



WASTCA CONDITIONS OF PLAY

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1 INTERPRETATION

1.1 On Match Days

For the interpretation of playing and match condition By-Laws and Conditions of Play, 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 Conditions of Play

Any matters arising that are not covered by the Association Constitution, By-Laws or Conditions of Play 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.

Conditions of Play means the WASTCA conditions of play outlined in this document.

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

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. **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 Western Australian Suburban Turf Cricket Association.

WACA means Western Australian Cricket Association.

2 CONDITIONS OF PLAY – ALL MATCHES

2.1 Laws of Cricket

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 Conditions of Play.

2.2 Team Not Ready to Commence

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

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

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 **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.5 Nomination of Players

Law 1.2 – Nomination of players shall apply with the following additions:

- (1) Captains shall nominate players 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) Captains will endeavour to ensure a team has been selected in MyCricket prior to the commencement of the match.
- (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:
 - 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
 - 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.

Failure to adhere to clause 2.5 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.6 Match Reporting Requirements

- (1) On each 1st day of the match, the teams shall enter progress scores into MyCricket by 7:30pm.
- (2) By no later than 7:30pm on the Monday following the completion of the match, each team shall enter into MyCricket:
 - the result or confirmation of the result of the match;
 - individual player scores;
 - captains report; and
 - Team as declared on the **Declared Teams List** including any 11A/B, substitute fielders or alterations made in accordance with **Law 1.2**

Failure to adhere to clause 2.6 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.7 No Ball

Law 21 – No Ball shall apply with the following addition:

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.

2.8 Scorebooks

- (1) The 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) 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.
- (3) 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.
- (4) In the event of a dispute in the scores, both scorebooks shall be impounded by the umpire, who will forward them to the Association's office within 48 hours of the close of play on the day of the dispute

2.9 Home Team

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

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.

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 **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

- (3) The Home Team will be responsible for the cleanliness of all neutral grounds and changerooms. Failure to adhere to clause 2.9(3) may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.10 Preparation of Turf Wickets

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. Failure to adhere to clause 2.10 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.11 Inspection of Wickets

- (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 the Competition Committee by 10 am.

- (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 the Competition Committee by 10 am.

Failure to adhere to clause 2.11 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.12 Spikes

- (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) 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.

2.13 Attire

- (1) Players shall wear appropriate cricketing attire which is predominantly white or cream. This includes:
 - Long trousers;
 - Collared shirt;
 - Jumper;
 - Socks; and
 - Hat.
- (2) A club or an Association hat or cap may also be worn.
- (3) In Division 1, any hat, cap or helmet worn must be predominately white or in club colours.
- (4) Clubs must wear coloured clothing subject to prior approval by the Board in the Twenty20 and Colts competition.
- (5) Clubs may display logos on the playing shirts subject to prior approval by the Board as follows:
 - Club Logos: In two positions, namely the upper left of the chest - not exceeding 10in² (64.5cm²) and the right arm sleeve not exceeding 10in² (64.5cm²).
 - Commercial Logos: In two positions, namely the chest (middle) - not exceeding 32in² (206.45cm²) and the left arm sleeve not exceeding 10in² (64.5cm²). Note that as an alternative to the logo being positioned in the middle of the chest, the logo may be positioned on the upper right of the chest. In such instance however, the logo may not exceed 10in² (64.5cm²).
 - Association Logo: In the upper right chest position - not exceeding 10in² (64.5cm²)

Failure to wear appropriate attire as per clause 2.13 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.14 Law 3 - The Scorers

Score boards must be displayed at club's home ground and updated by the batting team every two (2) overs. Failure to adhere to clause 2.14 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.15 Law 8 - The Wickets

- (1) The Home Team is to:
 - supply all stumps and bails; and
 - ensure that stump holes are made for the stumps on turf pitches; or
 - ensure that adequate soil is provided in the wicket boxes to enable the proper construction of the wickets on synthetic pitches.

Failure to adhere to clause 2.15(1) may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

- (2) Stumps with metal ferrules and/or points are prohibited.

2.16 Law 7 - The Creases

The Home Team is to ensure that creases are to be correctly and clearly marked. Failure to adhere to clause 2.16 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.17 Law 9 - Preparation and maintenance of the playing area

- (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) 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.

2.18 Law 10 - Covering the Pitch

- (1) Covers shall be used when required for all turf matches unless dispensation is given by the Board.
- (2) Ground Authorities shall be permitted to use the covers at their discretion in order to obtain the best possible pitch preparation.
- (3) The Board may require that covers be used on the night before any match day, and at any other times. A notice that covers are required on any given night shall mean that covers shall be required to be in place by dusk. 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 subject to a fine outlined in **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.
- (4) Any Board requirement for covers shall be communicated to the clubs' nominated grounds officers.
- (5) 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.
- (6) Covers shall comprise two layers to be used together when used overnight.
 - Top covers shall be a minimum of 30 metres by 10 metres Nylex Lite cover material.
 - Hessian underlay shall be used.
 - The Board may approve any other material.

- (7) 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.
- (8) 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.

2.19 Law 19 - Boundaries

- (1) Where practicable, boundaries are to measure 68.58m (75yds) from the centre wicket. Overlapping boundaries are not permitted without the sanction of the Board.
- (2) Boundaries shall be clearly marked with a minimum of twenty-four (24) approved markers.

All Division 1 and 2 matches and all finals matches shall also be required to have continuously marked or mown boundaries.
- (3) Where there is no marked boundary line, a boundary shall be determined by a straight line between the approved markers.

Failure to adhere to clause 2.19 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached.

2.20 Law 16 - The Result

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

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

- (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.

The following restrictions apply to all medium and fast bowlers due to age:
 - Under 13 - Maximum 8 overs per day (4 overs maximum per spells).
 - Under 15 - Maximum 12 overs per day (5 overs maximum per spell).
 - Under 17 - Maximum 16 overs per day (6 overs maximum per spell).
 - Under 19 - Maximum 20 overs per day (8 overs maximum per spell).
- (2) Bowlers under the age of 19 must have a minimum of thirty (30) minutes rest between spells.
- (3) 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.
- (4) 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 clause 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 clause is complied with.
- (5) The age of the player is their age on 1 September before the season commence.

Failure to adhere to clause 2.21 may result in a penalty as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES** attached

2.22 Extreme Weather Policy

- (1) The WASTCA has adopted the Western Australian Cricket Council (Inc) Extreme Weather Policy (**Revised Conditions**) as per **SCHEDULE G. WADCC EXTREME WEATHER POLICY**, attached, which may vary from time to time.
- (2) The Board will determine if Revised Conditions are necessary and will advise all clubs prior to the start of play. The Board retains the right to cancel the day of play if deemed appropriate.
- (3) Extreme Heat Guidelines

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.

Symptoms of heat injury or heat stroke:

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.

The symptoms of heat injury or heat stroke are:

- Fatigue
- Nausea
- Headache
- Confusion
- Light-headedness

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.

- (4) Umpires are responsible for ensuring extra drinks breaks are taken on days of extreme heat.

2.27 Blood Rule

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/s or opposition captain. Normal rules for leaving the field of play shall apply. If this rule applies to 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.

2.28 Law 41.7.1 – Bowling of dangerous and unfair non-pitching deliveries

For slow bowlers only, a non-pitching delivery which passes or would have passed above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair only if judged by the umpire as likely to inflict physical injury on the striker. If not judged as such, the umpire will call and signal no ball, but no warning will be given to the bowler.

3 CONDITIONS OF PLAY – TWO DAY MATCHES

3.1 The Ball

Law 4.2.2 - Approval and control of balls shall apply with the following addition:

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

3.2 The Pitch

Law 6.4 – Changing the pitch shall apply with the following addition:

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

- (1) Teams may name two players (11A and 11B) to split the duties of a regular player in all matches, provided:
 - that neither player plays in any other grade on either of the two fixtured playing days; and
 - only player 11A can participate on day one, with player 11B only participating on day two.
- (2) 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:
 - If 11A has been dismissed, then 11B may not bat.
 - If 11A was not out at the close of play on the first day, then they shall be recorded as "Retired NO", and 11B shall commence batting at the start of the second day.
 - If 11A bowled the last over on the first day, then 11B may not bowl the first over on day 2.
 - Any player (including 11B) shall be eligible to complete an unfinished over by 11A.

3.4 Hours of Play

- (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.
- (2) The scheduled start of play shall be 1:00pm for all divisions.
- (3) The scheduled close of play shall be:
 - Divisions 1 – 6:10 pm.
 - Divisions 2 and 3 – 5:45 pm.
- (4) Matches played in October and all finals matches the start time for all divisions is to be 12:30pm. Clauses 3.4(2), 3.4(3) and 3.5 are to be adjusted accordingly. In other words, all times are to be brought forward by thirty (30) minutes.

3.5 Drinks Intervals

- (1) Drinks intervals shall be taken at:
 - Division 1 – 2:10 pm and 5 pm.
 - Divisions 2 and 3 – 2:10 pm and 4:45 pm.

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

3.6 Tea Interval

- (1) A thirty (30) minute tea interval shall be taken at 3:20 pm.
- (2) **Law 11.6** - Changing agreed time for tea interval shall be replaced by:
 - 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.
 - If because of GWL, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for tea, then, notwithstanding **Law 11.5**, the interval 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.
 - 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) **Law 11.7** – Lunch or Tea interval – nine (9) wickets down shall not apply.

3.7 Overs to be Bowled and Delays in Play

- (1) The target number of overs to be bowled on each day shall be:
 - Division 1 - 80 overs.
 - Divisions 2 and 3 - 72 overs.
- (2) The target number of overs to be bowled will be reduced by:
 - 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.
 - 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) 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 clause 4.
- (4) **Law 12.6, 12.7 and 12.8** – Last Hour of Match does not apply.

3.8 Close of Play

- (1) Play shall cease on for the day when either
 - The target overs for the day as prescribed in **Clause 3.7** have been completed; or
 - There is **GWL** after or in progress at the scheduled close of play; or
 - On the second day both captains agree to cease play and there is twenty (20) or fewer overs remaining to be bowled as prescribed by **Clause 3.7**

3.9 Match Length

- (1) Matches will consist of two (2) innings per side.
- (2) The first innings of the both teams shall be limited to a maximum quota of:
 - Division 1 - 80 overs.
 - Divisions 2 and 3 - 72 overs.
- (3) In the event of **GWL** of more than thirty (30) minutes in the first innings of the team batting first then the quota of overs for the first innings of both teams shall be reduced by
 - Calculating the **GWL** duration and adding ten (10) minutes for the change of innings.
 - Dividing the lost minutes by 3.5 and rounding up gives the total number of overs lost.
 - The first innings quota for both teams is reduced by removing half the overs lost in the match.
- (4) In the event the team batting first does not receive their quota of overs the quota of 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.
- (5) In event the team batting second is unable to receive their quota of overs due to **GWL** or other exceptional circumstances the match is drawn.
- (6) Overs received by the team batting second on the first day shall not be included in their quota.
- (7) In the event the quota of overs is reduced, a minimum quota of twenty five (25) overs shall be required to constitute a match.

3.10 Slow Over Rate

- (1) The expected duration of an innings will be calculated using the following formula:
Overs bowled multiplied by 3.5 minutes plus Additions.
- (2) Additions are defined as follows:
 - Two (2) minutes per wicket fallen provided that the subsequent batsman immediately commencing his innings, i.e. The wicket was not the final wicket of the innings and wicket was not immediately followed by an unscheduled delay or scheduled break in play.
 - 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.
 - Any minutes of play lost in a **GWL** delay that has not resulted in a reduction of the target overs as prescribed in **Clause 3.7**

- Any minutes for scheduled breaks.
- (3) Innings that extend beyond their expected duration will be penalised as per **SCHEDULE H. CONDITIONS OF PLAY PENALTIES**
 - (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.

3.11 Negative Bowling

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

For bowlers who umpires consider to be bowling down the leg side as a negative tactic, the One Day Match wide interpretation shall be applied.

3.12 Short Pitched Bowling

- (1) **Law 41.6.2**– Bowling of dangerous and unfair short pitched deliveries shall be replaced by the following:
 - The bowling of more than two (2) fast short-pitched deliveries per over shall be considered unfair and dangerous bowling.
 - 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.
 - 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.
 - 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.

3.13 Player’s Conduct

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

3.14 Result

- (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 **SCHEDULE D. POINTS** in the By-Laws.
- (2) Law 16 - The Result shall apply for determination of the Outright Result.
- (3) The First Innings Result shall be determined as:
 - 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.
 - a tie when the scores of both sides completed first innings are equal.
 - a draw when a match is concluded without a first innings result being determined by clause 3.14(1) or 3.14(2) above.

4 CONDITIONS OF PLAY – ONE DAY MATCHES

4.1 Hours of Play

- (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.
- (2) The scheduled start of play shall be 12:30 pm.
- (3) The scheduled close of play shall be 6:10 pm.
- (4) In October and all finals matches the start time for all divisions is to be 12pm. Clauses 4.1(2), 4.1(3) and 4.3 are to be adjusted accordingly. In other words, all times are to be brought forward by thirty (30) minutes.

4.2 Drinks Intervals

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

4.3 Tea Interval

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.

4.4 Duration of Match

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, a minimum quota of twenty (20) overs shall be required to constitute a match.

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

- (1) If fifteen (15) minutes or more playing time is lost during the innings of the team batting first, then:
 - the quota of overs for the innings of both teams shall be reduced by half the number according to clause 4.5(2).
 - the scheduled close of innings time for the purposes of clause 4.7 shall be calculated by allowing an additional 3.875 minutes for each over reduced from the quota.
- (2) In the event of overs being reduced as a result of lost playing time, the number of overs to be deducted shall be calculated on the basis of:

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

4.6 Fielding Restrictions

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

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

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 **SCHEDULE E. FIELDING CIRCLE** attached).

(3) **Fielding Restrictions**

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

For the remaining overs of each innings, only five (5) fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

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

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

- (4) In circumstances where the number of overs of the batting team is 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.

Table 1. Number of Fielding Restriction Overs in Reduced Matches

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

4.7 Short Overs

- (1) If the team batting first does not receive their quota of overs by the scheduled close of innings time:
- play shall continue until the overs have been received; and
 - 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
 - the team fielding first shall be penalised six (6) runs per over bowled past the scheduled close of innings.
- (2) If the team batting second does not receive their quota of overs by the scheduled close of innings:
- play shall continue until the overs have been received; and
 - 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.
- (3) If the team batting second does not receive their quota of overs the Board may determine the outcome of the match.

4.8 Bowling Restrictions

- (1) No bowler shall bowl more than eight (8) overs in an innings.
- (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.
- (3) Where the total overs is 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) 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.

4.9 Wide

- (1) **Law 22.1** - Judging a Wide shall apply with the following addition:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law 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.
- (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 **SCHEDULE F. WIDE MARKINGS** attached).
 - 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**.
 - Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- (3) 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 **SCHEDULE F. WIDE MARKINGS** attached).
 - 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.

4.10 Short Pitched Bowling

- (1) **Law 41.6.2** – Bowling of fast short pitched balls shall be replaced with the following:
 - The bowling of more than one (1) fast short-pitched deliveries per over shall be considered unfair and dangerous bowling.

- 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.
- 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.
- 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.

4.11 Player's Conduct

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

4.12 Duckworth/Lewis Method

- (1) Duckworth/Lewis method will be applicable to finals matches in all grades.
Duckworth/Lewis method will be applicable to qualifying matches in Saturday Grade Competition Divisions 1 and 2 where a WASTCA appointed umpire is officiating.
- (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 clause 4.13). 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.
- (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 clause 4.13). 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.

4.13 Result

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. A match 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 less than twenty (20) overs as a result of an interruption to play after its commencement.

5 CONDITIONS OF PLAY – TWENTY20 MATCHES

5.1 Duration of Match

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.

5.2 Hours of Play

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.

5.3 Interval between Innings

A tea interval of fifteen (15) minutes shall be taken at the conclusion of the innings of the team batting first.

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.

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.

On all occasions where play is delayed or interrupted the umpires will reduce the length of the Interval to ten (10) minutes.

5.4 Intervals for Drinks

No drinks intervals are permitted.

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

- (1) Each team shall bat for twenty (20) overs unless all out earlier.
- (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 clause 6.6 shall apply.
- (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.
- (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 clause 6.6 shall apply.

5.6 Length of Innings - Delayed or Interrupted Match:

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, clause 6.7 shall apply.

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

- (1) Delay to the start of the match:

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.

(2) Delay or interruptions to the innings of the team batting first.

- When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of four (4) mins per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).
- 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.

- When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four (4) minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption. If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed overs provided at least five (5) overs have been bowled at the side batting second. In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it. If the team batting second has not received five (5) overs and a result has not been achieved the match will be a draw.

- A rescheduled time for the close of play will be fixed by applying a rate of four (4) minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for the team batting second. To constitute a match, a minimum of five (5) overs have to be bowled to the team batting second subject to the innings not being completed earlier. 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.
- 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 clause 6.16 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 clause 6.16 only - they do not influence the recalculated number of overs or the scheduled close of play.

5.7 Field & Pitch Markings

A fielding restriction "circle" shall be clearly marked on each ground. 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 **SCHEDULE E. FIELDING CIRCLE** attached).

5.8 Fielding Restrictions

- (1) At the instant of delivery there shall not be more than five (5) fieldsmen on the leg side.
- (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.
- (3) For the remaining overs of each innings, only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

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

- (4) In the event of an infringement of the Fielding Restrictions, the umpire shall call and signal "No ball".

5.9 Team Batting First

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).

Table 2. Number of 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
20	6

5.10 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in clause 6.8 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

5.11 Number of Overs per Bowler

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

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.

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.

5.12 Wide

As per clause 4.9.

5.13 Free Hit after any No Ball

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.

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.

5.14 Short Pitched Bowling

As per clause 4.11.

5.15 Law 40 – Timed Out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his 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.

5.16 Over-Rate Penalties

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.

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.

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.

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.

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

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

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).

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.

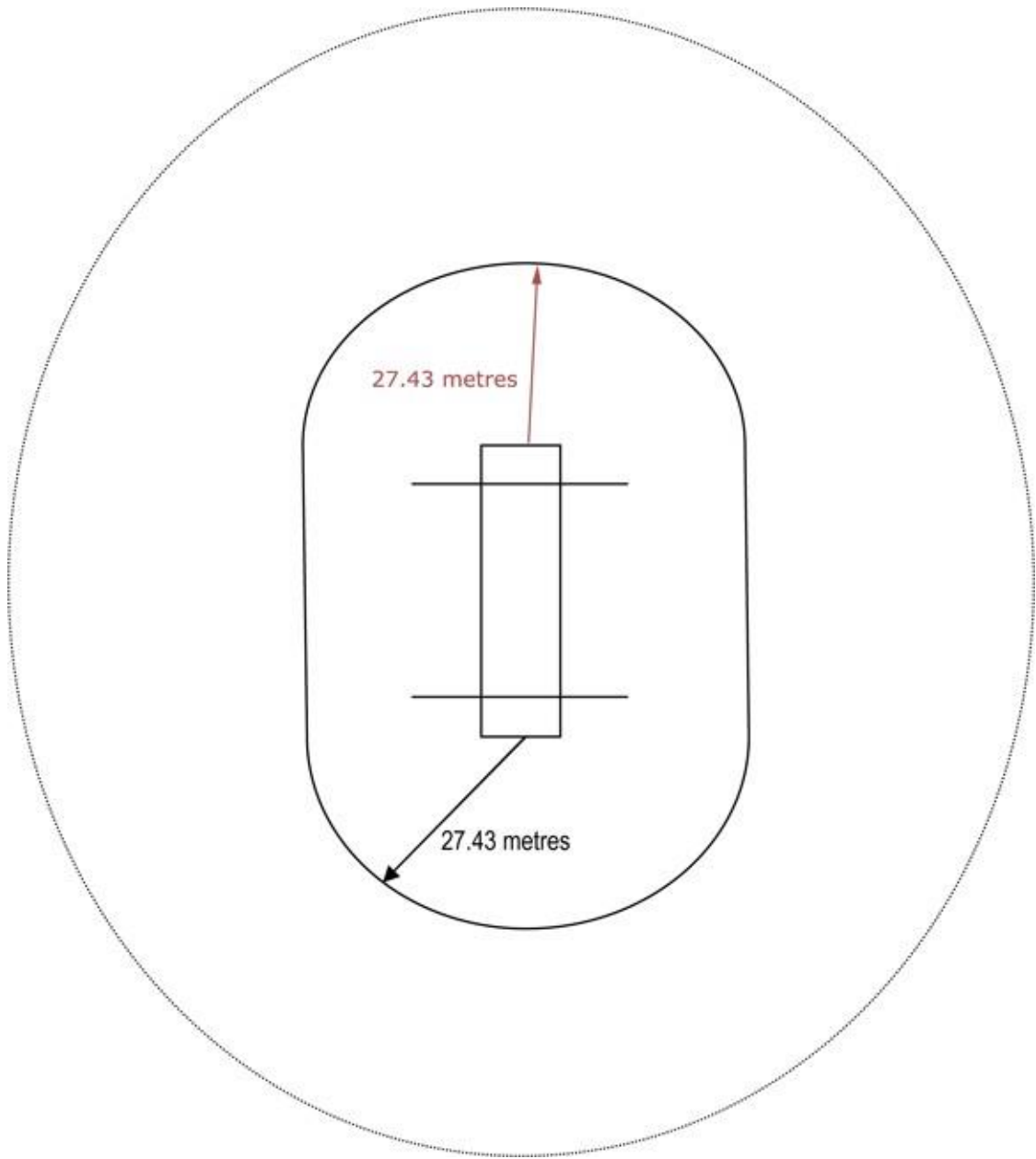
5.17 Duckworth/Lewis Method

- (1) Duckworth/Lewis method will be applicable to all Twenty20 matches.
- (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 clause 6.8). 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.
- (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 clause 6.8). 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.

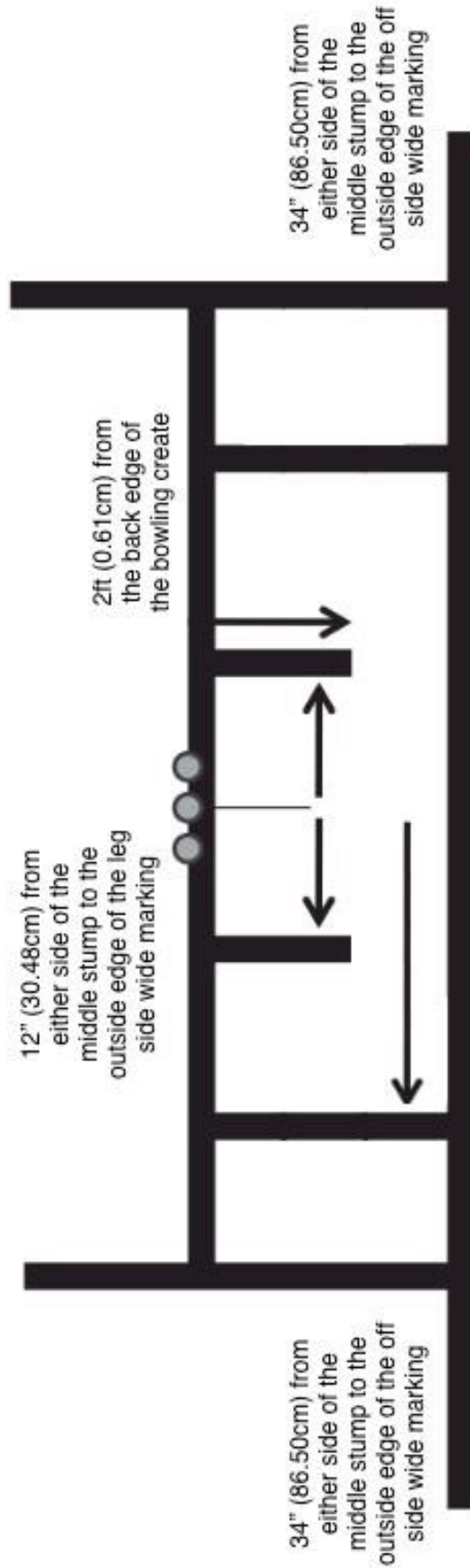
5.18 Result

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. A match 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 less than five (5) overs as a result of an interruption to play after its commencement.

SCHEDULE E. FIELDING CIRCLE



SCHEDULE F. WIDE MARKINGS



SCHEDULE G. 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.

SCHEDULE H. CONDITIONS OF PLAY PENALTIES

Clause	Description	Penalty
2.4	Team not ready to start	\$50
2.5	Failure to nominate team in writing or properly list junior players.	\$100
2.6(1)	Failure to enter progress scores	\$25
2.6(2)	Failure to enter full match results into MyCricket	\$50 A further penalty of \$50 shall apply for each round these details remain outstanding.
2.6(2)	Failure to nominate team in MyCricket as it was declared on the Declared Teams List	Match Forfeit
2.9(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. 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.
2.9(2)	Failure to ensure cleanliness of all neutral grounds and changerooms	\$100 plus any costs incurred by the association
2.10	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
2.11	Failure to inspect wickets	Fine of up to \$500 and/or forfeit and/or loss of premiership points at the discretion of the Board
2.13	Failure to wear approved attire	\$50 per player.
2.14	Failure to display and update scoreboards	\$50
2.15(1)	Failure to supply and maintain construction of wickets	\$50
2.16	Failure to correctly mark creases	\$50
2.18(3)	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
2.19	Failure to correctly mark boundaries	\$50
2.21	Exceeding Bowling Restrictions for Junior Players	\$20/over Excessive (5 overs or more) or repeated (3 or more) breaches will also be dealt with at the discretion of the Board.
3.10	Slow Over Rate	0.5 premiership points per 3.5 minutes of play in excess of the expected duration of the innings.