

DIVISION 3 TWO DAY RULES

1. TIMES OF PLAY

12.30pm – 5.00pm:

Matches shall be played as a 140 over game, played over two days. There shall be a maximum of 70 overs on the first day with the team batting first entitled to bat for a maximum of 70 overs.

First Session of Play: 12:30pm-2:35pm

Interval: 2:35pm-2:55pm

Second Session of Play: 2:55pm-5.00pm

2. DRINKS

Drinks shall be taken on the ground at 1:30pm and 3:55pm

If a wicket falls during the over in the lead up to drinks, then the scheduled drinks break shall be taken immediately.

When play is interrupted or the number of overs in a day's play is reduced, drinks shall be taken at a time determined by the Umpires in consultation with the captains.

3. TEA INTERVAL

The normal tea interval shall be taken at 2:35pm

3.1 Early tea Interval

When the time remaining to a scheduled interval time is 30 minutes or less, the interval shall be taken immediately if:

- a) An innings ends;
- b) The players have cause to leave or be off the field for any reason; or
- c) Nine wickets are down and one of the remaining batsmen is injured and unable to continue within two minutes.

3.2 Deferment of Tea Interval:

In the event that the batting side is 9 wickets down at the scheduled tea interval, the interval may be deferred by a maximum of 30 minutes.

4. INTERRUPTIONS

For this rule, 'lost time' is defined as total playing time lost on a particular day, less 30 minutes.

4.1 Interruptions 30 minutes or less

The maximum overs for a days play are not adjusted when total playing time lost is 30 minutes or less. Play may continue past 5:00pm until 70 overs have been bowled. However, play shall cease if an interruption occurs after 5:00pm.

4.2 Interruptions greater than 30 minutes

The maximum overs for a days play are reduced by 1 for every 3.5 minutes of lost time (or part thereof). In which case, play shall continue past 5:00pm until the adjusted overs target for the day have been bowled. However, play shall cease if an interruption occurs after 5:00pm.

Extended Play on Second day

If less than 70 overs are bowled on the first day, a maximum of 8 overs may be added to the second day, provided the maximum of 140 overs for the game are not exceeded.

4.3. Team Batting First: Interruptions greater than 30 minutes.

When total playing time in excess of 30 minutes is lost on the first day, the team batting first may continue batting on the second day until their maximum entitlement of 70 overs has been received.

When the team batting first is dismissed on the second day, the second team shall be entitled to face the scheduled overs that remain available for the game.

5. CESSATION OF PLAY

Under normal conditions, play shall cease at the completion of the 70th over for that day, or if an interruption occurs after 5:00pm.

6. CHANGE OF INNINGS

6.1 Overs shall not be deducted when there is a change of innings within 30 minutes of the tea interval.

6.2 Two overs shall be deducted when there is a change of innings within 5 minutes of a drinks break.

6.3 If the change of innings for the side batting first takes place on the second day, overs shall not be deducted.

6.4 Otherwise, three (3) overs shall be deducted for a change of innings.

7. ABANDONMENT OF PLAY – DAY ONE

If 20 overs have not been bowled and the lost time exceeds 205 minutes, play shall be abandoned and the game will take place on the second scheduled day as a one-day game.

In the event that play is abandoned, there shall be a new declaration of teams and a new toss.

8. FOLLOW-ON

Follow-on in two-day matches is 75 runs.

9. DECLARATIONS

An innings may be declared closed at any time except in circumstances which would result in an immediate cessation of a day's play. A declaration before play starts or during an adjournment should be in sufficient time to allow for seven minutes rolling of the pitch.

10. RESULTS OF MATCHES

10.1 Win Outright

The side scoring an aggregate of runs in excess of the total runs made by the opposite side in its two completed innings shall be an outright winner.

10.2 Tie Outright

If each side has two completed innings and the aggregate scores are equal the result is an outright tie.

10.3 First Innings Results

- a)** A first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposite side; or
- b)** A first innings tie if its completed first innings score is equal to the completed first innings score of the opposite side.

10.4 Drawn Match

In weather reduced matches, if the side batting last has not completed its first innings and its score is less than the score of the opposite side and they have not been bowled out the result shall be a draw.

11. WIDE

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

11.2 Any delivery which, after pitching, passes over head height of the striker standing upright at the popping crease and does not contact the strikers bat or person shall be a Wide.

12. FAST SHORT PITCHED DELIVERIES LIMIT & FULL PITCHED DELIVERIES

12.1 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.

12.2 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.

12.3 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

12.4 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.

12.5 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.

13 MATCH BALLS

Division 3 - A RED 4-Piece Kookaburra WDCA Stamped approved ball must be used for the first innings of each side.

A second new ball may be taken after 80 overs.

A new ball is optional at the commencement of a second innings, but a ball of previous use must be approved by the Umpires or Opposition Captain.

14 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

15 UNDERAGE BOWLERS OF MEDIUM AND FAST PACE

15.1 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.

15.2 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.

15.3 The limit of maximum consecutive overs in any one spell and maximum daily quotas to be bowled by under-age medium pace or faster bowlers are as follows:

Age Group	Consecutive Overs	Daily Quota
Under 19	8	20
Under 17	6	16

15.4 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.

15.5 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.

15.5 b) If a bowler begins with slow bowling and changes to medium pace or faster this playing condition under Rule 15 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.

15.6 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.

15.7 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.

16 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.

17 NOMINATION OF TEAMS

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

18 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.

19 UMPIRE FEES & PAYMENTS

19.1 Umpire fees shall be set annually at the September meeting.

19.2 In the event of less than 20 overs of play, Umpires are to receive a payment fee of 50%

19.3 In the event of play being called off by the WDCA, no schedule payment is made to umpires.

19.4 If the WDCA Secretary has been notified before 11am that a ground is unplayable and both sides have agreed to call a game off, then umpire fees shall not be paid. However, umpire/s must be notified as soon as notification has been made to avoid unnecessary travelling. If no notification has been received by the WDCA Secretary before 11am stating ground is unplayable and both clubs have agreed to abandon the days play, umpire/s will still receive a 50% payment.

19.5 If a game is still not abandoned by the 90 minute mark after the WDCA printed starting times, payment will be made in full.