



WADCC
WESTERN AUSTRALIAN
DISTRICT CRICKET COUNCIL (INC.)

**GENERAL RULES
ANNEXURE D:
TWO-DAY JUNIOR COMPETITION
PLAYING CONDITIONS**

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CD:WACA

TWO DAY JUNIOR 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) "Limited Balls Match" means that the first innings of each team will be restricted to a number of balls after the deemed declaration of the team batting first in accordance with clause 14.2
- (e) "Required Overs" means the number of overs calculated in accordance with clause 16.4.

- (f) “Two Day Match” means a match played over two days, in accordance with these Playing Conditions.
- (g) 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.
- (h) 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.
- (i) These match rules are to be read together with the WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs).
- (j) The Laws of Cricket will apply to WADCC Two Day Matches except as altered by these Rules.
- (k) All references to ‘Governing Body’ within the Laws of Cricket shall be replaced by ‘WADCC’.
- (l) 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 A team shall consist of 12 players, only 11 of whom shall be allowed on the field at any one time. Only 11 players are allowed to bat in any innings.
- 1.4 Substitution of players by or for Representative Players will be permitted in accordance with the General Rules.
- 1.5 There will be no restriction on the use of appropriately qualified substitute fieldsman to replace any player who:
 - (a) is required to leave the field of play for the purpose of participating in a senior WADCC or WACA sanctioned match; or
 - (b) is replaced with the approval of the umpires and the opposing captain for any reason (including injury or illness), such approval not to be unreasonably withheld.
- 1.6 Players must wear predominantly white Cricket Clothing as specified in the General Rules.
- 1.7 Players must abide by the WADCC policy on bowling restrictions contained in the Under-Age Player Guidelines.

3. UMPIRES

- 3.1 Law 3 shall apply, subject to this Rule
- 3.2 Law 3.1 is modified as follows:
 - (a) The WADCC shall appoint all umpires.
 - (b) Where only one official umpire is in attendance, the fielding side shall provide the umpire for the strikers end. This umpire shall not direct players on the ground but can, through the fielding captain, nominate or direct certain moves between provided play is not delayed by doing so.

- 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

- 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 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 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 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 5.5 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: 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 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 Players must abide by the WADCC policy on bowling restrictions contained in the Under-Age Player Guidelines.

12.5 For the purpose of Law 12.1(b) and Law 12.3(e) of the Laws of Cricket, each innings will be deemed completed after 60 overs in accordance with Law 12.3(e) if not otherwise completed earlier.

12.6 No bowler shall bowl more than 12 overs in the first 60 overs in any one innings. In a match where overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed.

13. THE FOLLOW ON

13.1 Law 13 shall apply as follows:

- (a) for a two innings, two day match: the side with a lead of at least 75 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 Subject to clause 14.3, the side batting first will be deemed to declare its first innings closed and stumps will be drawn upon the earlier of:

- (a) facing the Required Overs, or
- (b) upon the completion of the last over to be bowled in the time allowed for play on the first day (whatever occurs first)

and in either case the match will be described as a Limited Overs Match.

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 will be replaced by the following:

The only intervals permitted will be:

- (a) One five-minute drinks break that must be taken at 9:25am and one fifteen-minute morning tea break that must be taken at 10.30am.
- (b) An interval between innings shall be 10 minutes from the close of an innings until the call of Play for the start of the next innings, except as in this clause.
- (c) If an innings ends when 10 minutes or less remains before the time agreed for close of play on any day, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10 minute interval between innings.
- (d) 35 minutes prior to the commencement of any subsequent Senior Competition on the same day, the captains of the teams involved in the

subsequent match may be permitted to inspect the pitch for a maximum period of 2 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 and the times for drinks and morning tea breaks will be as follows:
- (a) Matches commence at 8:20am;
 - (b) Drinks taken from 9:25am to 9:30am;
 - (c) Morning Tea taken from 10:30am to 10:45am; and
 - (d) Matches conclude no later than 12pm on each day.
- 16.3 Subject to this clause, play shall continue on each day of play until the scheduled or rescheduled cessation time, whichever is the later.
- 16.4 Day 1 of play will cease upon either:
- (a) The deemed declaration of the team batting first under clause 12.5 (Limited Overs Match); or
 - (b) The scheduled or rescheduled time for completion of play on Day 1.
- 16.5 Day 2 of play will cease upon the earlier of:
- (a) If the match is a Limited Overs Match, the team batting second having received the Required Overs (notwithstanding any reduction to that pursuant to clause 16.8); or
 - (b) The scheduled or rescheduled time for completion under this clause.
- 16.6 If the Required Overs for the team batting have not been bowled by the scheduled time for completion of play:
- (a) On either Day the team bowling shall incur a penalty of 0.5 match points for every over bowled less than the Required Overs, unless the team batting is dismissed; and
 - (b) On either Day play may continue until the Required Overs have been bowled provided that no delay is caused to the commencement of the subsequent match in the Senior Competition.
- 16.7 The Required Overs to be faced on Day 2 by the team batting second, in its first innings are:
- (a) In the case of a Limited Overs Match, the same number of Overs as team 1 faced in its first innings; or
 - (b) 60 Overs in any other case.
- 16.8 In the event that there is an interruption of play due to GWL, the Required Overs will be reduced by 1 over for every 3 minutes or part thereof of playing time lost due to GWL, for the purpose of calculation of penalties in clause 16.6(a).
- 16.9 Law 16.6 does not apply: The last hour of a match does not need to include a minimum number of overs.

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 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

And the following incentive points:

- (i) For each run scored 0.01 points
- (ii) For each wicket taken 0.2 points

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 The following is regarded as unfair play and an infringement which may subject the infringing person and club or associations to a fine:
- (a) Any interruption of play, by word or action, by a coach, player, official or spectator.
 - (b) Any form of time wasting. If in the opinion of the umpire any player indulges in time wasting, the player and his captain will be warned, and the other umpire informed.
- 42.3 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/>