



WADCC
WESTERN AUSTRALIAN
DISTRICT CRICKET COUNCIL (INC.)

**GENERAL RULES
ANNEXURE A:
TWO-DAY SENIOR COMPETITION
PLAYING CONDITIONS**

15 August 2016

TWO DAY SENIOR COMPETITION PLAYING CONDITIONS

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DEFINITIONS AND INTERPRETATION

In these Rules:

- (a) "General Rules" means the "WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs)".
- (b) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (c) "GWL" means interruptions for ground, weather or light, beyond the control of the two teams.
- (d) "Two Day Match" means a match played over two days, in accordance with these Rules.
- (e) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the General Rules.

- (f) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and Umpires only, and at all times reference should be made to the text of the Laws of Cricket.
- (g) These match rules are to be read together with the WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs).
- (h) The Laws of Cricket will apply to WADCC Two Day Matches except as altered by these Rules.
- (i) All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'WADCC'.
- (j) Omitted clause numbers are intentional to align with the Laws of Cricket.

PART 1: PLAYERS AND OFFICIALS

1. PLAYERS

- 1.1 Law 1 will apply, subject to this Rule.
- 1.2 All Players in the match must be qualified to play under the General Rules.
- 1.3 Substitution of players by or for Representative Players will be permitted in accordance with the General Rules.
- 1.4 Players must wear predominantly white Cricket Clothing and spiked footwear as specified in the General Rules.

3. UMPIRES

- 3.1 Law 3 shall apply, subject to this Rule
- 3.2 Law 3.1 is modified as follows: The WADCC shall appoint all umpires.
- 3.3 Law 3.8 and 3.9 shall apply subject to the following:
 - (a) If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batsmen the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
 - (b) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
 - (c) If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.
- 3.4 For 1st and 2nd grade matches, both team captains and both officiating umpires shall meet for the purpose of reviewing the match's conduct within 30 minutes after the conclusion of the match.
- 3.5 Within 2 days of the match being completed, umpires shall lodge fairest and best votes using the MyCricket system.

4. SCORERS

- 4.1 Law 4 (Scorers) shall apply, subject to this Rule.
- 4.2 Law 4.1 is modified as follows: At least one person not involved in the match should be appointed scorer for the match, but where this is not possible, and players are required to score, the team's captain and Club officials are to supervise the recording of the score in the scorebooks.
- 4.3 Clubs must comply with the WADCC policies and guidelines published from time to time regarding the keeping of scorebooks and the use of electronic scoring software.
- 4.4 Any player under the age of 17 years at the beginning of the Season must be noted in the scorebook, in accordance with the Under-Age Player Guidelines.
- 4.5 In the event of a dispute about the score at the conclusion of the match, the books or electronic score data should be delivered to the WADCC within 2 days of the match to resolve the matter and confirm match points.

PART 2: EQUIPMENT AND LAYING OUT THE PITCH

5. THE BALL

- 5.1 Law 5 shall apply, subject to this Rule.
- 5.2 Approved balls for Two Day Matches are as per clause 5.6.2 of the General Rules.
- 5.3 A new ball must be used in the first innings of both sides in a match. In the second innings a new ball must be used unless it is agreed by both captains to use a good used ball.
- 5.4 Law 5.4 (first paragraph) shall be replaced by the following: The captain of the fielding side may take a new ball at any time after 80 overs have been bowled with the previous ball.
- 5.5 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 5.6 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

6. THE BAT

- 6.1 Law 6 will apply.

7. THE PITCH

- 7.1 Law 7 will apply, subject to this Rule.
- 7.2 Matches shall be played on such grounds as arranged by the WADCC in accordance with the General Rules.
- 7.3 Law 7.4 shall be replaced by the following:
- (a) In the event of a match being abandoned because of inadequate pitch and/or ground preparation, upon the acceptance of the umpire's report the WADCC

will award the match to the visiting team, or refer the matter to the Tribunal for determination on its behalf.

- (b) For the purposes of this clause, the pitch and/or ground preparation will be deemed to have been inadequate if the match is abandoned as a direct or indirect result of the home Club or any of its employees, contractors or agents failing to take proper precautions in the circumstances to ensure that:
 - (i) The pitch was properly prepared; or
 - (ii) The pitch was properly protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.

(For the purposes of this Rule 7.1, a groundsman who is responsible for the preparation of the pitch and who is employed by a body other than the local Club, is deemed to be a contractor or agent of that Club).

- (c) The WADCC shall arrange and ensure that a thorough investigation of the circumstances into the abandonment of the match is conducted and that a report be presented to the Management Committee or Tribunal for decision and penalty if appropriate.

9. CREASES AND PLAYING AREA

- 9.1 Law 9 (Bowling, Popping and Return Creases) will apply.

10. PREPARING AND MAINTAINING THE PLAYING AREA

- 10.1 Law 10 (Preparing and Maintaining the Playing Area) will apply.
- 10.2 Where matches are played over consecutive days the pitch shall not be watered during the match.

11. COVERING THE PITCH

- 11.1 Law 11 shall apply, subject to this Rule.
- 11.2 Curators are permitted to use Covers at their discretion in order to obtain the best possible pitch preparation.
- 11.3 Law 11.4 shall be replaced by the following: On match days, all covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 30 minutes before the scheduled start of play provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

PART 3: STRUCTURE OF THE GAME

12. INNINGS

- 12.1 Matches will be deemed to be agreed to be played for two innings and Law 12 of the Laws of Cricket will apply on that basis, subject to this clause.
- 12.2 Law 12.4 shall be replaced with the following: the Captains shall toss for the choice of innings on the field of play in the presence of the Umpires not earlier than 45 minutes,

nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start.

- 12.3 The sides bat alternately unless the follow-on (Law 13) is enforced.
- 12.4 For the purpose of Law 12.1(b) and 12.3(e) of the Laws of Cricket the teams are deemed to have agreed that the first innings of each team will be completed at the earlier of:
- (a) when that team is all out or has otherwise completed its innings as per Law 12.3; or
 - (b) when that team has received the minimum number of overs as per clause 16.3 (deemed completed in accordance with Law 12.3(e)) and the scheduled or rescheduled cessation time is reached, whichever occurs later.

13. THE FOLLOW ON

- 13.1 Law 13 shall apply to a two innings, two day match: the side with a lead of at least 100 runs has the option of requiring the other side to follow their innings.

14. DECLARATION AND FORFEITURE

- 14.1 Subject to this clause, Law 14 shall apply: the batting captain can declare an innings closed at any time when the ball is dead. He may also forfeit his innings before it has started.
- 14.2 The side batting first will be deemed to declare its first innings closed and stumps will be drawn if the circumstances in clause 12.4(b) occur.
- 14.3 Clause 14.2 does not apply if in aggregate more than 60 minutes have been lost:
- (a) Due to delay in the commencement of the match for which neither side is responsible; or
 - (b) for GWL

and in either case the first team will not be required to declare its innings closed at the end of the first day's play and the match will continue under ordinary conditions.

15. INTERVALS

- 15.1 Law 15 of the Laws of Cricket shall apply except as modified by this Rule.
- 15.2 For the purposes of Law 15.2 and Law 15.3 it shall be deemed to have been agreed that intervals will be of the following duration:
- (a) The lunch interval shall be of 30 minutes duration.
 - (b) The tea interval shall be of 20 minutes duration taken between Session 2 and Session 3 but the captains may subsequently agree to proceed without a tea interval and cease play 20 minutes before the scheduled end of play.
- 15.3 In the case of GWL the umpires and captains together may rearrange the times for the lunch interval and the tea interval specified in clause 15.2 to maximise the available playing time.
- 15.4 Law 15.7 and 15.8 of the Laws of Cricket does not apply.

- 15.5 The provisions of Law 15.9 (Intervals for Drinks) apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 4 minutes.

16. START AND END OF PLAY

- 16.1 Law 16 will apply subject to this clause.
- 16.2 Subject to this clause, start and end times for matches in the Senior Competition will be as follows, inclusive of interval breaks:
- | | <u>Session</u> | <u>1st & 2nd Grade</u> | <u>3rd & 4th Grade</u> |
|-----|----------------|--|--|
| (a) | Session 1: | 11.40am to 1.40pm | 12.40pm to 2.10pm |
| (b) | Session 2: | 2.10pm to 4.10pm | 2.40pm to 4.10pm |
| (c) | Session 3: | 4.30pm to 6.00pm | 4.30pm to 6.00pm |
- 16.3 Subject to this clause, play shall continue on each day until the completion of a minimum number of overs or until the scheduled or rescheduled cessation time, whichever is the later. The minimum number of overs to be completed, unless an innings ends or an interruption occurs, shall be:
- (a) 90 overs for first and second grades; and
 - (b) 80 overs for third and fourth grades.
- 16.4 Each change of innings shall result in a reduction in the minimum number of overs by two (2) overs, except that no overs shall be deducted if the change of innings occurs wholly during a break in play due to GWL, or a lunch interval or tea interval, or if the change of innings is the result of a team forfeiting its innings.
- 16.5 Law 16.5 of the Laws of Cricket shall apply subject to the following: where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs.
- 16.6 When playing time has been lost by delay or interruption (GWL), the number of overs to be bowled on that day shall be revised on this basis:
- (a) Law 15.4 will apply regarding the interval for any change of innings;
 - (b) When calculating the length of playing time for the day (Remaining Playing Time), the timing and duration of all relative delays, extensions in playing hours, interruptions in play and intervals, excluding those for drinks, will be taken into consideration;
 - (c) The revised overs for the day will be based on:
 - (i) 3.7 minutes per over for first and second grade; and
 - (ii) 3.4 minutes per over for third and fourth grade.
 - (d) Subject to GWL, on day one, the scheduled cessation time may be extended by a maximum of 1/2 hour and on day two, the scheduled commencement time may be brought forward by a maximum of 1/2 hour.
 - (e) Subject to GWL, on day two, the scheduled cessation time may be extended by a maximum of 1/2 hour.
- 16.7 On the second day:

- (a) the completion of an incomplete over at the beginning of the second day's play shall be disregarded for the purpose of the target overs on the second day.
 - (b) play may cease at the scheduled cessation time, or 30 minutes earlier, if the captains agree; and if there is a result in the match.
- 16.8 Overs will be calculated at the end of the match for the purpose of penalties on this basis:
- (a) The actual playing time, that is the time used to calculate penalties, will be calculated using the following formula: actual playing time = total playing time – deductions.
 - (b) The actual playing time will be divided by 3.7 (3&4G: 3.4) to determine the target number of overs to be completed at the scheduled time.
 - (c) For each over short of the target number of overs to be completed at the scheduled time, 0.5 shall be deducted from the team's match points.
 - (d) Target number of overs shall be assessed subject to the following deductions:
 - (i) 4 minutes for each drinks break taken in any session.
 - (ii) Actual time 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.
- 16.9 Law 16.6 does not apply.

17. PRACTICE ON THE FIELD

- 17.1 Practice on the Field restriction (Law 17) will apply.

PART 4: SCORING AND WINNING

SCORING RUNS

Laws of Cricket for Scoring Runs (Law 18), Boundaries (Law 19), Lost Ball (Law 20), the Over (Law 22) and Dead Ball (Law 23) will apply without modification.

Laws 21 and Law 24 continue to apply as amended below.

Law 42 applies as amended below. Otherwise, Laws 25 to 41 of the Laws of Cricket (No Ball, Wide Ball, Dismissal, Ways Batsman May Get Out, Fielders) continue to apply.

21. THE RESULT

- 21.1 Law 21 of the Laws of Cricket shall apply as applicable for a two innings match, as supplemented by this Rule.
- 21.2 All matches not played out shall be decided on the result of the first innings and any matches not decided where more than 60 minutes of time has been lost shall be considered as drawn.
- 21.3 If there is a general cancellation so that after the commencement of play the round is rescheduled pursuant to General Rules clause 5.9.1(b), then the match will continue in accordance with the One Day (Limited Overs) Playing Conditions as per Annexure B of the General Rules, including as to points to be awarded for the match.
- 21.4 For the purpose of the Ladder and Preliminary Round rankings (as per the General Rules), teams may be awarded points for results gained, as follows:

First innings	First innings points	Outright result	Result points	Total Points
Leading	5	Win	10	15
Leading	5	Loss	0	5
Leading	5	Tie	5	10
Trailing	0	Win	10	10
Trailing	0	Loss	0	0
Trailing	0	Tie	5	5
Tie	3	Win	10	13
Tie	3	Loss	0	3
Tie	3	Tie	5	8
		Tie on 1st innings	5	5
		Draw/No Result	5	5
		Win on 1 st innings	10	10

24. NO BALL

- 24.1 Law 24.1 (b) shall be replaced by the following: The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No ball, and the ball is to be re-bowled overarm.

42. FAIR AND UNFAIR PLAY

- 42.1 Law 42 will apply, subject to this Rule.
- 42.2 Law 42.6 (a) (Dangerous and unfair bowling) shall be replaced by the following:
- (a) A bowler shall be limited to two fast short- pitched deliveries per over.
 - (b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
 - (c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
 - (d) In addition, for the purpose of this Rule and subject to clause (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
 - (e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
 - (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
 - (g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
 - (h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire

shall advise the bowler that this is his final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

- (i) Should there be any further instance 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 take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the WADCC using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 42.1 - Fair and Unfair Play - Responsibility of Captains.

SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

Time wasting, Damaging the pitch, Dangerous or unfair bowling, Tampering with the ball, Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

Your opponents, Your own captain, The roles of the umpires, The game's traditional values

5. It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

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<http://www.lords.org/mcc/mcc-spirit-of-cricket/what-is-mcc-spirit-of-cricket/spirit-of-cricket-preamble-to-the-laws/>