failing to take all steps possible to ensure that this occurs resulting in the start of play being delayed or play being abandoned for the day shall be penalised according to **PC9**.

- 2.6.3 The Home Team will be responsible for the cleanliness of all neutral grounds and changerooms.
- 2.6.4 Failure to adhere to **PC2.6.3** may result in a penalty as per **PC9**.
- 2.7 Law 1: The Players applies with the below additions:**
- 2.7.1 Captains shall nominate XI (or XII for colts and finals, or where otherwise permitted) using the declared teams list form located at the back of the scorebook (Declared Teams List). Where no umpire is in attendance the form shall be given to the opposing captain.
- 2.7.2 For all matches in Saturday Grade Competition Division 1, T20 Division 1, and ALL grand finals (matches which must be live scored using PlayHQ), Captains shall ensure that the team (matching the team nominated pursuant to **PC2.7.1** above) is selected in PlayHQ (including selected captain, wicketkeeper, any 11A/B players, and any substitute fielder/s) not later than 30 minutes prior to play commencing. In all other matches, Captains will endeavour to ensure a team has been selected in PlayHQ prior to the commencement of the match.
- 2.7.3 Captains must before the start of play on each day of the match indicate on the Declared Teams List to be submitted to the Umpires:
- (1) any player who is an Under-Age Player by writing the age of the Under-Age Player next to his name on the Declared Teams List; and
 - (2) the number of overs of pace bowling bowled by any Under-Age Player in any Juniors' Match played earlier in the day by writing the number of such overs next to the name of the Under-Age Player in the Declared Teams List.
- 2.7.4 Failure to adhere to **PC2.7.2** and/or **PC2.7.3** may result in a penalty as per **PC9**.
- 2.8 Law 3: The Scorers applies with the below additions**
- 2.8.1 Score boards must be displayed at club's home ground and updated by the batting team every two (2) overs.
- 2.8.2 Each team shall supply a scorebook at every match, even if live scoring is in use. The two (2) scorebooks shall show full and accurate details of the match together with the names of the teams declared to the umpires prior to the commencement of play, and shall be checked and signed by the umpires in the presence of captains, who shall also sign the scorebooks.
- 2.8.3 The Board and the Disciplinary Tribunal shall have the right to demand inspection of any club's scorebook for any team at any time. Failure by a club to submit the scorebook for inspection at the Association's office within 48 hours of receipt of the demand from the Executive Officer, Board director, or the Disciplinary Tribunal, shall result in a club being dealt with at the discretion of the Board.
- 2.8.4 In the event of play ceasing and stumps being called because the target score was believed to have been reached but upon subsequent investigation, it had not been due to scoring error **Law 16.9** applies and play must resume.
- 2.8.5 In the event the umpire (or where no umpire is in attendance the captains) cannot agree on the scores where no overs remain to be bowled, both scorebooks must be photographed by both captains and forwarded to the Association within 24 hours. A result cannot be disputed once both captains have agreed on the scores.
- 2.8.6 Matches in Saturday Grade Competition Division 1, T20 Division 1, and all Grand Finals must be live scored using the live scoring function of PlayHQ.
- 2.8.7 Failure to adhere to **PC2.8.1** through **PC2.8.6** may result in a penalty as per **PC9**.

- 2.8.8 The Umpire (or where no umpire is present the captains) must agree on the score at the end of each innings. A target score cannot be altered once agreed to.
- 2.8.9 Live Scoring, where utilised, will be used as the primary source for resolving scoring disputes.
- 2.9 Law 7: The Creases applies with the below additions**
- 2.9.1 The Home Team is to ensure that creases are to be correctly and clearly marked as per **PC7**.
- 2.9.2 Failure to adhere to **PC2.9.1** may result in a penalty as per **PC9**.
- 2.10 Law 8: The Wickets applies with the below additions**
- 2.10.1 The Home Team is to:
- (1) supply all stumps and bails; and
 - (2) ensure that stump holes are made for the stumps on turf pitches; or
 - (3) ensure that adequate soil is provided in the wicket boxes to enable the proper construction of the wickets on synthetic pitches.
- 2.10.2 Stumps with metal ferrules and/or points are prohibited.
- 2.10.3 Failure to adhere to **PC2.10** may result in a penalty as per **PC9**.
- 2.11 Law 9: Preparation and maintenance of the playing area applies with the below additions**
- 2.11.1 For matches played on non-consecutive days, the rolling and watering of turf pitches between each days' play shall be at the discretion of the Ground Authority.
- 2.11.2 The rolling of the pitch before the start of each innings, other than before the start of each day's play, shall only be allowed with the agreement of both captains reached before the match.
- 2.11.3 In the event of rain during the week affecting the preparation of turf wickets, the Home Team must contact the governing body controlling the wicket and notify the Competition Committee forthwith of its state of preparation.
- 2.11.4 Failure to adhere to **PC2.11.3** may result in a penalty as per **PC9**.
- 2.12 Law 10: Covering the Pitch to be replaced with the following**
- 2.12.1 Covers shall be used when required for all turf matches unless dispensation is given by the Board.
- 2.12.2 Ground Authorities shall be permitted to use the covers at their discretion in order to obtain the best possible pitch preparation.
- 2.12.3 The Board may require that covers be used on the night before any match day, and at any other times.
- 2.12.4 A notice that covers are required on any given night shall mean that covers shall be required to be in place by dusk.
- 2.12.5 Any such Board requirement for covers shall be communicated to the clubs' nominated grounds officers.
- 2.12.6 Covers shall be removed before 8.30am on each morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 2.12.7 Covers shall comprise two layers to be used together when used overnight.

- (1) Top covers shall be a minimum of 30 metres by 10 metres Nylex Lite cover material.
- (2) Hessian underlay shall be used.
- (3) The Board may approve any other material.

- 2.12.8 The umpires shall assume sole control thirty (30) minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers during the course of the days play.
- 2.12.9 At the umpires' discretion top covers, with or without hessian, may be used during the course of the days play. It shall be the responsibility of both competing teams to assist with any labour required.
- 2.12.10 Any club failing to carry out the instructions issued by the Board in relation to the use of covers shall be deemed to have failed to take all steps possible to ensure that the pitch was properly prepared and presented and may be subject to a fine outlined in **PC9**.

2.13 Law 16.10: The Result is replaced by the following

- 2.13.1 The Board shall have the authority to amend or overturn any result.

2.14 Law 19: Boundaries applies with the below additions

- 2.14.1 Where practicable, boundaries are to measure 68.58m (75yds) from the centre wicket.
- 2.14.2 Overlapping boundaries are not permitted without the sanction of the Board.
- 2.14.3 Boundaries shall be clearly marked with a minimum of twenty-four (24) approved markers.
- (1) All Division 1 and 2 matches and all finals matches shall also be required to have continuously marked or mown boundaries.
- 2.14.4 Failure to adhere to **PC2.14** may result in a penalty as per **PC9**.

2.15 Law 21: No Ball applies with the below additions

- 2.15.1 In a match played on a synthetic wicket, a ball pitched outside the extremity of the covered surface of the wicket shall be deemed to be a no-ball, the umpire shall call and signal no-ball and immediately call and signal dead ball.

2.16 Law 24: Substitutes applies

- 2.16.1 The umpires shall allow a substitute fielder in accordance with **Law 24.1**.
- 2.16.2 Any penalty time calculated in accordance with **Law 24.2** or other in-game sanction applied to a player shall apply to that player's replacement, as applicable.

2.17 Law 25: Runners applies

- 2.17.1 The umpires shall allow a runner for a batter in accordance with **Law 25**.

2.18 Inspection of Wickets

- 2.18.1 All turf grounds must be inspected by the Home Club on each playing day. If for any reason a ground or pitch may be unfit for play to commence at the scheduled time, the club must advise a member of the Grounds Committee by 8.30 am.
- 2.18.2 All finals grounds including those with synthetic wickets must be inspected by the Home Club on each playing day. If for any reason a ground or pitch may be unfit for play to commence at the scheduled time, the club must advise a member of the Grounds Committee by 8.30 am.
- 2.18.3 Failure to adhere to **PC2.18** may result in a penalty as per **PC9**

2.19 Spikes

- 2.19.1 All bowlers, batsmen and wicket keepers when playing on a non-turf wicket, must not wear spiked footwear. Any player not complying shall not be allowed on the playing area.
- 2.19.2 All bowlers, batsmen and wicket keepers when playing on a turf wicket, must wear spiked footwear. Any player not complying shall not be allowed on the playing area until they return wearing spikes. Note: half spiked footwear is permissible.

2.20 Attire

- 2.20.1 Players shall wear appropriate cricketing attire which conforms with the published WASTCA Clothing Policy.
- 2.20.2 Failure to adhere to **PC2.20** may result in a penalty as per **PC9**.

2.21 Batter Helmet Policy

- 2.21.1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium-paced bowling.
- 2.21.2 The umpire is the sole judge of whether bowling is classed as fast or medium-paced and will judge the pace of bowling against what is considered “fast”, “medium-paced” or “slow” within the context of the match and ability of the batter.
- (1) The wicketkeeper standing up to or back from the stumps must not be the deciding factor in this decision.
- 2.21.3 The umpire is responsible for ensuring that a helmet is worn when required by **PC2.21.1** but is not responsible for ensuring that the helmet is compliant to British Standard 7928:2013.
- 2.21.4 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required.
- 2.21.5 An incoming batter must come to the crease wearing a helmet as required.
- 2.21.6 If this requirement is not met the umpires(s) will direct the batter to comply.
- 2.21.7 If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply, there shall be no loss of time/overs to the match solely due to this delay.
- 2.21.8 If a batter does not to comply with the umpire’s direction given in **PC2.21.6**:
- (1) The umpire shall call time, if necessary.
- (2) The umpire shall summon and inform the offending player’s captain of the batter’s refusal play and warn that a continuation of refusing to play will result in the match being awarded to the opposition.
- (3) The umpire shall award 5 penalty runs to the fielding team.
- (4) The umpire will report the batter involved in accordance with the procedure of **BL9**.
- 2.21.9 If, after the action in **PC2.21.8** the batter continues to not comply then:
- (1) The batter will be given out, Timed Out and the bowler will not get credit for the wicket.
- 2.21.10 In the event of an extended delay in which either:
- (1) No batter comes to the wicket wearing a helmet or;

- (2) The batter given out in accordance with **PC2.21.9** refuses to leave the playing area.
- (3) Then, the umpire shall award the match to the opposition in accordance with **Law 16.3**.
- (4) The umpire will report the captain involved in accordance with the procedure of **BL9**.

2.22 Wicketkeeper Helmet Policy

- 2.22.1 At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.
- 2.22.2 If under 18 years old, the wicketkeeper must wear a compliant helmet when wicketkeeping within 7m of the stumps.
- 2.22.3 The umpire is the sole judges of the distance from the stumps.
- 2.22.4 The umpire is responsible for ensuring that a helmet is worn when required by **PC2.22.1** but is not responsible for ensuring that the helmet is compliant with British Standard 7928:2013.
- 2.22.5 The umpire must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by **PC2.22.1**.
- 2.22.6 Should a wicketkeeper fail to wear a helmet at any time as required, the umpire shall not permit the game to continue until the wicketkeeper does one of the following:
 - (1) Wears a compliant helmet.
 - (2) Moves his/her position to one that does not require him/ her to wear a helmet.
 - (3) The fielding team changes wicketkeeper to a different player who is wearing a compliant helmet.
- 2.22.7 In the event of an extended delay in which the wicketkeeper(s) fail to wear a helmet as required and fail to comply with **PC2.22.6(1-3)**, the umpire shall consider this a refusal to play and the procedure of **Law 16.3.2** can be used to award the match to the opposition.
 - (1) The umpire(s) will report the individuals and captain involved in accordance with the procedure of **BL9**.

2.23 Fielder Helmet Policy

- 2.23.1 At all times when fielding closer than seven (7) metres from the bat and any wider than a standard gully or leg gully, the fielder must wear a British Standard 7928:2013 compliant helmet.
 - (1) Fielders fielding finer than gully or leg gully (any slips or leg slips) are not required to wear a helmet.
 - (2) The distance is extended to ten (10) meters if the fielder is under 18 years old.
- 2.23.2 The umpire is the sole judge of the distance from the stumps.
- 2.23.3 The umpire is responsible for ensuring that a helmet is worn when required by **PC2.23.1** but is not responsible for ensuring that the helmet is compliant with British Standard 7928:2013.
- 2.23.4 The umpire must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by **PC2.23.1**.
- 2.23.5 The exchange of protective equipment between members of the fielding side on the field of

play is permitted provided that the umpire does not consider that it constitutes a deliberate waste of playing time.

2.23.6 Should a fielder fail to wear a helmet at as required by these Playing Conditions or as directed by an umpire, the umpire shall not permit the game to continue until the fielder does one of the following:

- (1) Wears a compliant helmet.
- (2) Moves his/her position to one that does not require him/ her to wear a helmet.
- (3) The fielding team changes the fielder in the position, to a different player who is complying with **PC2.23.1**.

2.23.7 In the event of an extended delay in which the fielder(s) fail to wear a helmet as required and fail to comply with **PC2.23.6(1-3)**, the umpire shall consider this a refusal to play and the procedure of **Law 16.3.2** can be used to award the match to the opposition.

- (1) The umpire(s) will report the individuals and captain involved in accordance with the procedure of **BL9**.

2.24 Over Restrictions for Under Age Players (Fast and Medium Pace Bowlers)

2.24.1 The Board follows Cricket Australia's "Junior Cricket Policy" for fast and medium pace bowling. Subject to the following, in matches no fast or medium pace bowler who is underage may bowl more than one-fifth of the scheduled overs.

2.24.2 The following restrictions apply to all medium and fast bowlers due to age:

- (1) Under 13 - Maximum 8 overs per day (4 overs maximum per spells).
- (2) Under 15 - Maximum 12 overs per day (5 overs maximum per spell).
- (3) Under 17 - Maximum 16 overs per day (6 overs maximum per spell).
- (4) Under 19 - Maximum 20 overs per day (8 overs maximum per spell).

2.24.3 Bowlers under the age of 19 must have a minimum of thirty (30) minutes rest between spells.

2.24.4 A Bowler who has bowled a spell less than the maximum permitted may resume bowling prior to the elapse of thirty (30) minutes, but this will be considered a continuation of the same bowling spell, and the maximum limit for that spell shall still apply. Following the completion of the spell, the normal requirement for a break of thirty (30) minutes shall apply; a break of less than thirty (30) minutes between the two part-spells has no effect on the subsequent thirty (30) consecutive minute break being required.

2.24.5 It is the responsibility of the umpires to calculate the number of overs that may be bowled by a junior player, to inform the fielding team when the maximum number of overs has been bowled or this PC is being breached, and when the relevant rest period has been completed. It is the responsibility of the captains, junior players and umpires to ensure this Playing Condition is complied with.

2.24.6 The age of the player is their age on 1 September before the season commences.

2.24.7 Failure to adhere to **PC2.24** may result in a penalty as per **PC9**.

2.25 Extreme Weather Policy

2.25.1 The WASTCA has adopted the Western Australian District Cricket Council (Inc) Extreme Weather Policy (Revised Conditions) as per **PC8**, which may vary from time to time.

2.25.2 The Board will determine if revised Playing Conditions are necessary and will advise all clubs and umpires prior to the start of play. The Board retains the right to cancel the day of play if deemed appropriate and passed by majority Board verdict.

2.25.3 Extreme Heat Guidelines

- (1) Cricket is a summer sport and as such it is inevitable that at times, matches will be scheduled for play during extreme heat conditions. As such, all captains, officials, team managers, coaches and umpires must acknowledge that they have a fundamental 'Duty of Care' to all players and officials.
- (2) High intensity exercise in a hot environment can lead to: dehydration, heat exhaustion and heat stroke. Heat stroke is a potentially fatal condition and must be treated immediately by a medical professional.
- (3) The symptoms of heat injury or heat stroke are:
 - Fatigue
 - Nausea
 - Headache
 - Confusion
 - Light-headedness
- (4) These symptoms indicate players should stop playing, drink more fluids and cool down. Seek medical treatment if these symptoms don't improve rapidly. Also remember to keep an eye on other players or officials who may not realise they are suffering from dehydration or heat stress.

2.25.4 Umpires are responsible for ensuring extra drinks breaks are taken on days of extreme heat.

2.26 Blood Rule

2.26.1 Any player who bleeds for any reason shall leave the field of play immediately and shall not return until the bleeding has stopped to the satisfaction of the umpire or opposition captain. Normal rules for leaving the field of play shall apply. If this rule applies to either of the last two batsmen of the innings, one period to a maximum of ten (10) minutes will be permitted to stop the bleeding, before the injured player is declared retired hurt.

3 PLAYING CONDITIONS – TWO DAY MATCHES

3.1 Law 4: The Ball applies with the following:

3.1.1 If there is no appointed umpire, the captain of the batting side shall take possession of the ball at the close of play on the first day.

3.2 Law 6: The Pitch applies with the following:

3.2.1 Except that with the prior approval of the Board and in exceptional circumstances, an alternative strip of similar condition may be given dispensation to be used without requiring the consent of both captains.

3.3 Split Player Option

3.3.1 Teams may name two players (11A and 11B) to split the duties of a regular player in all regular season two day matches, provided:

- (1) that neither player plays in any other grade on either of the two fixtured playing days; and
- (2) only player 11A can participate on day one, with player 11B only participating on day two.

3.3.2 Anyone playing in violation of **PC3.3.1** will be deemed ineligible as per **BL3.4**.

3.3.3 11B shall be treated as a full replacement for 11A, including taking their place in the batting or bowling duties. There are no restrictions on their activities except that for an innings continuing into the second day:

- (1) If 11A has been dismissed, then 11B may not bat.
- (2) If 11A was not out at the close of play on the first day, then they shall be recorded as "Retired Not Out", and 11B shall commence batting at the start of the second day.
- (3) If 11A bowled the last over on the first day, then 11B may not bowl the first over on day 2.
- (4) Any player (including 11B) shall be eligible to complete an unfinished over by 11A.

3.4 Attire

3.4.1 Players shall wear appropriate cricketing attire which conforms with the published WASTCA Clothing Policy.

3.4.2 All two-day matches shall be played under the red ball provisions of the policy.

3.4.3 Failure to adhere to **PC3.4** may result in a penalty as per **PC9**.

3.5 Hours of Play

3.5.1 All matches shall be played at such days and times as the Board may determine, and on such grounds as are arranged by the Board.

3.5.2 The scheduled start of play shall be 1:00pm for all divisions.

3.5.3 The scheduled close of play shall be:

- (1) Division 1 – 6:10 pm.
- (2) Divisions 2 and below – 5:45 pm.

3.5.4 Matches commenced in October and for all finals matches the start time for all divisions is to be 12:30pm. All scheduled times below are to be brought forward by thirty (30) minutes.

3.5.5 The Board will investigate any matches where play has extended beyond the scheduled close of play and apply penalties as prescribed by **PC9**.

3.6 Drinks Intervals

3.6.1 Drinks intervals shall be taken at:

- (1) Division 1 – 2:10 pm and 5 pm.
- (2) Divisions 2 and below – 2:10 pm and 4:45 pm.

3.6.2 The drinks times shall be strictly observed except under conditions of extreme heat where the umpires must permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. If individual drinks have been brought onto the field at the fall of a wicket, the fielding side must be ready to continue play as soon as the new batsman reaches the wicket. No other drinks shall be taken onto the field without the permission of the umpires.

3.6.3 The batting side shall be responsible on all occasions to make drinks available to the umpires.

3.7 Tea Interval

3.7.1 A thirty (30) minute tea interval shall be taken at 3:20 pm. This break may be reduced to twenty (20) minutes but only with agreement from both Captains and Umpires.

3.7.2 **Law 11.6** - Changing agreed time for tea interval shall be replaced completely by:

- (1) If an innings ends when ten (10) minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed length and shall be considered to include the ten (10) minute interval between innings.
- (2) If because of **GWL**, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for tea, then tea shall be taken immediately. It shall be of the agreed length. Play shall resume at the end of this interval or as soon after as conditions permit.
- (3) If the players have occasion to leave the field for any reason when more than ten (10) minutes remains before the agreed time for tea then, unless the umpires and captains agree together to alter it, tea will be taken at the agreed time

3.7.3 **Law 11.7** – Lunch or Tea interval – nine (9) wickets down shall not apply.

3.8 Overs to be Bowled and Delays in Play

3.8.1 The target number of overs to be bowled on each day shall be:

- (1) Division 1 - 80 overs.
- (2) Divisions 2 and below - 72 overs.

3.8.2 The target number of overs to be bowled will be reduced by:

- (1) Overs lost due to **GWL** or other exceptional circumstances, calculated as one (1) over per 3.5 minutes if more than thirty (30) minutes have been lost across the day.

- (2) Three (3) overs per change of innings provided that the change does not occur wholly during a break in play due to an unscheduled delay, tea interval, or if the change of innings is the result of a team forfeiting its innings.

3.8.3 In the event that no play is possible on the first day before the scheduled tea break then play shall be abandoned and a One Day game will be played the following week as per **PC4**.

3.8.4 **Law 12.6, 12.7 and 12.8** – Last Hour of Match does not apply.

3.8.5 If the team batting first in the match is dismissed or declares its first innings closed before receiving its maximum quota of overs (see **PC3.9.2**), the team batting second shall be granted an additional allowance of overs for its first innings equal to the overs remaining before the scheduled close of play, minus any applicable change of innings allowance.

3.9 Close of Play

3.9.1 Play shall cease on either day for the day when:

- (1) The target overs for the day as prescribed in **PC3.8** have been completed; or
- (2) There is **GWL** after or in progress at the scheduled close of play; or
- (3) An over is due to commence after 6:40pm for Division 1 matches
- (4) An over is due to commence after 6:15pm for Division 2 and lower matches

3.9.2 Play shall cease on the first day for the day when:

- (1) if either batting team has been dismissed, and where there remains (after applying any applicable change of innings allowance) nine (9) or fewer overs before the scheduled close of play, the incoming batting team shall have the option whether to commence its innings or elect for an early stumps.

In either case, the captain of the incoming batting team shall advise the umpire/s, who shall inform the opposition captain.

Where the incoming batting team elects not to commence its innings prior to stumps on the first day, no additional allowance of overs shall be granted (see **PC3.9.2**).

3.9.3 Play shall cease on the second day for the day when:

- (1) both captains agree to cease play and there is twenty (20) or fewer overs remaining to be bowled as prescribed by **PC3.8**

3.9.4 Penalties will apply for not getting through the required overs in the allotted time in accordance with **PC9**.

3.10 Match Length

3.10.1 Matches will consist of two (2) innings per team.

3.10.2 The first innings of the both teams shall be limited to a maximum quota of:

- (1) Division 1 - 80 overs;
- (2) Division 2 and below - 72 overs;

PLUS any additional allowance of overs pursuant to **PC3.8.5** and **PC3.9.2**.

3.10.3 In the event of **GWL** of more than thirty (30) minutes in the first innings of the team batting first then the target overs for the first innings of both teams shall be reduced by

- (1) Calculating the **GWL** duration and adding ten (10) minutes for the change of innings.
- (2) Dividing the lost minutes by 3.5 and rounding up gives the total number of overs lost.
- (3) The first innings target overs for both teams is reduced by removing half the overs lost in the match.

3.10.4 In the event the team batting first does not receive their target overs the target overs for the first innings of the team batting second shall be reduced to the number of completed overs received by the team batting first.

3.10.5 In event the team batting second is unable to receive their overs due to **GWL** or other exceptional circumstances, and the match does not reach a natural result prior to the close of play, the match result shall be a draw, subject to any Board determination pursuant to **PC3.11.4** or otherwise.

3.10.6 In the event that fewer than twenty five (25) overs are available to both sides the match will be declared abandoned/no result.

3.11 Slow Over Rate

3.11.1 The expected duration of an innings will be calculated using the following formula: Overs bowled multiplied by 3.5 minutes plus Additions.

- (1) Additions are defined as follows: Four (4) minutes per Ten (10) aggregate No Balls & Wides
- (2) Any minutes accrued where treatment by authorised medical personnel is required on the ground and/or for a player leaving the field due to serious injury, or any other exceptional circumstance.
- (3) Any minutes of play lost in a **GWL** delay that has not resulted in a reduction of the target overs as prescribed in **PC3.8**
- (4) Any minutes for scheduled breaks.

3.11.2 Innings that extend beyond their expected duration will be penalised as per **PC9**.

3.11.3 A captain of a team that is found to have a slow over rate will be penalised as per **PC9**.

3.11.4 The Board may determine the result of a match where the team batting second does not receive their quota of overs due to slow over rates.

3.12 Negative Bowling

3.12.1 **Law 22.1** - Judging a Wide shall apply with the following addition:

- (1) If an umpire considers the bowler to be bowling down the leg side as a negative tactic, the One Day Match wide interpretation shall be applied as per **PC4.10**.

3.13 Law 41.6– Bowling of dangerous and unfair short pitched deliveries applies with the following:

- (1) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease, but not clearly above the batsman's head so that it is so high it prevents him from being able to hit it with his bat by means of a normal cricket stroke.

- (2) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (3) The bowling of more than two (2) fast short-pitched deliveries per over shall be considered unfair and dangerous bowling, the umpire will signal no ball and **Law 41.6.3** will be applied.
- (4) **Law 41.6.4** will apply only in the event of an additional dangerous delivery in the same over as **PC3.13(2)** or in the occurrence of a subsequent over of more than two (2) fast short pitched deliveries.
- (5) For the purpose of this regulation, a ball that passes clearly above head height of the batsman standing upright at the crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be a wide and shall count to the number of short balls for that over.

3.14 Player's Conduct

- 3.14.1 **Law 42.4.2.3.1** and **Law 42.4.2.3.2** – Level 3 offences and action by umpires will be replaced by the following:
- (1) The umpires will direct the captain to remove the offending player immediately from the field of play for a period of fifteen (15) overs.

3.15 Result

- 3.15.1 Points are to be awarded based on the First Innings Result at the completion of both sides first innings as well as the Outright Result at the conclusion of the match. The points and incentive points to be awarded are detailed in **BL6.2**.
- 3.15.2 **Law 16** - The Result shall apply for determination of the Outright Result.
- 3.15.3 The First Innings Result shall be determined as:
- (1) a win to the side which has scored in its first innings a total of runs in excess of that scored by the opposing side in its completed first innings.
 - (2) a tie when the scores of both sides completed first innings are equal.
 - (3) a draw when a match is concluded without a first innings result being determined by **PC3.15.3(1)-(2)** above.

4 PLAYING CONDITIONS – ONE DAY MATCHES

4.1 Attire

4.1.1 Players shall wear appropriate cricketing attire which conforms with the published WASTCA Clothing Policy.

4.1.2 One-day matches shall be played under the relevant provisions of the policy as indicated below:

(1) Division 1 – White Ball

(2) Division 2 and below – Red Ball

4.1.3 Failure to adhere to **PC4.1** may result in a penalty as per **PC9**.

4.2 Hours of Play

4.2.1 All matches shall be played at such days and times as the Board may determine, and on such grounds as are arranged by the Board.

4.2.2 The scheduled start of play shall be 12:30 pm.

4.2.3 The scheduled close of play shall be 6:10 pm.

4.2.4 In all matches commenced in October and all finals matches commenced in March the start time for all divisions is to be 12pm. All scheduled times are to be brought forward by thirty (30) minutes.

4.3 Drinks Intervals

4.3.1 Drinks intervals shall be taken after half the overs in an innings have been bowled.

4.4 Tea Interval

4.4.1 A tea interval of thirty (30) minutes shall be taken at the conclusion of the innings of the team batting first. In an uninterrupted match the tea interval is scheduled for 3:05pm. This break may be reduced to twenty (20) minutes but only with agreement from both Captains and Umpires.

4.5 Duration of Match

4.5.1 Matches will consist of one innings per side, each innings being limited to a maximum quota of forty (40) overs. In the event the quota of overs is reduced either by **GWL** or agreement between the two captains, a minimum quota of twenty (20) overs shall be required to constitute a match.

4.5.2 An allowance of Four (4) minutes per Ten (10) aggregate No Balls & Wides must be taken into account when calculating short overs for 4.7.1 and 4.7.2.

4.5.3 Innings cannot be declared but they may be forfeited. End of Innings must be entered in MyCricket as "All Out" and the NRR will be calculated as such.

4.6 Delay or Interruption to the Innings of the Team Batting First

4.6.1 If fifteen (15) minutes or more playing time is lost during the innings of the team batting first, then:

(1) The target overs for the innings of both teams shall be reduced by half the number according to **PC4.6.2**

- (2) The expected duration of innings for the purposes of **PC4.8** shall be calculated by removing an additional 3.875 minutes for each over reduced from the target overs.

4.6.2 In the event of target overs being reduced as a result of lost playing time, the number of overs to be deducted shall be calculated on the basis of:

- (1) One (1) over for each 3.875 minutes of playing time lost, rounded up.

4.7 Fielding Restrictions

4.7.1 Field Markings and Fielding Restrictions will be applicable to all matches in Saturday Grade Competition Divisions 1 and 2 only where a WASTCA appointed umpire is officiating.

4.7.2 Where required by **PC4.7.1**, a fielding restrictions “circle” shall be clearly marked on each ground.

4.7.3 Two (2) semi-circles are drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards (27.432m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch (Refer to **PC6**).

4.7.4 Failure to adhere to **PC4.7.2** & **PC4.7.3** may result in a penalty as per **PC9**.

4.7.5 At the instant of delivery there shall not be more than five fieldsmen on the leg side. This shall be applied in all matches, in all grades, regardless of whether a WASTCA appointed umpire is officiating.

4.7.6 For the first eight (8) overs of each innings, herein known as the Fielding Restriction Overs (**FRO's**), only two fieldsmen are permitted to be outside the fielding restriction circle.

4.7.7 For the remaining overs of each innings, only five (5) fieldsmen are permitted to be outside the fielding circle at the instant of delivery. There is no requirement to have two (2) fielders in catching positions.

4.7.8 In the event of an infringement of the Fielding Restrictions, the umpire shall call and signal “No ball”.

4.7.9 In circumstances where the target overs are reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table will apply to both the first and second innings of the match.

Total Overs in Innings	Number of FRO's
20 – 22	4
23 – 27	5
28 – 32	6
33 – 37	7
38 – 40	8

4.8 Short Overs

4.8.1 If the team batting first does not receive their target overs by the scheduled close of innings time:

- (1) play shall continue until the overs have been received; and
- (2) the umpires shall reduce the length of the tea interval by the amount of time that the first innings over-ran. The minimum time for the interval will be ten (10) minutes; and

(3) the team fielding first shall be penalised six (6) runs per over bowled past the scheduled close of innings.

4.8.2 If the team batting second does not receive their target overs by the scheduled close of innings:

(1) play shall continue until the overs have been received; and

(2) if there have been no interruptions during the innings of the team batting second, the team fielding second shall be penalised six (6) runs per over bowled past the scheduled close of innings.

4.8.3 An allowance of Four (4) minutes per Ten (10) aggregate No Balls & Wides must be taken into account when calculating short overs for 4.7.1 and 4.7.2.

4.8.4 If the team batting second does not receive their target overs the Board may determine the outcome of the match.

4.8.5 Innings that extend beyond their expected duration will be penalised as per **PC9**.

4.8.6 A captain of a team that is found to have a slow over rate will be penalised as per **PC9**.

4.9 Bowling Restrictions

4.9.1 No bowler shall bowl more than eight (8) overs in an innings.

4.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

4.9.3 Where the total overs are not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

4.9.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

4.10 Law 22.1: Judging a Wide shall apply with the following additions:

4.10.1 Umpires are instructed to apply very strict and consistent interpretation in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.

4.10.2 To assist with the adjudication of off side wides, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 34 inches (86.5cm) from either side of the middle stump to the outside edge of the line marking, on both sides of the wicket, hereby referred to as "Off-Side Wide Lines" (Refer to **PC7**).

4.10.3 A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of **Law 22**.

4.10.4 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.

4.10.5 To assist with the adjudication of leg side wides, lines shall be drawn, parallel within the return crease, measured 12 inches (30.48 cm) from either side of the middle stump to the outside edge of the line marking, on both sides of the wicket, hereby referred to as "Leg- Side Wide Lines" (Refer to **PC7**).

4.10.6 A delivery passing the striker on the leg side outside the Leg Side Wide Line shall be a Wide unless it has come into contact with the striker's bat or person.

4.11 Law 41.6– Bowling of dangerous and unfair short pitched deliveries applies with the following:

4.11.1 A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease, but not clearly above the batsman's head so that it is so high it prevents him from being able to hit it with his bat by means of a normal cricket stroke.

4.11.2 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

4.11.3 The bowling of more than one (1) fast short-pitched deliveries per over shall be considered unfair and dangerous bowling and Law 41.6.3 will be applied.

4.11.4 Law 41.6.4 will apply only in the event of an additional dangerous delivery in the same over as the caution applied in PC4.114.11.3 or in the occurrence of a subsequent over of more than one (1) fast short pitched deliveries.

4.11.5 For the purpose of this regulation, a ball that passes clearly above head height of the batsman standing upright at the crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be a wide and shall count to the number of short balls for that over.

4.12 Law 42.4.2.3.1 and Law 42.4.2.3.2 – Level 3 offences and action by umpires will be replaced by the following:

4.12.1 The umpires will direct the captain to remove the offending player immediately from the field of play for a period of fifteen (15) overs.

4.13 Duckworth/Lewis Method

4.13.1 Duckworth/Lewis method will be applicable to:

- (1) finals matches in all grades; and,
- (2) qualifying matches in Saturday Grade Competition Divisions 1 and 2 where a WASTCA appointed umpire is officiating.

4.13.2 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 originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing (subject to PC4.14). This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie.

4.13.3 If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the Duckworth/Lewis Par Score determined at the instant of the suspension by the Duckworth/Lewis method (subject to PC4.13). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

4.14 Result

4.14.1 A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of twenty (20) overs, notwithstanding one or both teams had been dismissed in

fewer than twenty (20) overs, or the match has already reached a natural conclusion/result. A match which has not already reached a natural conclusion/result. A match which has not already reached a natural conclusion/result shall be declared a draw if both teams have not had the opportunity to bat for a minimum of twenty (20) overs, because the innings of the team batting second would be reduced to fewer than twenty (20) overs as a result of an interruption to play after its commencement. The captains and umpires shall at all times endeavour to ensure matches have the opportunity to reach a natural conclusion, but shall have the collective power to call a close to play if a result is unobtainable.

5 PLAYING CONDITIONS – TWENTY20 MATCHES

5.1 Attire

- 5.1.1 Players shall wear appropriate cricketing attire which conforms to the published WASTCA Clothing Policy.
- 5.1.2 All Twenty20 matches shall be played under the white ball provisions of the policy.
- 5.1.3 Failure to adhere to **PC5.1** may result in a penalty as per **PC9**.

5.2 Duration of Match

- 5.2.1 Matches will consist of one innings per side, each innings being limited to twenty (20) overs. A minimum of five (5) overs per team shall constitute a match.

5.3 Hours of Play

- 5.3.1 The Board shall determine the hours of play, however, teams can negotiate a different starting time but innings duration must remain at eighty (80) minutes.

5.4 Interval between Innings

- 5.4.1 A tea interval of fifteen (15) minutes shall be taken at the conclusion of the innings of the team batting first.
- 5.4.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the innings of the team batting second will commence correspondingly earlier.
- 5.4.3 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. The minimum time for the interval will be ten (10) minutes.
- 5.4.4 On all occasions where play is delayed or interrupted the umpires will reduce the length of the Interval to ten (10) minutes.

5.5 Intervals for Drinks

- 5.5.1 No drinks intervals are permitted.

5.6 Length of Innings - Uninterrupted match (i.e. the match is neither delayed nor interrupted):

- 5.6.1 Each team shall bat for twenty (20) overs unless all out earlier.
- 5.6.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and **PC5.7** shall apply.
- 5.6.3 If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for only twenty (20) overs.
- 5.6.4 If the team fielding second fails to bowl twenty (20) overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and **PC5.7** shall apply.

5.7 Length of Innings - Delayed or Interrupted Match:

- 5.7.1 In all matches, the intention will be to achieve the full twenty (20) overs for each team even if

this means amending the hours of play. If achieving twenty (20) overs each is not possible, **PC5.7** shall apply.

5.7.2 If play is not possible on a turf pitch, attempts shall be made to transfer the match to a synthetic pitch.

5.7.3 If the match cannot be commenced at the scheduled time, the umpires may delay the start of the match on the agreement of both captains providing it does not affect the start time of subsequent matches on that day.

5.7.4 Delay or interruptions to the innings of the team batting first.

(1) When time has been lost due to **GWL**, the overs remaining to be bowled shall be reduced by one over per four (4) minutes lost. Minutes lost will be rounded up to the nearest multiple of 4.

(2) 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.

(3) Delay or interruptions to the innings of the team batting second. If minimum overs cannot be completed or the team batting second cannot receive the same number of overs as the team batting first, then the match is a no result and the points are shared.

(4) If the team fielding second fails to bowl the revised 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, and **PC5.17** shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of **PC5.17** only - they do not influence the recalculated number of overs or the scheduled close of play.

5.8 Field & Pitch Markings

5.8.1 A fielding restriction "circle" shall be clearly marked on each ground.

5.8.2 Two (2) semi-circles are drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is thirty (30) yards (27.432m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch (Refer to **PC6**).

5.8.3 Failure to adhere to **PC5.8.1** & **PC5.8.2** may result in a penalty as per **PC9**.

5.9 Fielding Restrictions

5.9.1 At the instant of delivery there shall not be more than five (5) fieldsmen on the leg side.

5.9.2 For the first six (6) overs of each innings, herein known as the FRO's, only two fieldsmen are permitted to be outside the fielding restriction circle.

5.9.3 For the remaining overs of each innings, only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

5.9.4 Note: There is no requirement to have two (2) fielders in catching positions.

5.9.5 In the event of an infringement of the Fielding Restrictions, the umpire shall call and signal "No ball".

5.10 Team Batting First

5.10.1 In circumstances where the number of overs for the team batting first is reduced, the number of FRO's shall be reduced in accordance with the Table below for that innings only. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

(1) Fielding Restriction Overs in Reduced Matches

Total Overs in Innings	Number of FRO's
5 or 6	1
7 to 9	2
10 to 13	3
14 to 16	4
17 to 19	5

5.11 Team Batting Second

5.11.1 Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in **PC5.10.1** for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

5.12 Number of Overs per Bowler

5.12.1 No bowler may bowl more than four (4) overs in an innings.

5.12.2 In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five (5), an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after eight (8) overs, rain interrupts play and the innings is reduced to twelve (12) overs. Both opening bowlers have bowled four (4) overs. Two (2) bowlers can bowl three (3) overs and three (3) bowlers can bowl two (2) overs. Bowlers one (1) and two (2) have already exceeded this limit. They count as the two (2) bowlers who were allowed the extra over (three (3) as opposed to two (2)) and so any other bowlers are limited to two (2) overs.

5.12.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.13 Wide

5.13.1 As per **PC4.10**

5.14 Free Hit after any No Ball

5.14.1 The delivery following any 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 Ball), then the next delivery will become a free hit for whichever batsman is facing it. The umpire will indicate the free hit delivery by making a circular motion with one arm above the head.

5.14.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. Field changes are not permitted for free hit deliveries.

5.15 Short Pitched Bowling

5.15.1 As per **PC4.11**.

5.16 Law 40: Timed Out will apply except:

5.16.1 The incoming batsman must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket as soon as a wicket falls and is expected to jog to the wicket.

5.17 Over-Rate Penalties

5.17.1 All sides are expected to be in position to bowl the first ball of the last of their twenty (20) overs within 1 hour and 20 minutes playing time.

5.17.2 In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six (6) runs for every whole over that has not been bowled. This will apply to both innings of the match.

5.17.3 If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.

5.17.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

5.17.5 If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply.

5.17.6 If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.

5.17.7 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

5.17.8 In addition, in all reduced overs matches, the fielding team will be given one over's leeway. Over-rate penalties apply only to innings of ten (10) overs or more duration. In innings of less than ten (10) overs duration, umpires shall strictly apply the penalty run Laws for time wasting. This is the only penalty for a slow over-rate.

5.18 Duckworth/Lewis Method

5.18.1 Duckworth/Lewis method will be applicable to all Twenty20 matches.

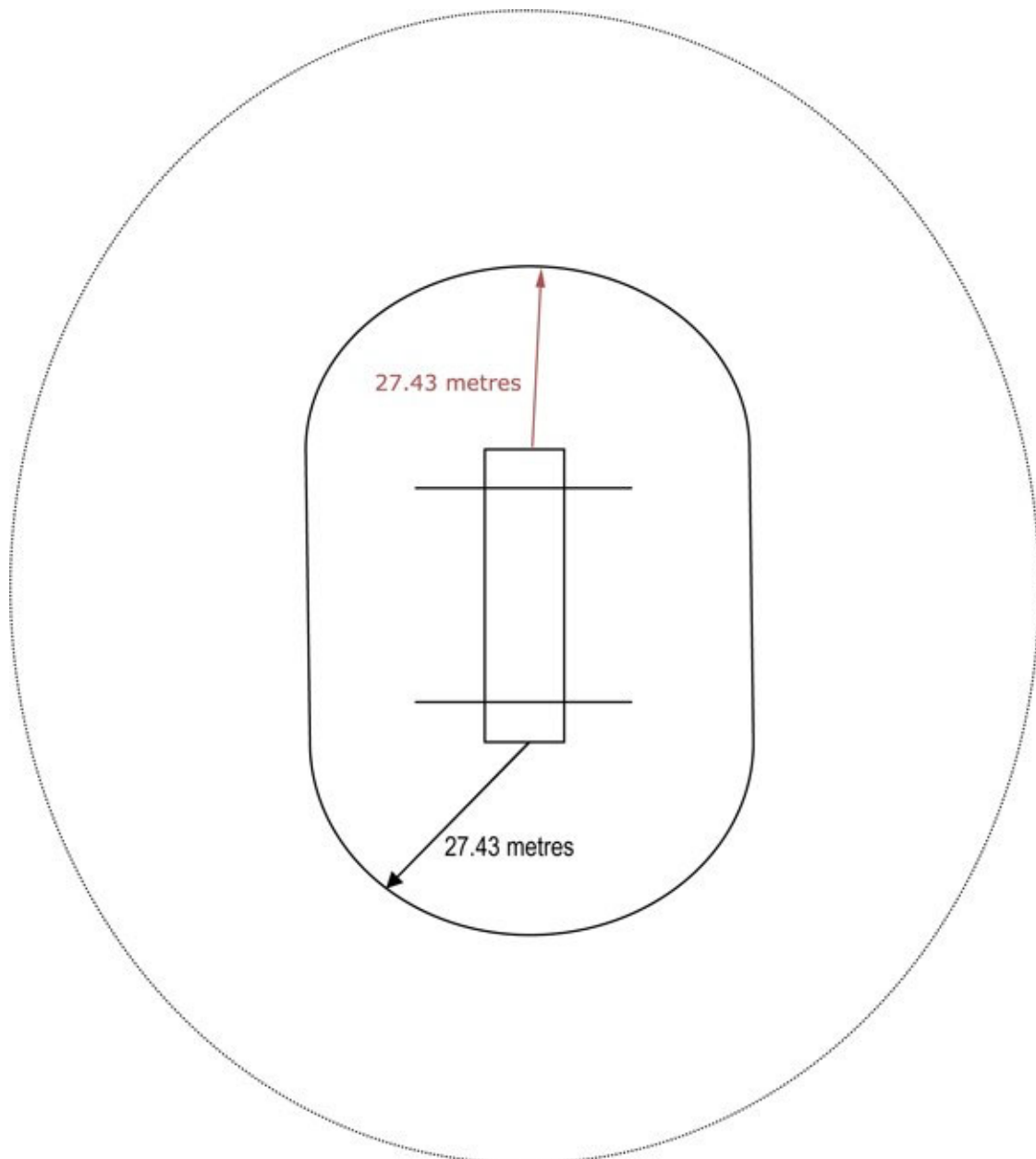
5.18.2 If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a tie.

5.18.3 If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the Duckworth/Lewis Par Score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

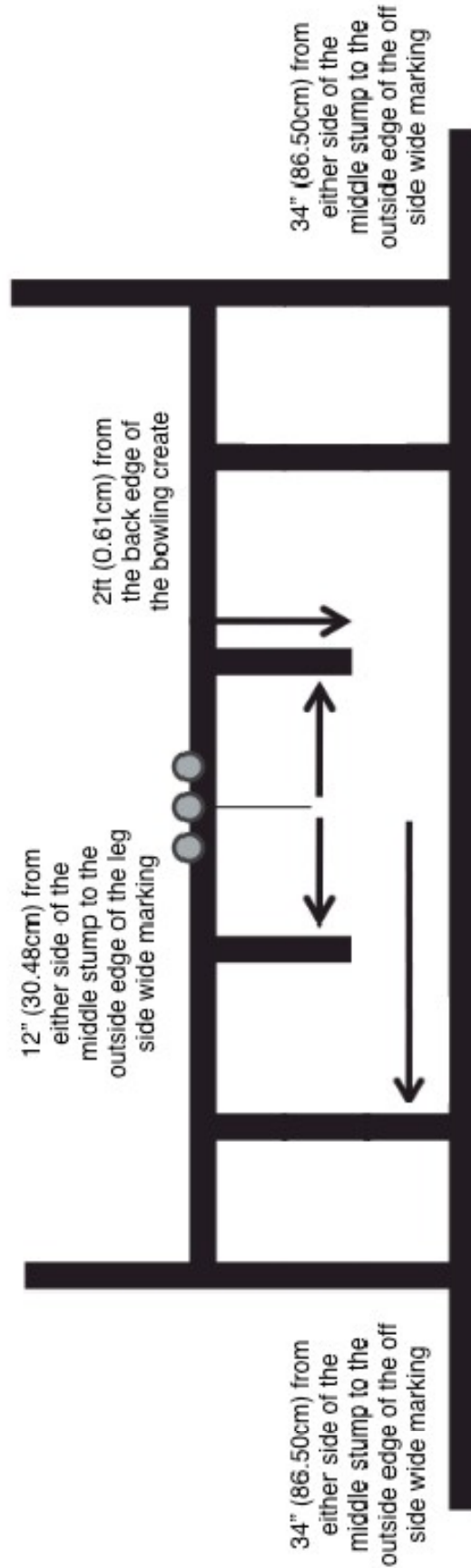
5.19 Result

5.19.1 A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of five (5) overs, notwithstanding one or both teams had been dismissed in fewer than five (5) overs, or the match has already reached a natural conclusion/result. A match which has not already reached a natural conclusion/result shall be declared a draw if both teams have not had the opportunity to bat for a minimum of five (5) overs, because the innings of the team batting second would be reduced to fewer than five (5) overs as a result of an interruption to play after its commencement. The captains and umpires shall at all times endeavour to ensure matches have the opportunity to reach a natural conclusion, but shall have the collective power to call a close to play if a result is unobtainable.

6 FIELDING CIRCLE



WIDE MARKINGS



8 WADCC EXTREME WEATHER POLICY

Extreme Weather Policy

August 2016



The WADCC refers Clubs to guidelines in relevant documents, such as the Cricket Australia Junior Cricket policy documents.

The additional WADCC rules for its Competitions in extreme heat situations are as follows:

- In exceptionally hot weather, Law 15.9 is modified so that drinks breaks may be scheduled as frequently as required subject to the overall minimum period of play between two drinks breaks, or between a drinks break and the start or conclusion of an off-the-field interval, being 35 minutes.
- On days where the temperature is extremely hot or forecast to be extremely hot at midday, WADCC will consider abandoning play in any Competition, and will notify Clubs through the Competition Manager.

These general considerations apply to the WADCC Competitions:

- The welfare of players and umpires is paramount.
- The primary responsibility for ensuring the safety of individual participants are the individual players and Clubs.
- Individuals have a responsibility to withdraw from participating if their particular circumstances place them at an unacceptable level of risk. Clubs also have a responsibility in this regard.
- On days of extreme heat coaches, players, umpires and officials should be aware of the possible risks and carefully monitor all players and umpires. If any show signs of distress from the heat, swift and appropriate action should be taken.
- Special attention should be given to junior players, as they are more susceptible to heat injury and may also be playing in senior matches on the same day.
- Ensure there are sufficient shaded areas at grounds for both players and spectators where possible.
- In extreme heat conditions ensure there are qualified trainers and first aiders at the ground. The home team is responsible for providing first aid and/or the contact details of the closest medical assistance available.

The additional WADCC rules for its Competitions in thunderstorm situations are as follows:

- If the 'flash to bang' time (the time between the lightning and thunder) is less than 30 seconds leave the field and seek appropriate shelter immediately.
- Only consider the resumption of play and do not venture outside until there has been a gap of 30 minutes from the last clap of thunder.

These general considerations apply to the WADCC Competitions:

- There is imminent danger of a lightning strike if you feel your hair standing on end, there is crackling in the air, you see lightning in the clouds or the flash to bang time is 20 seconds or less.
- Go indoors immediately if you see lightning strike the ground or structure nearby.
- Do not waste time covering the pitch, go near or move metal framed pitch covers or machinery, bunch together as you leave the field or shelter under a tree.

- Consider resuming play 30 minutes after the last thunder clap but if in doubt stay indoors and do not leave shelter to inspect the ground.

9 PLAYING CONDITIONS PENALTIES

PC	Description	Penalty
2.4.1	Team not ready to start	\$50
2.5.2	Failure to enter innings progress scores	\$25
2.5.4	Failure to enter full match results into PlayHQ	\$50 per match - A further penalty of \$50 shall apply for each round these details remain outstanding.
2.5.5	Failure to nominate team in PlayHQ as it was declared on the Declared Teams List	Fine of up to \$250 or match forfeit, at the discretion of the Board.
2.6.2(2)	Failure to take reasonable steps to ensure wickets and grounds are properly prepared and presented	On the first day of a 2-day match, a penalty of up to 4 premiership points and/or \$500. On the second day of a match, a penalty of up to 4 premiership points and/or the Board determining the result of the match and/or a \$500 fine.
2.6.4	Failure to ensure cleanliness of all neutral grounds and changerooms	\$100 plus any costs incurred by the association
2.7.2	Failure to select team in PlayHQ at least 30 minutes prior to commencement of play.	\$100 – refer also to the penalty for PC2.5.5 above
2.7.4	Failure to nominate team in writing or properly list junior players.	\$100
2.8.6	Home team failure to live score a Division 1 match.	\$100 penalty. Where a means to live score has been provided, the batting side will be fined when live scoring has not occurred.
2.8.7	Failure to display an updated scoreboard or live score a match as required	\$50
2.9.2	Failure to correctly mark creases	\$50
2.10.3	Failure to supply and maintain construction of appropriate wickets	\$50
2.11.4	Failure to advise of affected preparation	Fine of up to \$500 and/or forfeit and/or loss of premiership points at the discretion of the Board
2.12.10	Failure to follow Board instructions relating to covers.	Fine of up to \$500 and/or forfeit and/or loss of premiership points at the discretion of the Board
2.14.4	Failure to correctly mark boundaries	\$50
2.18.3	Failure to inspect wickets	Fine of up to \$500 and/or forfeit and/or loss of premiership points at the discretion of the Board
2.20.2	Failure to wear approved attire and/or equipment	\$50 per player.
2.24.7	Exceeding Bowling	\$20/over. Excessive (5 overs or more) or repeated (3 or more)

	Restrictions for Junior Players	breaches will also be dealt with at the discretion of the Board.
3.4.3	Failure to wear approved attire and/or equipment	\$50 per player.
3.9.4 & 3.11.2	Slow Over Rate	Every 40 minutes equates to a \$100 fine to the club.
3.11.3	Slow Over Rate	Captains will receive a strike for each game where they are found to have a slow over rate. If a Captain receives three (3) strikes in the same grade for that season they shall be suspended for one (1) playing day.
4.1.3	Failure to wear approved attire and/or equipment	\$50 per player.
4.7.4	Failure to mark fielding restrictions circle where required	\$50
4.8.5	Slow Over Rate	Every 40 minutes equates to a \$100 fine to the club.
4.8.6	Slow Over Rate	Captains will receive a strike for each game where they are found to have a slow over rate. If a Captain receives three (3) strikes in the same grade for that season they shall be suspended for one (1) playing day.
5.1.3	Failure to wear approved attire and/or equipment	\$50 per player.
5.8.3	Failure to mark fielding restrictions circle where required	\$50