

DIVISION 3 & 4 ONE DAY RULES

1. TIMES OF PLAY

Each team shall be entitled to bat for a maximum of 40 overs.

In the event of a delayed or interrupted match a minimum number of 20 overs per batting side shall constitute a match.

First Session of Play: 12.30pm-3.00pm

Interval: 3.00pm-3.20pm

Second Session of Play: 3.20pm-5.50pm

Extended Session: 5:50pm - 6.30pm

Extended Session:

The finishing time is adjusted by the period of time lost, up to a maximum of 40 minutes.

Play continues after the scheduled close of play, if necessary, to achieve the required quota of overs; except if an interruption occurs at or after 6:20pm, when stumps shall be drawn.

2. DRINKS

Drinks shall be taken on the ground after twenty (20) overs.

If a wicket falls during the nineteenth (19th) or twentieth (20th) overs, then the scheduled drinks break shall be taken immediately.

When the number of overs is reduced, drinks shall be taken at a time determined by the Umpires in consultation with the captains.

3. INNINGS BREAK

3.1 Twenty (20) minutes shall be allowed for the interval. This shall be taken at the conclusion of the innings of team batting first unless the team batting first is dismissed before 2:00pm. In which case there shall be a ten minutes change of innings and a fifteen (15) minute interval shall be taken at 3:00pm.

3.2 Innings break where a delayed start or interruptions occur.

In the event of interruptions greater than 40 minutes, the tea break of 15 minutes shall be taken at the change of innings.

4. DELAYED START & INTERRUPTIONS LESS THAN 40 MINUTES IN AGGREGATE

If the commencement of play is delayed or there is an interruption in play, the maximum quota of 40 overs for each team is unaffected for the first 40 minutes of aggregate time lost.

5. DELAYED START & INTERRUPTIONS GREATER THAN 40 MINUTES IN AGGREGATE

5.1 Delayed Start greater than 40 minutes

5.1.1

If the start of play is delayed for a period greater than 40 minutes, the maximum quota of overs shall be reduced by 1 over per team per 7 minutes of lost time (or part thereof).

Example - Start of play is delayed by 96 minutes. Overs lost = $(96 \text{ minutes} - 40 \text{ minute buffer}) / 7 = 56 / 7 = 8$ overs lost per team.

5.1.2

In the event of a delayed start, the team batting first shall be entitled to bat for the maximum overs as calculated in 5.1.1, irrespective of the time lost during the remainder of the innings.

In this situation, the side batting second shall be entitled to:

The number of overs as calculated in 5.1.1; less the overs lost due to interruptions (One over is lost for each 3.5 mins lost or part thereof).

It shall also be entitled to receive the unused overs of the team batting first (either due to dismissal or a declaration). In which case, the entitlement is limited to the maximum of number of overs as calculated in 5.1.1.

5.2 Interruptions greater than 40 minutes during the Innings of the Team Batting First:

In the event of play commencing at the scheduled start time, team batting first shall be entitled to bat for 40 overs irrespective of time lost during the course of its innings.

In this situation, the side batting second shall be entitled to:

40 overs; less the overs lost due to interruptions (One over is lost for each 3.5 mins lost for time exceeding 40 minutes in aggregate).

It shall also be entitled to receive the unused overs of the team batting first (either due to being dismissed or a declaration). In which case, the entitlement is limited to a maximum of 40 overs.

Example 1 - Team batting first faces 20 overs. Play is then delayed for 96 minutes. This equates to 16 overs lost $[(96 \text{ minutes lost} - 40 \text{ minutes buffer})/3.5 = 56/3.5 = 16 \text{ overs lost}]$. The team batting first would be permitted to face their allotted 40 overs. The team batting second would be permitted to face 24 overs (40 overs less 16 overs lost).

Example 2 - Team batting first faces 20 overs. Play is then delayed for 96 minutes. This equates to 16 overs lost $[(96 \text{ minutes lost} - 40 \text{ minutes buffer})/3.5 = 56/3.5 = 16 \text{ overs lost}]$. The team batting first would be permitted to face their allotted 40 overs. If the team batting first was to be dismissed or declare after 30 overs have been bowled, the team batting second would be permitted to face 34 overs (40 overs less 16 overs lost plus 10 overs unused by team batting first).

5.3 Interruption during side batting second

If play is interrupted during the second innings, the team batting second will have their maximum overs reduced by 1 over for each 3.5 minutes of lost time (or part thereof) in excess of 40 minutes.

6. DECLARATIONS

The team batting first has the option of making a declaration after 20 overs have been bowled. The team batting second shall not have an opportunity to declare.

7. TEAM SELECTION OF 13 PLAYERS (Division 4 ONLY)

Thirteen players may be named in each team, however, only eleven (11) of the players shall be permitted to participate as batters.

8. FIELDING RESTRICTIONS

8.1 Onside Fieldsmen

At the instant of delivery, only five fieldsmen are allowed on the leg side. In the event of an infringement, either umpire shall call and signal no ball.

9. OVER LIMITS FOR BOWLERS

9.1 Limit per Bowler

A bowler shall not deliver more than one-fifth of the allocated of overs.

9.2 Interruptions

In the event of an interruption, the limit per bowler is to be recalculated; in which case the maximum overs per bowler shall be one –fifth of the calculated overs.

9.3 Limit Reached or Exceeded

In the event of an interruption, a bowler who has exceeded a re-calculated limit may complete an over commenced prior to the interruption.

9.4 Fractional Adjustments

Where the re-calculation of a bowlers limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

9.5 Incapacity or Suspension

A part of an over bowled under the provisions of **The Law that relates to Incapacity or suspension** shall count as one full over for a bowler sighted under this Law.

10. END OF MATCH

Play shall cease when

10.1 The team batting second has been dismissed or has received its quota of overs; or when the team batting second has reached the Target Score.

10.2 The number of overs determined in rule 5 is less than 20 and both captains agree a draw is the only possible result.

10.3 The players are required to be off the field at or after 6:20 pm

11. RESULT OF MATCHES

11.1 Win, Tie or Draw: Under Ordinary Rules:

If the second batting side receives its entitlement of overs as defined in rule 1 or 5.1.1, the winner shall be the side with the highest score. If the scores are equal, the match shall be declared a tie.

11.2 Win or Tie:

11.2.1 In the event that the side batting second is dismissed short of the target score, the side batting first shall be declared the winner.

11.2.2 In the event that the side batting second faces passes the target score, the team batting second shall be declared the winner.

11.2.3 In the event that the side batting is dismissed when scores are equal, , the match shall be declared a tie.

11.3 Drawn Match

In the event that the side batting second does not receive the required overs (as defined in Rule 1 or 5.1.1) and a result has not been obtained, the match shall be declared a draw.

12. WIDE

A delivery that is judged to be too wide or high to be hit by the batter by means of a normal cricket shot shall be called a wide.

13. FAST SHORT PITCHED DELIVERIES LIMIT & FULL PITCHED DELIVERIES

13.1 Fast Short Pitched Limit Per Over

A bowler shall be limited to two fast short pitched deliveries per over. A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. If a third such delivery is bowled in an over, either umpire shall call and signal no ball and caution the bowler.

13.2 Bowling of Fast/Medium high full pitched balls

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair and called No Ball, whether or not it is likely to inflict physical injury on the striker.

13.3 Spin high full pitched balls

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed unfair and called No Ball, whether or not it is likely to inflict physical injury on the striker. No cautionary or other action shall be taken. However, if the Umpire deems it a deliberate act; dangerous and unfair, the umpire may proceed with Rule 12.4

13.4 Dangerous and unfair bowling - action by the umpire

As soon as the bowler's end umpire decides that under 12.1 & 12.2 that the bowling of fast short or full pitched balls has become dangerous and unfair, he shall call and signal No ball. When the ball is dead, he shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

This caution shall apply throughout the innings. If there is any further instance of dangerous and unfair bowling by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning. This warning shall also apply throughout the innings.

If there is any further repetition by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to suspend the bowler forthwith and inform the other umpire of 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. Additionally he shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

13.5 Deliberate bowling of high full pitched balls

If the umpire considers that a bowler deliberately bowled a high full pitched ball, deemed to be dangerous and unfair then the caution and warning prescribed in 12.4 above shall be dispensed with. The umpire shall call and signal No ball. When the ball is dead direct the captain of the fielding side to suspend the bowler forthwith. 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.

Inform the other umpire of the reason for this action. Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. Together with the other umpire, report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler.

14 MATCH BALLS

Division 3 – White 4-Piece Kookaburra WDCA Stamped balls must be used

Division 4 - White 2-Piece Kookaburra WDCA Stamped balls must be used.

A new ball shall be used for the innings of each side.

15 UNDER 18 PLAYERS (Helmets)

Players under the age of 18 at 1st September in the current season must wear a cricket helmet with a Faceguard when batting, fielding close to the bat (defined as closer than 10 metres to the stumps except slips, gully and wicketkeeper), or when wicket keeping up to the stumps

16 UNDERAGE BOWLERS OF MEDIUM AND FAST PACE

16.1 Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicket keeper would normally stand back or any bowler who is not considered to be a spinner.

16.2 A player's age shall be determined as that at September 1 preceding that season and the appropriate bowling limitations shall apply to that player for the entire season regardless of the age group or level of competition being played.

16.3 Bowlers shall be limited to a maximum of consecutive overs in any one spell as follows:

Under 17 – 6 Overs

Under 19 – 8 Overs

16.4 Bowlers who completed a spell must not resume bowling until the same number of overs from the same end has been bowled. E.g. A bowler who bowls three overs 1-3-5 must wait until overs 7-9 & 11 have been bowled before returning. Note: Any break in play will count in determining when a bowler can return. Example: A tea break of 20 minutes will count as THREE overs from the same end. Shall a bowler resume bowling before their break has been completed, this shall constitute as a continuance of the previous spell.

16.5 a) If a bowler begins with medium pace or faster and changes to slow bowling during a day's play that bowler remains subject to the original playing condition throughout the day.

16.5 b) If a bowler begins with slow bowling and changes to medium pace or faster this playing condition under Rule 16 applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in the current spell limit.

16.6 It is the responsibility of the Captains and Umpires to ensure that this playing condition is upheld. Where Umpires become aware of breaches of this playing condition, they are to direct the Captain to take the bowler off forthwith. If an over is in progress, another bowler is to complete the over. That bowler must not have bowled the previous over, and shall not bowl the subsequent over. Should a dispute or uncertainty regarding the application of this playing condition occur during play the Umpires shall make the final decision on its application based on information available from the Scorers or other sources.

16.7 Penalties for bowling in excess of the number of over's permitted per spell by underage players regardless of the competition level shall be .05 match points per over or part thereof for each over in excess of the spell limits.

17 COIN TOSS

Captains shall toss on the field of play no earlier than 45 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. Immediately after the toss, the winning captain must notify the other captain of his decision to bat or field.

18 NOMINATION OF TEAMS

Before the toss the captain shall nominate his players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing captain.

19 INSUFFICIENT PLAYERS: FORFEITURE OF MATCH

A side which has fewer than four players in attendance at 10 minutes after the time appointed for a match to commence shall forfeit the match and the WDCA Executive Committee shall have power to award appropriate points and/or impose on the forfeiting club a fine, the amount of which the WDCA Executive Committee shall determine.