

1. Playing Conditions – Semi Final & Final

Each team shall be entitled to bat for a maximum of 35 overs.

The maximum number of overs that can be bowled on any given day shall be 70 overs.

Delayed Start

For both the Semi Final & Final, the game may be delayed by a maximum of 210 minutes (4:00pm) on **the scheduled first day**. If play has not commenced by 4:00pm, play for the day may be abandoned.

In the event of an abandonment of play or a delay or interruptions on the **scheduled first day, the reserve day (Sunday) shall be used to complete the match.**

Abandoned Play: First Day

If play has not commenced by 4:00pm on the first day, the game may be abandoned.

In such circumstances, **the decision to abandon play rests with the appointed umpires.**

The decision to abandon play shall take into consideration the prevailing conditions; the disadvantage that the prevailing conditions may pose to a particular team and the possibility that 20 overs of play is unlikely to be achieved.

Note: Captains may agree to abandon play at an earlier time.

In the event of an abandoned game on the first day where less than 20 overs have been bowled, the game shall be played as a 35 over per side game on the reserve day (Sunday).

2. Hours of Play – Scheduled First Day

First Session of Play: 12:30pm-2:45pm

Interval: 2:45pm-3:05pm

Second Session of Play: 3:05pm-5:20pm

Extended Session: 5:20pm -6:00pm

The finishing time is adjusted by the period of time lost, up to a maximum of 40 minutes. If necessary, play continues after the scheduled close of play, except if an interruption occurs at or after 6:00pm, when stumps shall be drawn.

In the event that 70 overs have not been bowled on the first day and a result has not been achieved, Play shall continue on the Reserve Day.

3. Hours of Play – Scheduled Reserve Day

First Session of Play: 12:30pm-2:45pm

Interval: 2:45pm-3:05pm

Second Session of Play: 3:05pm-5:20pm

3.1 Scheduled Reserve Day

Note: Play must be delayed for 150 minutes on Reserve Day before rule 3.1 is applied.

Therefore, Delayed Start or Interruption Rules commence at 3:00pm on Scheduled Reserve Day

Delayed Start or Interruptions (after 3:00pm) that are less than 40 Minutes on Reserve Day

Extended Session: 5:20pm -6:00pm

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 35 overs; except if an interruption occurs at or after 6:20pm, when stumps shall be drawn.

3.2 Scheduled Reserve Day

Delayed Start or Interruptions Greater than 40 minutes after 3.00pm

If play is delayed or interrupted for a period greater than 40 minutes after 3:00pm, the maximum quota of overs scheduled for the remainder of the day shall be reduced by 1 over per 3.5 minutes of lost time (or part thereof).

Extended Session: 5:20pm -6:00pm

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 6:00pm, when stumps shall be drawn.

3.3 Abandoned Play on Reserve Day

If the game has not commenced by 3:00pm on the Reserve Day, Play shall be abandoned.

In the event that play has commenced on the First Day, but is delayed by more than 240 minutes (4:30pm) on the Reserve Day, then play shall be abandoned.

Note: Captains may agree to abandon play at an earlier time in all situations.

4. Side Batting First

In the event of a delayed or interrupted match on the scheduled first day, the side batting first shall be entitled to continue its innings on the Reserve Day until it receives its entitlement of 35 overs.

5. Side Batting Second

The side batting second shall be entitled to receive a maximum 35 overs; less the reduction of overs calculated in 3.2 above.

Example

Side batting second receives 5 overs on first day and 5 overs in the early part of the Reserve Day.

It is therefore entitled to receive a further 25 overs on resumption of play on the second day.

However, after calculations for interruptions and allowance for a forty minutes extension of time, it is calculated that it is only possible to bowl 15 overs, then the game shall cease when the 25th over has been bowled.

6. DRINKS

Drinks shall be taken on the ground after eighteen (18) overs of continuous play.

If a wicket falls during the eighteenth (18th) over, then the scheduled drinks break shall be taken immediately.

7. INNINGS BREAK

7.1 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., on either day. In which case there shall be a ten minutes change of innings and a twenty (20) minute interval shall be taken at 2:45pm.

3.2 Innings break where a delayed start or interruptions occur.

In the event of interruptions greater than 40 minutes, the tea break of 20 minutes shall be taken at the change of innings.

8. 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.

9. TEAM SELECTION OF 13 PLAYERS

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

10. FIELDING RESTRICTIONS

10.1 Outside 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.

11. BOWLING & BATTING RESTRICTIONS

11.1 Limit per Bowler

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

11.2 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.

11.3 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.

11.4 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.

11.5 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.

11.6 Batting Restriction

A batsman shall retire at the end of the over in which the score of fifty (50) runs is reached.

11.7 Returning Batter Guidelines

A batter who has retired under 11.6 may return to bat when all the other nominated batters on team sheet have been marked as dismissed or have retired at fifty (50) runs.

12. END OF MATCH

Play shall cease when

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

12.2A Captain forfeits the game.

12.3 The players are required to be off the field at or after 6:00 pm on the Reserve Day.

13. RESULT OF MATCHES

13.1

Win Tie or Draw:

If the second batting side receives its entitlement of overs as defined in rules 1 or 5, the winner shall be the side with the highest score. If the scores are equal, the match shall be awarded to the highest ranked team according to ladder positions.

In the event that the side batting second does not receive the required overs (as defined in Rules 1 or 5) and a result has not been obtained, the match shall be declared a draw and the match shall be awarded to the highest ranked team according to ladder positions.

14. 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.

15. FAST SHORT PITCHED DELIVERIES LIMIT & FULL PITCHED DELIVERIES

15.1 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.

15.2 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.

15.3 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 15.4

15.4 Dangerous and unfair bowling - action by the umpire

As soon as the bowler's end umpire decides that under 15.1 & 15.2 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.

15.5 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 15.4 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.

16 MATCH BALLS

White 2-Piece Kookaburra WDCA Stamped balls must be used. A new ball shall be used for the innings of each side.

17 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

18 UNDERAGE BOWLERS OF MEDIUM AND FAST PACE

18.1 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.

18.2 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.

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

Under 17 – 6 Overs

Under 19 – 8 Overs

18.4 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.

18.5 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.

18.5 b) If a bowler begins with slow bowling and changes to medium pace or faster this playing condition under Rule 18 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.

18.6 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.

18.7 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.

19 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.

20 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.

21 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.