



**WADCC**  
WESTERN AUSTRALIAN  
DISTRICT CRICKET COUNCIL (INC.)

**GENERAL RULES  
ANNEXURE C:**

**T20 (LIMITED OVERS) SENIOR COMPETITION  
PLAYING CONDITIONS**

15 August 2016

## **T20 (LIMITED OVERS) SENIOR COMPETITION PLAYING CONDITIONS**

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### **DEFINITIONS AND INTERPRETATION**

In these Playing Conditions:

- (a) "Fielding Restriction Area" is the area defined in clause 9.4 below.
- (b) "General Rules" means the "WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs)".
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) "GWL" means interruptions for ground, weather or light, beyond the control of the two teams.
- (e) "T20 Match" means a match played in one day, with one innings and a maximum of 20 overs in each innings, in accordance with these Playing Conditions.
- (f) 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.

- (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 One Day Matches except as altered by these Playing Conditions.
- (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**

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- 1.1 Law 1 will apply, subject to this clause.
- 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 white Cricket Clothing and spiked footwear as specified in the General Rules except as modified for WADCC T20 matches for Senior Competition, where cricket attire must satisfy these requirements:

Cricket Clothing article	1 <sup>st</sup> Grade requirements	2 <sup>nd</sup> ,3 <sup>rd</sup> , 4 <sup>th</sup> Grade requirements
Trousers	Coloured	White
Shirts	Coloured	White or Coloured (all players in team must wear the same)
Hats / Helmets	Club	Club
Pullovers	Coloured	White or Coloured (all players in team must wear the same)
Pads or Pad Covers	Coloured	White

- 1.5 The colours and design of the clothing shall be uniform for all members of the same team.

### **3. UMPIRES**

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- 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.

## **4. SCORERS**

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- 4.1 Law 4 (Scorers) shall apply, subject to this clause.
- 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 Junior 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**

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- 5.1 Law 5 shall apply, subject to this clause.
- 5.2 Approved balls for T20 (Limited Overs) Matches are as clause 5.6.2 of the General Rules.
- 5.3 Law 5.5 will be replaced by the following: In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

## **6. THE BAT**

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- 6.1 Law 6 will apply.

## **7. THE PITCH**

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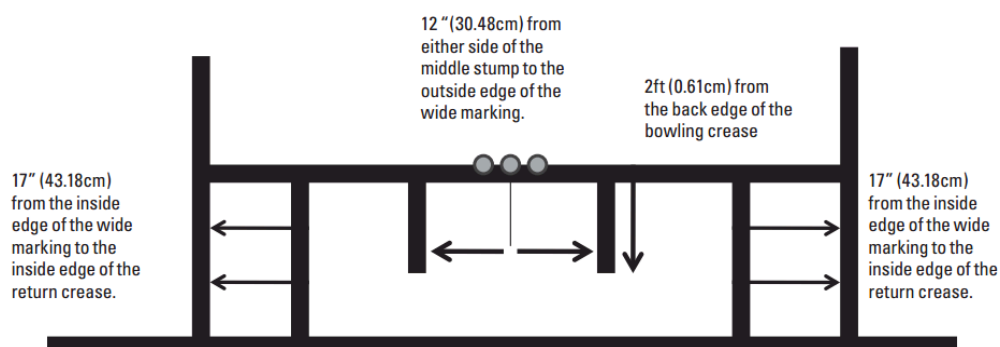
- 7.1 Law 7 will apply, subject to this clause.
- 7.2 Matches shall be played on such grounds as arranged by the WADCC in accordance with the General Rules.

- 7.3 Law 7.4 shall be replaced by the following: If a match is abandoned, the matter will be investigated by the WADCC in accordance with the procedures for Protests against match results.

## 9. CREASES AND MARKING OUT

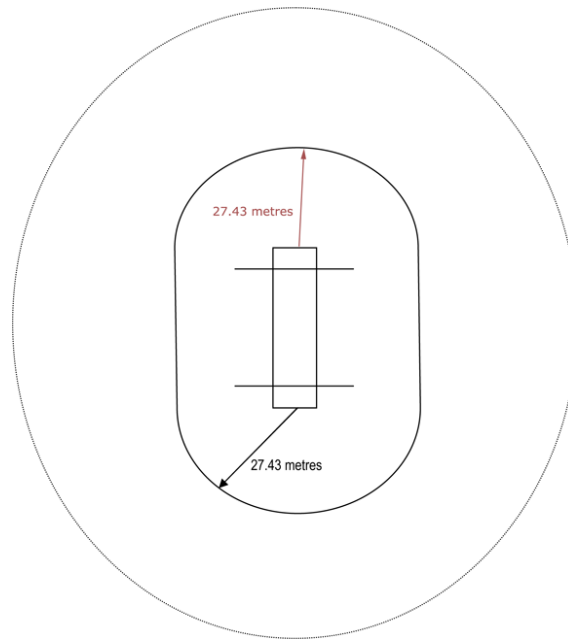
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- 9.1 Law 9 (Bowling, Popping and Return Creases) will apply, subject to this clause.
- 9.2 Law 9.3 (the popping crease) shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 13.71 metres (15 yards)'.
- 9.3 For additional crease markings, the following shall apply in addition to Law 9: As a guideline to the umpires for the calling of Wides, the crease markings detailed below shall be marked in white at each end of the pitch.



- 9.4 The ground shall be marked with a single fielding restriction area (Fielding Restriction Area) as follows:
- Two semi-circles are drawn on the field of play, with their semi-circles centred on the middle stump of each end of the pitch;
  - The radius of each of the semi-circles is 27.43 metres (30 yards);
  - The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.

## FIELDING RESTRICTION AREA:



## 10. PREPARATION OF PLAYING AREA

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- 10.1 Law 10 (Preparing and Maintaining the Playing Area) will apply.

## 11. COVERING THE PITCH

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- 11.1 Law 11 shall apply, subject to this clause.
- 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

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- 12.1 Law 12 of the Laws of Cricket shall apply subject to this clause 12.
- 12.2 Law 12.1 shall be replaced by the following: All matches will consist of one innings per side, each innings being limited to a maximum of 20 six-ball overs.
- 12.3 Law 12.2 (Alternate Innings), Law 13 (the Follow on) and Law 14 (Declaration and Forfeiture) shall not apply.
- 12.4 Law 12.3 (Completed Innings) is modified: Laws 12.3 (c) (declaration), (d) (forfeit) and (e) (ii) (prescribed time) shall not apply.

- 12.5 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. Law 12.5 shall apply (notification of decision to bat or bowl).
- 12.6 Before any time is lost by delay or interruption, matches will be conducted as follows:
- (a) Each team shall bat for 20 overs unless all out earlier or a result is achieved. A team shall not be permitted to declare its innings closed.
  - (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
  - (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
  - (d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
  - (e) Penalties shall apply for slow over-rates – see clause 12.12.
- 12.7 When playing time has been lost by delay or interruption to the innings of the team batting first, the number of overs to be bowled in the match shall be revised on this basis:
- (a) When calculating the length of playing time available for the match (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.
  - (b) The length of interval between innings to be excluded from the Remaining Playing Time will be calculated as per clause 15.2.
  - (c) The revised number of overs in the match:
    - (i) Will be based on a rate of 3.75 minutes per over (16 overs per hour) for the Remaining Playing Time. If the calculations result in fractions of an over, the fractions shall be ignored.
    - (ii) Will be used to specify a fixed time for the commencement of the interval, and also the close of play for the match, by applying a rate of 16 overs per hour. The close of play must not be earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
    - (iii) Will be divided so that each team should have the opportunity of batting for the same number of overs.
  - (d) Once the number of overs have been revised and play recommences, if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
  - (e) 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.
  - (f) To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - (g) Penalties shall apply for slow over-rates – see clause 12.12.

- 12.8 When playing time has been lost by delay or interruption to the Innings of the team batting second 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:
- (a) The number of scheduled overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
  - (b) The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in calculating the remaining time available for play (Remaining Playing Time). If the innings of the team batting first was completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then the Remaining Playing Time shall take into account the time by which the second innings started early and any permitted extension of play under clause **Error! Reference source not found.**
  - (c) A fixed time will be specified for the close of play by applying a rate of 16 overs per hour to the Remaining Time.
  - (d) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved 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.
  - (e) 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 until the overs have been bowled or a result achieved.
  - (f) Penalties shall apply for slow over rates – see clause 12.12.
- 12.9 No bowler shall bowl more than 4 overs in an innings. In a match where overs are reduced, the maximum overs per bowler shall be one-fifth of the total overs allowed. Where the total overs is not evenly divisible by five, bowlers will not be allowed to complete the remaining deliveries in any incomplete over allowed under this clause.
- 12.10 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.
- 12.11 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.
- 12.12 Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time. The over in progress at the cessation time shall count as a complete over. This penalty will be applied at the completion of the innings.

## 15. INTERVALS

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- 15.1 Law 15 of the Laws of Cricket shall apply except as modified by this clause.
- 15.2 There will be no intervals during the match, except for a 15 minute interval between the innings of the team batting first and the innings of the team batting second. The interval may be reduced to 10 minutes if the first innings is delayed or time lost due to GWL.



- 15.3 If the innings of the team batting first is completed by the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 15.4 The provisions of Law 15.9 (Intervals for Drinks) do not 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 5 minutes.

## **16. START AND END OF PLAY**

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- 16.1 Law 16 will apply subject to this clause.
- 16.2 There will be two sessions of 75 minutes each, separated by a 15 minute interval between innings (subject to clause 15 above).
- 16.3 Laws 16.6, 16.7 and 16.8 do not apply.
- 16.4 Laws 16.9, 16.10 and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

## **17. PRACTICE ON THE FIELD**

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

### **PART 4: SCORING AND WINNING**

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.

Law 22 to 40 of the Laws of Cricket (The Over, Dead Ball, No Ball, Wide Ball, Dismissal, Ways Batsman May Get Out) continue to apply

Laws 21, 24 and 25 related to scoring and winning, and Laws 41 (Fielding) and 42 (Fair and unfair Play) are amended as follows.

## **21. THE RESULT**

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- 21.1 Law 21 of the Laws of Cricket shall apply as applicable for a one innings match, as varied by this clause.
- 21.2 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. If the team batting second has not received 5 overs and a result has not been achieved, the match shall be drawn (abandonment).
- 21.3 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 21.2). 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.

- 21.4 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 D/L Par Score determined at the instant of the suspension by the Duckworth/Lewis method (subject to clause 21.2). If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.
- 21.5 If a match cannot be commenced no later than 90 minutes after the scheduled start it shall be abandoned and declared a draw.
- 21.6 Law 21.4 (agreement under Law 12.2(b)) shall not apply.
- 21.7 Law 21.5(a) (a tie or draw) is modified as follows: In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, then the teams shall contest a Super Over, subject to fitness of ground, weather and light. The Super Over shall commence 10 minutes after the cessation of the match, at the same ground and using the same pitch.
- (a) The team batting second in the match will bat first in the Super Over. The fielding side shall choose which end to bowl from. The Umpires shall not change ends.
  - (b) Prior to the commencement of the Super Over each team shall nominate three batsmen and one bowler to the Umpires.
  - (c) Fielding restrictions shall be as of the last over of an uninterrupted match.
  - (d) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
  - (e) The loss of two wickets shall end an innings.
  - (f) In the event of both teams having the same score in the Super Over the team that hit the most number of sixes combined from its two innings in both the main match and the Super Over shall be the winner.
  - (g) If the number of sixes hit by both teams is equal the team that hit the most number of boundaries (fours and sixes) in the Super Over will be declared the winner.
  - (h) In the event that the result is still a Tie after the Super Over and clauses (f) and (g) above have been applied the Super Over clauses (a) to (e) shall be repeated until a winner is obtained.
  - (i) If, for reasons of GWL, a Super Over is not possible the team that hit the most number of boundaries (fours and sixes) in the match shall be declared the winner. If the result is still a Tie the match will be determined by a coin toss, except in the Grand Final where joint winners will be declared.
- 21.8 For the purpose of the Ladder and ranking for Finals, teams may be awarded points for each of the following outcomes:

<b>Result</b>	<b>Result points</b>	<b>Total Points</b>
Win	10	10
Loss	0	0
Draw (abandonment)	5	5

## **24. NO BALL AND FREE HIT**

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- 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.
- 24.2 Law 24.12 (penalty for a no ball) will be amended by adding the following:
- (a) The delivery after a no ball shall be a free hit for whoever batsman is facing it.
  - (b) If the delivery for the free hit is not a legitimate delivery (and kind of No Ball or Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
  - (c) 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.
  - (d) Field changes are not permitted for free hit deliveries unless there is a change of striker.
  - (e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

## **25. WIDE BALL**

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- 25.1 Law 25 will apply with the following addition to Law 25.1:
- (a) A delivery on the offside is to be called a wide if it passes the striker's stumps outside the wide marking and the striker is deprived of a reasonable opportunity to score as a result.
  - (b) A delivery on the legside is to be called a wide if it passes to the legside of the striker's stumps and the striker's body.
  - (c) A delivery is not to be called a wide if:
    - (i) Law 25.2 applies
    - (ii) The delivery passes to the legside of the striker's stumps between the stumps and the striker's body
    - (iii) The ball makes contact with the striker's bat or person
    - (iv) The batsman switch hits or plays a reverse sweep and the ball goes down his original standing leg side.

## **41. FIELDERS (POWERPLAYS)**

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- 41.1 Law 41 is modified as follows.
- 41.2 In these Playing Conditions:
- (a) "Powerplay Overs" means the block of the maximum 6 overs for which there are to be fielding restrictions, which will be at the commencement of the innings, commencing on the first ball.
  - (b) "Powerplay1" means the first block Powerplay Overs (block of 6 overs for an uninterrupted match) which will be at the commencement of the innings, commencing on the first ball.
  - (c) "Fielding Restrictions" mean the fielding restrictions imposed by clause 41.3.
- 41.3 At the instant of delivery there may be no more than five fieldsman outside the Fielding Restriction Area and no more than five fieldsman on the leg (on) side. In

addition to this restriction during the Powerplay Overs only 2 fieldsmen shall be permitted outside the Fielding Restriction Area at the instant of delivery.

- 41.4 In circumstances where the number of overs of the batting team is reduced, the number of Powerplay 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.

<b>Innings duration</b>	<b>Number of Powerplay Overs</b>
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

- 41.5 Where, in an interrupted innings, on resumption the recalculated number of Powerplay Overs (as set out above) is no longer achievable, the actual number of Powerplay Overs for that innings will be the closest achievable whole number (subject to observing clause 41.6)
- 41.6 If an innings is interrupted during an over, the status of that over, whether it is a Powerplay Over or not, must be retained when the over is completed.
- 41.7 In the event of an infringement of any of the above fielding restrictions, any umpire shall call and signal 'No Ball'.

## **42. FAIR AND UNFAIR PLAY**

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- 42.1 Law 42 will apply, subject to this clause.
- 42.2 Law 42.6 (a) (Dangerous and unfair bowling) shall be replaced by the following:
- (a) A bowler shall be limited to one fast short-pitched delivery 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 bowler's 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 clause 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 one 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 second 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 one fast short pitched delivery 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/>