



# **Washington Cricket League Men's Twenty20 Playing Conditions**

Incorporating Laws of Cricket 2017 Code (2<sup>nd</sup> Edition - 2019)

DIVISION 1, DIVISION 2, AND DIVISION 3

**Effective 1 August 2020**



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Table of Contents

Preamble - The Spirit of Cricket.....	1
Playing Conditions .....	1
1 THE PLAYERS.....	1
2 THE UMPIRE(S) .....	2
3 THE SCORER(S) .....	6
4 THE BALL.....	7
5 THE BAT .....	7
6 THE PITCH.....	8
7 THE CREASES .....	9
8 THE WICKETS .....	10
9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA.....	10
10 COVERING THE PITCH.....	12
11 INTERVALS.....	12
12 START OF PLAY; CESSATION OF PLAY.....	13
13 INNINGS .....	14
14 THE FOLLOW-ON.....	17
15 DECLARATION AND FORFEITURE .....	17
16 THE RESULT .....	17
17 THE OVER .....	20
18 SCORING RUNS.....	21
19 BOUNDARIES.....	23
20 DEAD BALL.....	25
21 NO BALL.....	26
22 WIDE BALL.....	29
23 BYE AND LEG BYE .....	30
24 FIELDER'S ABSENCE; SUBSTITUTES .....	31
25 BATSMAN'S INNINGS .....	32
26 PRACTICE ON THE FIELD.....	32
27 THE WICKET-KEEPER .....	33
28 THE FIELDER .....	34
29 THE WICKET IS DOWN.....	37
30 BATSMAN OUT OF HIS GROUND.....	38
31 APPEALS .....	38
32 BOWLED .....	39
33 CAUGHT.....	39
34 HIT THE BALL TWICE.....	40



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

---

35	HIT WICKET.....	41
36	LEG BEFORE WICKET .....	41
37	OBSTRUCTING THE FIELD .....	42
38	RUN OUT .....	43
39	STUMPED .....	43
40	TIMED OUT.....	44
41	UNFAIR PLAY .....	44
42	PLAYERS' CONDUCT .....	52
Appendix A - Definitions.....		54
1.	The match.....	54
2.	Implements and equipment.....	54
3.	The playing area .....	55
4.	Positioning.....	55
5.	Umpire(s) and decision-making.....	55
6.	Batsmen.....	56
7.	Fielders .....	56
8.	Substitutes.....	56
9.	Bowlers.....	56
10.	The ball.....	56
11.	Runs.....	57
12.	The person .....	57
13.	Off side / on side; in front of / behind the popping crease.....	57
Appendix B - Equipment.....		58
1.	The Bat .....	58
2.	The wickets.....	60
3.	Wicket-keeping gloves.....	60
Appendix C – Venue Setup.....		62
1.	The pitch and the creases.....	62
2.	Restriction on the placement of fielders .....	62
Appendix D - Calculations .....		63
Appendix E - Super Over Procedure.....		65
Appendix F - Use of Electronic Communications Equipment.....		66



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, teammates, opponents and the authority of the umpire(s). Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise. Show self-discipline even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

### Playing Conditions

#### 1 THE PLAYERS

##### 1.1 Number of players

1.1.1 A match is played between two sides, each of eleven players, one of whom shall be captain.

##### 1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate a maximum of 11 players or a minimum of 8 players, plus a maximum of 4 substitute fielders on printed lists (minimum 2 copies) from WCL website to the umpire(s) before the toss. No player (member of the playing eleven) or substitute may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match.

1.2.3 All those nominated including those nominated as substitute fielders, must be registered by midnight (EST) on Thursday prior to the match and be eligible to play for a particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Regulations pertaining to Washington Cricket League and in particular, the WCL Code of Conduct.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder.

1.2.5.2 Enter any part of the playing area (which shall include the area within the boundary) at any time, including any scheduled or unscheduled breaks in play.

1.2.6 However, a player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match to enter the players' area provided that the players area is not within 3 yards outside the boundary.

##### 1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him.

1.3.2 If a captain is not available to nominate the players, then any player listed on the team roster printed from WCL website may act as his deputy to do so. See clause 1.2.

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

##### 1.4 Responsibility of captains



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

- 1.4.1 The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

### 1.5 Player registration

- 1.5.1 Teams are permitted to add new player(s) to their roster throughout the season subject to the following conditions:

- 1.5.1.1 Entering the name(s), address(es) and telephone number(s) of new player(s) on the WCL website by midnight (EST) on Thursday prior to the match.
- 1.5.1.2 Notifying the WCL Statistician, and the WCL Executive Secretary by midnight (EST) on Thursday prior to the match. The team choosing this method for registering new player(s) must follow WCL By-Laws 1.2.3 and 1.2.4 to constitute a valid registration.

### 1.6 Ineligible player

- 1.6.1 A player is deemed ineligible, if at the nomination time for the match:

- 1.6.1.1 He is suspended by WCL, USA Cricket or any cricket league affiliated with USA Cricket.
- 1.6.1.2 He has not been properly registered or transferred per WCL By-Laws.
- 1.6.1.3 He has not paid the fine or satisfied any other disciplinary action handed out by WCL.
- 1.6.1.4 Any other circumstances under which it is evident that a player by playing, intends to deceive WCL, or disregard WCL By-Laws.

- 1.6.2 Either team that plays an ineligible player in a match shall be deemed to have forfeited the match as in clause 15 (Declaration and forfeiture).

- 1.6.3 The umpire(s) together shall report the occurrence as soon as possible after the match to the WCL Judiciary Committee, who shall take such action as is considered appropriate against the captain and the team concerned.

### 1.7 Player attire & equipment

- 1.7.1 Each player participating in WCL T20 matches shall wear appropriate cricket attire. Players not wearing the appropriate cricket attire shall not be allowed to play.

- 1.7.2 Player attire shall be uniformly colored, with optional club and other logos for the team they are representing as outlined below.

- 1.7.2.1 Collared club shirt with mandatory WCL Logo
- 1.7.2.2 Pullover or sweater
- 1.7.2.3 Trousers
- 1.7.2.4 Protective headgear
- 1.7.2.5 External Protective leg-guards (batsmen & wicket-keeper)
- 1.7.2.6 Hat or cap

Other logos worn player attire as in 1.7.2 shall not be against spirit of Cricket intended to shall not bring the game into disrepute.

- 1.7.3 The umpire(s) together shall report against the players violating clause 1.7.2 above as soon as possible after the match to the WCL Judiciary Committee, who shall take such action as is considered appropriate against the captain and the player(s) concerned.

## 2 THE UMPIRE(S)

### 2.1 Appointment and attendance

- 2.1.1 The following rules for the selection and appointment of umpire(s) for T20 matches shall be followed as far as it is practicable to do so:

- 2.1.2 Neutral umpire(s) are appointed for each T20, as deemed certified by WCL Umpiring Association.

- 2.1.3 The following Match Officials are to be appointed for each T20 match:

- 2.1.3.1 At least One (1) umpire, appointed by WCL Umpiring Association for each T20 match; other than for the T20 playoff matches; or



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

- 2.1.3.2 Two (2) umpire(s), appointed by WCL Umpiring Association for each T20 playoff match, other than for the finals; or
- 2.1.3.3 Two (2) umpire(s) and One (1) match referee appointed by WCL Umpiring Association for the T20 finals.
- 2.1.4 The umpire(s) appointed shall be present at the ground at least 30 minutes before the scheduled start of play and control the match as required by these Playing Conditions, with absolute impartiality.
- 2.1.5 Neither team shall have a right of objection to the appointment of any umpire(s).
- 2.1.6 Only when the umpire is appointed to the match as in 2.1.3.1 above; during each batting innings, players from teams nominated for that team (maximum of 11 players or a minimum of 8 players, plus a maximum of 4 substitute fielders), shall take turns to stand as striker's end umpire and are referred to as player-umpire, However, limitations shall apply to role of player-umpire as in clause 2.16 (Limitations on role of player-umpire)
- 2.2 Change of umpire**
- 2.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.
- 2.3 Determination by WCL**
- 2.3.1 Before the match, the umpire(s) shall verify the following as determined in advance by WCL:
- 2.3.1.1 The balls to be used during the match. See clause 4 (The ball).
- 2.3.1.2 The hours of play and the times and durations of any agreed intervals.
- 2.3.1.3 The boundary of the field of play. See clause 19 (Boundaries).
- 2.3.1.4 The use of covers. See clause 10 (Covering the pitch).
- 2.3.1.5 Any special conditions of play affecting the conduct of the match.
- Inform the scorer(s) of agreements in 2.3.1.2, 2.3.1.3, and 2.3.1.5.
- 2.4 The wickets, creases and boundaries**
- 2.4.1 Before the toss and during the match, the umpire(s) shall satisfy themselves that
- 2.4.1.1 The wickets are properly pitched. See clause 8 (The wickets)
- 2.4.1.2 The creases and Wide guidelines are correctly marked. See clause 7 (The creases).
- 2.4.1.3 The boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).
- 2.5 Conduct of the match, implements and equipment**
- 2.5.1 Before the toss and during the match, the umpire(s) shall satisfy themselves that
- 2.5.1.1 The conduct of the match is strictly in accordance with these Playing Conditions.
- 2.5.1.2 The implements used in the match conform to the following
- 2.5.1.2.1 Clause 4 (The ball).
- 2.5.1.2.2 Externally visible requirements of clause 5 (The bat) and paragraph 1 of Appendix B.
- 2.5.1.2.3 Either clauses 8.2 (Size of stumps) and 8.3 (The bails).
- 2.5.1.3 No player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.
- 2.5.1.4 The Wicket-Keeper's gloves comply with the requirements of clause 27.2 (Gloves).
- 2.6 Fair and unfair play**
- 2.6.1 The umpire(s) shall be the sole judges of fair and unfair play.
- 2.7 Fitness for play**
- 2.7.1 It is solely for the umpire(s) together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- 2.7.2 Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 2.7.3 The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
- 2.7.4 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 2.7.5 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.6 If the umpire(s) consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

#### **2.8 Suspension of play in dangerous or unreasonable circumstances**

- 2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).
- 2.8.2 If at any time the umpire(s) together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpire(s) alone to make.
- 2.8.3 If circumstances are warranted, the umpire(s) shall stop play and instruct the [home team](#) to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpire(s) may also instruct the [home team](#) to take such action during scheduled and unscheduled breaks in play.
- 2.8.4 The umpire(s) shall disregard any shadow on the pitch from a tree or from any permanent object on the ground.
- 2.8.5 [Where artificial lights are available, umpire\(s\) shall authorize the Ground Authority to use the available artificial lighting, if natural light is deteriorating to an unfit level, so that the match can commence or continue in acceptable conditions.](#) In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.
- 2.8.6 When there is a suspension of play, it is the responsibility of the umpire(s) to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpire(s) together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.7 The safety of all persons within the ground is of paramount importance to the [WCL](#). In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpire(s) should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpire(s) and/or relevant Ground Authority as the circumstances may require.
- 2.8.8 Where play is suspended under clause 2.8.7, above the decision to abandon or resume play shall be the responsibility of the umpire(s) who shall act only after consultation with [WCL Executive Committee](#), and the relevant ground authority.

#### **2.9 Position of umpire(s)**

- 2.9.1 The umpire(s) shall stand where they can best see any act upon which their decision may be required.
- 2.9.2 Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.
- 2.9.3 The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

#### **2.10 Umpire(s) changing ends**

- 2.10.1 [Only when the umpire is appointed to the match as in 2.1.3.1 above; during each batting innings, the umpire remains at the bowler's end for every over.](#)

#### **2.11 Disagreement and dispute**

- 2.11.1 Where there is disagreement or dispute about any matter, the umpire(s) together shall make the final decision. See also clause 31.6 (Consultation by umpire(s)).

#### **2.12 Umpire's decision**

- 2.12.1 An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

#### **2.13 Signals**



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 2.13.1 The following code of signals shall be used by umpire(s).
- 2.13.1.1 Signals made while the ball is in play
- 2.13.1.1.1 No ball - by extending one arm horizontally.
- 2.13.1.1.2 Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.) Wide - by extending both arms horizontally.
- 2.13.1.1.3 Dead ball - by crossing and re-crossing the wrists below the waist.
- 2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorer(s).
- 2.13.1.3 The signals listed below shall be made to the scorer(s) only when the ball is dead.
- 2.13.1.3.1 Boundary 4 - by waving an arm from side to side finishing with the arm across the chest Boundary 6 - by raising both arms above the head.
- 2.13.1.3.2 Bye - by raising an open hand above the head.
- 2.13.1.3.3 Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
- 2.13.1.3.4 Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder. Leg bye - by touching a raised knee with the hand.
- 2.13.1.3.5 Revoke last signal - by touching both shoulders, each with the opposite hand.
- 2.13.1.3.6 Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
- 2.13.1.3.7 Free Hit – after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- 2.13.1.3.8 Powerplay Over – by rotating his arm in a large circle.
- The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorer(s).
- 2.13.1.3.9 Level 4 conduct
- Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.
- Part 2 - by raising an index finger, held at shoulder height, to the side of the body.
- 2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorer(s) and, if more than one run is short, for informing them as to the number of runs to be recorded.
- 2.13.2 The umpire shall wait until each signal to the scorer(s) has been separately acknowledged by a scorer before allowing play to proceed.
- 2.13.2.1 If several signals are to be used, they should be given in the order that the events occurred.
- 2.14 Informing the umpire(s)**
- 2.14.1 Wherever the umpire(s) are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.
- 2.15 Correctness of scores**
- 2.15.1 Consultation between umpire(s) and scorer(s) on doubtful points is essential. The umpire(s) shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.
- 2.15.2 The umpire(s) shall ensure that they are able to contact the scorer(s) at any time during the match and at its conclusion to address any issues relating to the correctness of scores.
- 2.16 Limitations on role of player-umpire**
- 2.16.1 Player-umpire shall perform the following duties when standing at normal position of striker's end umpire.
- 2.16.1.1 Wear fluorescent vest or different attire from the fielders and wear proper footwear.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

- 2.16.1.2 May provide water for batsmen at the wicket, with the umpire(s) consent.
- 2.16.1.3 May stand at striker's end for not more than 45 minutes.
- 2.16.1.4 Answer appeals for hit-wicket, stumping, and run out at the striker's end.
- 2.16.1.5 Assist the umpire with the following:
  - 2.16.1.5.1 Counting the balls, and reconfirming balls remaining after dead ball, no ball, wide, dismissal, or temporary delay.
  - 2.16.1.5.2 Signaling dead ball. But, not call dead ball for any circumstances that would require calling dead ball by the striker's end umpire. However, bowler's end umpire may override and not call and signal dead ball. For clarity, only dead ball call and signal made by bowler's end umpire shall be considered final.
  - 2.16.1.5.3 Signaling no ball. But, not call no ball for any circumstances that would require calling no ball by the striker's end umpire. However, bowler's end umpire may override and not call and signal no ball. For clarity, only no ball call and signal made by bowler's end umpire shall be considered final.
  - 2.16.1.5.4 Signaling leg bye. However, bowler's end umpire may override and not signal leg bye. For clarity, only leg bye signal made by bowler's end umpire shall be considered final.
  - 2.16.1.5.5 Signaling short runs when required under the playing conditions.
  - 2.16.1.5.6 Batsmen crossing when required under the playing conditions.
- 2.16.2 The umpire shall replace the Player-umpire immediately and take action as in clause 41.2 (Fair and unfair play – responsibility of umpire(s)) in the following circumstances:
  - 2.16.2.1 Carrying smartphone on the field or wearing headphones of any kind for any reason.
  - 2.16.2.2 Talk to or coach batsmen at the wicket, or "have a go" at the fielding side.
  - 2.16.2.3 Cause frequent and unjustified disruptions to the match.
  - 2.16.2.4 Provide misleading information to the bowler's end umpire into making favorable decisions to the batting side.
  - 2.16.2.5 Not dismiss a batsman at the striker's end upon appeal from the fielding side when the batsman is clearly out under the playing conditions.
  - 2.16.2.6 Cause deliberate distraction, or obstruction to the fielding side when the ball is in play. Clause 37 (Obstructing the field) shall apply.

Also, the umpire shall override the decision made by the player-umpire to make the correct decision in the event of clause 2.16.2.5.

### **3 THE SCORER(S)**

#### **3.1 Appointment of scorer(s)**

- 3.1.1 Participant teams shall appoint one scorer each to record all runs scored, all wickets taken and, number of overs bowled in the match. Normally, the score recorded by the home team scorer shall be considered final. The score recorded by the away team scorer shall be considered final only in the absence of score recorded by the home team scorer.
- 3.1.2 Only when the scorer is appointed to the match by WCL, the score recorded by the WCL appointed scorer shall be considered final.

#### **3.2 Correctness of scores**

- 3.2.1 The scorer(s) shall frequently check to ensure that their records agree and consult with the umpire(s) if necessary. See clause 2.15 (Correctness of scores).

#### **3.3 Acknowledging signals**

- 3.3.1 The scorer(s) shall accept all instructions and signals given to them by the umpire(s) and shall immediately acknowledge each separate signal.

#### **3.4 Recording scores**

- 3.4.1 Scorers shall record scores using CricClubs Scoring App at all times.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 3.4.2 In the event of technical issues with CricClubs Scoring App, teams may revert to scoring using paper scoresheets only after informing the umpire(s). Paper scoresheets must be signed at the end of the match by the umpire(s) to be considered complete.

## 4 THE BALL

### 4.1 Weight and size

- 4.1.1 The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

### 4.2 Approval and control of balls

- 4.2.1 Participant teams shall make necessary arrangements to collect new WCL approved four-piece white cricket balls for T20 cricket. Before the toss, the fielding side captain or his nominee shall provide the umpire(s) with one (1) new WCL approved ball four-piece white cricket balls for T20 cricket.

- 4.2.2 The umpire(s) shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

- 4.2.3 During play umpire(s) shall frequently and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play.

### 4.3 New ball

- 4.3.1 One new ball approved by WCL shall be used at the start of each innings.

### 4.4 Ball lost or becoming unfit for play

- 4.4.1 If, during play, the ball cannot be found or recovered or the umpire(s) agree that it has become unfit for play through normal use, the umpire(s) shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

- 4.4.2 The fielding side is responsible to provide a replacement ball of the same brand and color as the new WCL approved four-piece white cricket balls for T20 cricket used to start the match.

- 4.4.3 As a guideline, if a ball had its seam broken, or cannot be found or recovered after it was in use for less than 8 overs from start of an innings, a new ball shall be used a replacement. In this case, the replacement ball shall not be scuffed or grazed up to match the wear comparable with that which the previous ball had received before the need for its replacement.

- 4.4.4 Either batsman or bowler may request the umpire(s) to replace the ball. However, the umpire(s)' decision to replace the ball or otherwise shall be final.

## 5 THE BAT

### 5.1 The bat

- 5.1.1 The bat consists of two parts, a handle and a blade.

- 5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.

### 5.2 The handle

- 5.2.1 The handle is to be made principally of cane and/or wood.

- 5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

- 5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of Appendix B.

### 5.3 The blade

- 5.3.1 The blade comprises the whole of the bat apart from the handle as defined in clause 5.2 and in paragraph 1.3 of Appendix B.

- 5.3.2 The blade shall consist solely of wood.

### 5.4 Protection and repair

- 5.4.1 Subject to the specifications in paragraph 1.4 of Appendix B. and providing clause 5.4.1.3 is not contravened,



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 5.4.1.1 Solely for the purposes of either of 5.4.1.1.1 or 5.4.1.1.2, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.
  - 5.4.1.1.1 Protection from surface damage to the face, sides and shoulders of the blade or
  - 5.4.1.1.2 Repair to the blade after surface damage,
- 5.4.1.2 For repair of the blade after damage other than surface damage
  - 5.4.1.2.1 Solid material may be inserted into the blade.
  - 5.4.1.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.
- 5.4.1.3 To prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

## 5.5 Damage to the ball

- 5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.
- 5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.
- 5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

## 5.6 Contact with the ball

Under these clauses,

- 5.6.1 Reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.
- 5.6.2 Contact between the ball and any of 5.6.2.1 to 5.6.2.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.
  - 5.6.2.1 The bat itself
  - 5.6.2.2 The batsman's hand holding the bat
  - 5.6.2.3 Any part of a glove worn on the batsman's hand holding the bat
  - 5.6.2.4 Any additional materials permitted under 5.4

## 5.7 Bat size limits

- 5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.
- 5.7.2 The blade of the bat shall not exceed the following dimensions:
  - 5.7.2.1 Width: 4.25in / 10.8 cm
  - 5.7.2.2 Depth: 2.64in / 6.7 cm Edges: 1.56in / 4.0cm.Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of Appendix B.
- 5.7.3 The handle shall not exceed 52% of the overall length of the bat.
- 5.7.4 The material permitted for covering the blade in clause 5.4.1.1 shall not exceed 0.04 in/0.1 cm in thickness.
- 5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

## 5.8 Categories of bat

- 5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.
- 5.8.2 Only Type A bats may be used in T20 matches.

## 6 THE PITCH

### 6.1 Area of pitch

- 6.1.1 Any mention of pitch in these playing conditions refer to matting or non-turf pitch.
- 6.1.2 The pitch is defined as rectangular area of the ground bounded at either end by bowling creases and width of the pitch (on



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

either side of the imaginary line joining the centers of the two middle stumps). When the match is being played on matting, placeholders for nails is not considered as part of the pitch. See clause 7.2 (The bowling crease) and clause 8.1 (Description, width and pitching).

#### **6.2 Fitness of pitch for play**

6.2.1 The umpire(s) shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

#### **6.3 Selection and preparation**

6.3.1 Before the match, the home team shall be responsible for preparation of the pitch. During the match, the umpire(s) shall control its use and maintenance.

6.3.1.1. No spiked footwear shall be permitted.

6.3.1.2. No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.3.1.3. Access shall not interfere with pitch preparation.

In the event of any dispute, the umpire(s) will rule and his ruling will be final.

#### **6.4 Changing the pitch**

6.4.1 If the umpire(s) decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the [WCL Executive Committee](#).

6.4.2 The on-field umpire(s) shall then consult with both captains.

6.4.3 If the captains agree to continue, play shall resume.

6.4.4 If the decision is not to resume play, the on-field umpire(s) shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorize such repairs, the umpire(s) must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.

6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

6.4.6 Throughout the above decision making processes, the umpire(s) shall keep informed both captains.

#### **6.5 Non-turf pitches**

6.5.1 [All T20 matches shall be played on matting or Non-turf pitches.](#)

### **7 THE CREASES**

#### **7.1 The creases**

7.1.1 The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, [clearly visible colored lines, or visible tapes](#) as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.

#### **7.2 The bowling crease**

7.2.1 The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.2.2 [When the match is being played on non-turf pitch, and spring wickets are used, the bowling creases are drawn 22 yards/20.12 m apart at each end of the pitch, running through center of three stumps at that end.](#)

#### **7.3 The popping crease**

7.3.1 The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centers of the two middle stumps and shall be considered to be unlimited in length.

#### **7.4 The return creases**



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

7.4.1 The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centers of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

#### 7.5 Additional Crease Markings

7.5.1 As a guideline to the umpire(s) for the calling of Wides on the offside, the crease markings detailed in paragraph 1 of Appendix C may be marked in white at each end of the pitch.

## 8 THE WICKETS

### 8.1 Description, width and pitching

8.1.1 Two sets of wickets shall be pitched opposite and parallel to each other in the centers of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.

### 8.2 Size of stumps

8.2.1 The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See paragraph 2 of Appendix B.

### 8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

8.3.1.1 Shall not project more than 0.5 in/1.27 cm above them.

8.3.1.2 Shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see paragraph 2 of Appendix B).

8.3.2.1 Overall length 4.31 in/10.95 cm

8.3.2.2 Length of barrel 2.13 in /5.40 cm

8.3.2.3 Longer spigot 1.38 in/3.50 cm

8.3.2.4 Shorter spigot 0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same centerline.

8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps are permitted.

### 8.4 Dispensing with bails

8.4.1 The umpire(s) may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).

### 8.5 LED wickets

8.5.1 The use of LED Wickets approved by [WCL Executive Committee](#) is permitted.

### 8.6 Spring wickets

8.6.1 Spring Wickets are permitted only when there are no placeholders for wickets to be pitched. However, they shall be positioned 22 yards/20.12 m apart on each end of the pitch. The position of spring wickets at start of the match shall be marked in paint and shall not be changed thereafter.

## 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

### 9.1 Rolling

9.1.1 Frequency and duration of rolling

Only when matting is used, home team is responsible for rolling the area underneath the matting before the match not later than 30 minutes before scheduled start time of the match. Rolling may happen later than 30 minutes before scheduled start time of the match, subject to awarding the toss as in clause 13.4.2 and 13.10 (Delays – teams penalties).

9.1.2 Rolling after delayed start



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

In addition to the rolling permitted above as in 9.1.1, if after the toss and before the first innings of the match, the start is delayed, the umpire(s) may instruct the home team to roll the area underneath the matting, if he/they determine(s) that the delay has had a significant effect on the state of the area underneath the matting.

### 9.1.3 Choice of rollers

If there is more than one roller available, the umpire(s) may choose the one best for use.

The following shall apply in addition to clause 9.1.1:

9.1.3.1 Prior to the scheduled time for the toss, the home team is responsible for any artificial drying of area underneath the matting and outfield under the supervision of the umpire(s). Thereafter and throughout the match the drying of the affected area underneath the matting and outfield shall be carried out only on the instructions and under the supervision of the umpire(s). The umpire(s) shall be empowered to have the area underneath the matting dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.3.2 The umpire(s) may instruct the home team to use any available equipment, including any roller or drying material for drying the area underneath the matting and making it fit for play.

## 9.2 Clearing debris from the pitch

9.2.1 Matting or non-turf pitch shall be cleared of any debris between innings by sweeping.

9.2.2 In addition to clause 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

## 9.3 Mowing

9.3.1 Responsibility for mowing

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the home team.

## 9.4 Watering the pitch

9.4.1 The pitch shall not be watered during the match.

## 9.5 Re-marking creases

9.5.1 Creases shall be re-marked whenever either umpire considers it necessary.

## 9.6 Securing of footholds

9.6.1 During play, umpire(s) shall allow the players to secure their footholds by the use of sawdust or play sand, provided that no damage to the matting or non-turf pitch is caused and that clause 41 (Unfair play) is not contravened.

## 9.7 Maintaining the field

9.7.1 Teams holding permits of the field or designated caretakers of the field whose permits are held by WCL shall be responsible for maintenance of the said fields. In addition, the designated home team for first match of the day or only match of the day is responsible for setting up the field as in clause 9.8 (Setting up the field) below and .

9.7.2 The designated home team for last match of the day or only match of the day is responsible for clearing up the field, including but not limited to removing matting, nails, wickets, cones etc.

9.7.3 In the event of inclement weather, should the matting be spread open for drying on the grass, the designated home team shall return the matting to the storage area as soon as conditions permit.

## 9.8 Setting up the field

9.8.1 Home team is responsible for preparing the field ready for play by the latest time for toss. The field is considered prepared ready for play when:

9.8.1.1 If applicable, the pitch is rolled appropriately before laying the mat.

9.8.1.2 If applicable, the matting is held down with adequate number of nails.

9.8.1.3 The wickets are properly pitched with suitable replacements.

9.8.1.4 The creases and Wide guidelines are correctly marked.

9.8.1.5 Chalk is placed at both wickets.

9.8.1.6 30-yards inner region is properly marked with adequate number of cones.

9.8.1.7 Boundary is properly marked with adequate number of cones.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

9.8.1.8 Provide with sawdust or play sand, in the event of inclement weather.

### 9.9 Repairing the pitch

9.9.1 If the umpire(s) regard the condition of the pitch has become dangerous or unsafe for play to continue, and can be rectified with intervention of the home team, the umpire(s) shall summon the home team and suggest necessary actions.

9.9.2 Any adjustments made to the pitch after start of the match shall be made explicitly only with consent of umpire(s) or in the presence of umpire(s).

9.9.3 If umpire(s) is/are not present at the field, then any adjustments to the pitch shall only be made with consent of the opposing captain.

9.9.4 Either team that has violated the above shall be deemed to have forfeited the match as in clause 15 (Declaration and forfeiture).

9.9.5 The umpire(s) together shall report the occurrence as soon as possible after the match to the WCL Judiciary Committee, who shall take such action as is considered appropriate against the captain and the team concerned.

## 10 COVERING THE PITCH

### 10.1 Before the match

10.1.1 Both teams are responsible to cover the matting or non-turf pitch from inclement weather before the match, and may require full covering if required. The umpire shall instruct both teams when the pitch should be covered.

10.1.2 The matting or non-turf pitch shall be entirely protected against rain up to the commencement of play, if instructed by the umpire(s).

10.1.3 However, the umpire(s) shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpire(s) to discharge their duties as laid down in clauses 2 (The umpire(s)), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

### 10.2 During the match

10.2.1 The matting or non-turf pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

10.2.2 The covers must totally protect the pitch and also the pitch surroundings.

10.2.3 The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry.

### 10.3 Removal of covers

10.3.1 The umpire(s) shall instruct both teams when the covers should be removed.

### 10.4 Refusal to cover or remove covers

10.4.1 Failure to follow the umpires' instructions to cover or remove covers from the matting or non-turf pitch shall incur penalties against the offending team, as in clause 13.10 (Delays – team penalties).

## 11 INTERVALS

### 11.1 An interval

11.1.1 The following shall be classed as intervals.

11.1.1.1 Intervals between innings.

11.1.1.2 Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

### 11.2 Duration of interval

11.2.1 There shall be a 10 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### 11.3 Allowance for interval between innings

11.3.1 Law 11.3 of the Laws of Cricket shall not apply.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 11.4 Changing agreed times of intervals

- 11.4.1 If the innings of the team batting first is completed prior to scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. The minimum time for the interval will be 10 minutes.
- 11.4.2 If a lengthy delay or interruption prior to completion of innings of the team batting first leads to termination of first innings in the match, the interval between innings is considered to be part of the delay or interruption, and second innings in the match starts as soon as conditions permit.

### 11.5 Intervals for drinks

- 11.5.1 No drinks intervals shall be permitted.
- 11.5.2 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. No other drinks shall be taken onto the field without the permission of the umpire(s). Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs - refer to the note in clause 24.1.4).

### 11.6 Scorer(s) to be informed

- 11.6.1 The umpire(s) shall ensure that the scorer(s) are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

## 12 START OF PLAY; CESSATION OF PLAY

### 12.1 Call of Play

- 12.1.1 The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

### 12.2 Call of Time

- 12.2.1 The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).

### 12.3 Removal of bails

- 12.3.1 After the call of Time, the bails shall be removed from both wickets.

### 12.4 Starting a new over

- 12.4.1 Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in clause 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.

### 12.5 Completion of an over

- 12.5.1 Other than at the end of the match,
- 12.5.2 If the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 12.5.3.
- 12.5.3 When less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if
- 12.5.3.1 Either a batsman is dismissed or retires, or
- 12.5.3.2 The players have occasion to leave the field,

Whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

### 12.6 Conclusion of match

- 12.6.1 The match is concluded
- 12.6.1.1 As soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.
- 12.6.1.2 As soon as the prescribed number of overs have been completed
- 12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 12.7 Hours of Play; Minimum Overs Requirement

- 12.7.1 Hours of play are determined by WCL Executive Committee subject to there being 2 sessions of 1 hour 30 minutes each, separated by a 10 minute interval between innings. The detailed schedule of the matches for Division 1, Division 2, and Division 3 shall be made available on the league website at [www.wclinc.com](http://www.wclinc.com).
- 12.7.2 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.
- 12.7.3 All WCL season matches shall start at scheduled time. However, the WCL Executive Committee may reschedule the start time for any match based on permit restrictions, field availability, and weather conditions.
- 12.7.4 When the match is rescheduled due to any WCL approved reasons:
- 12.7.4.1 Home team shall not be held responsible and assessed penalties against for such delayed start of the match.
  - 12.7.4.2 The rescheduled start time shall be no later than 30 minutes from the original scheduled time.
  - 12.7.4.3 The number of overs shall not be reduced to less than 20 overs.
- 12.7.5 Notwithstanding the above, if the field is not ready by scheduled start time due to circumstances beyond control of the home team:
- 12.7.5.1 The umpire(s) may reschedule the start time.
  - 12.7.5.2 Only for this reason, both captains may agree on the rescheduled start time, when umpire(s) is/are not present. However, the home team captain shall notify the WCL Match Secretary in writing of the circumstances that led to the delay within two (2) days.

### 12.8 Minimum Over Rates

- 12.8.1 The minimum over rate to be achieved in T20 Matches shall be 13.33 overs per hour.
- 12.8.2 The actual over rate shall be calculated at the end of each innings by the umpire(s).
- 12.8.3 In calculating the actual over rate for the match, allowances shall be given as follows:
- 12.8.3.1 The time lost as a result of treatment given to a player by an authorized medical personnel or any qualified individual on the field of play;
  - 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
  - 12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews;
  - 12.8.3.4 The time lost as a result of time wasting by the batting side; and
  - 12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.
- 12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 12.8.5 In addition to the allowances as provided for above,
- 12.8.5.1 In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
  - 12.8.5.2 An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- 12.8.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- 12.8.7 The umpire(s) shall advise the current over rate of the fielding team (+/- overs compared to the minimum rate required), every 30 minutes as a minimum.

## 13 INNINGS

### 13.1 Number of innings

- 13.1.1 A match shall be one innings for each side.

### 13.2 Alternate innings



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

13.2.1 Each side shall take their innings alternately.

### 13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

13.3.1 The side is all out.

13.3.2 At the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.

13.3.3 The prescribed number of overs have been bowled to the batting side.

### 13.4 The toss

13.4.1 The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the umpire(s), not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.4.2 The umpire(s) shall award toss to the opposing team, if:

13.4.2.1 Home team fails to prepare the field ready for play as in clause 9.8 (Setting up the field) by the latest time for toss.

13.4.2.2 If either team does not have at least one player, is not ready, or is not willing to spin the toss by the latest time for Toss.

13.4.2.3 The team that won the toss does not have a minimum of eight (8) nominated players - not including substitutes (assuming the opposing team has a minimum of eight (8) nominated players - not including substitutes) by scheduled or rescheduled start time. Penalties for delayed start shall apply. Note: Penalties for delayed start as in clause 13.10 (Delays – Team Penalties) shall also apply.

13.4.2.4 One team fails to have a minimum of eight (8) nominated players - not including substitutes.

13.4.3 When both teams do not have a minimum of eight (8) nominated players - not including substitutes, by scheduled or rescheduled start time, the umpire(s) shall award toss to the team that first has a minimum of eight (8) nominated players - not including substitutes within 30 minutes from the scheduled start time.

### 13.5 Decision to be notified

13.5.1 As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpire(s) of this decision. Once notified, the decision cannot be changed.

### 13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

### 13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier.

13.7.1.2 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 minimum time for the interval will be 10 minutes and the second session shall commence after the interval.** 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.

13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

13.7.1.4 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.

13.7.1.5 **Penalties shall apply for slow over rates as in clause 13.10 (Delays – team penalties).**

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see paragraph 1 of Appendix D)

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of **4.5 minutes per over (13.33 overs per hour)** in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

opportunity of batting for the same number of overs. 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. 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.

- 13.7.2.1.3 As soon as the total minutes of playing time remaining is less than or equal to the completed overs faced by Team 1 multiplied by 4.5, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.
- 13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.5 minutes per over (13.33 overs per hour). When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled 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 each team.
- 13.7.2.1.5 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.
- 13.7.2.1.6 Penalties shall apply for slow over rates as in clause 13.10 (Delays – team penalties).
- 13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix D)
  - 13.7.2.2.1 When playing time has been lost 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 4.5 minutes per over (13.33 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.
  - 13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled 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.
  - 13.7.2.2.3 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.
  - 13.7.2.2.4 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.
  - 13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 4.5 minutes per over (13.33 overs per hour). The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.
  - 13.7.2.2.6 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.
  - 13.7.2.2.7 Penalties shall apply for slow over rates as in clause 13.10 (Delays – team penalties).

### 13.8 Extra Time

- 13.8.1 There is no provision for extra time where the start of play is delayed or play is suspended. For clarity, the changeover period (maximum 5 mins) for Super Over after the main match is not to be considered as permitted extra time available.

### 13.9 Number of Overs per Bowler

- 13.9.1 In an uninterrupted match, no bowler shall bowl more than 4 overs in an innings.
- 13.9.2 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. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.9.3 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.

### 13.10 Delays – teams penalties

- 13.10.1 Penalties for delays shall apply, if a team is deemed responsible for the following delays by the umpire(s);
  - 13.10.1.1 Delay at start of the match by scheduled or rescheduled start time for the following reasons



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

- 13.10.1.1.1 Home team fails to prepare the field ready for play as in Clause 9.8 (Setting up the field).
- 13.10.1.1.2 Either team does not have a minimum of eight (8) nominated players - not including substitutes.
- 13.10.1.1.3 Either team is not ready with printed lists from WCL website (minimum 2 copies) or for any other unjustified reason.
- 13.10.1.1.4 Either team does not provide a new ball.
- 13.10.1.2 Delay in providing a replacement ball of the same brand and color as the new WCL approved four-piece white cricket balls for T20 cricket.
- 13.10.1.3 Delay at restarting the match after an interval or interruption.
- 13.10.1.4 Delay in completing the overs of an innings when fielding.
- 13.10.2 Five (5) Penalty runs shall be awarded to the opposing side for delay of every five minutes (5), or part thereof.  
For example: Five (5) Penalty runs shall be awarded to the opposing side, if a team is deemed responsible for a delay of one (1) to five (5) minutes. Ten (10) Penalty runs shall be awarded to the opposing side, if a team is deemed responsible for a delay of six (6) to ten (10) minutes.

## 14 THE FOLLOW-ON

Shall not apply.

## 15 DECLARATION AND FORFEITURE

- 15.1.1 The batting side cannot declare its innings. However, the batting second may concede the match.
- 15.1.2 The team responsible for any of the following situations shall be deemed to have forfeited the match under this clause.
  - 15.1.2.1 A team that delays the start of the match by 30 minutes or more from scheduled or rescheduled start time.
    - 15.1.2.1.1 Home team fails to prepare the field ready for play as in Clause 9.8 (Setting up the field).
    - 15.1.2.1.2 Either team does not have a minimum of eight (8) nominated players - not including substitutes.
    - 15.1.2.1.3 Either team is not ready with printed lists from WCL website (minimum 2 copies) or for any other unjustified reason.
    - 15.1.2.1.4 Either team does not provide a new ball.
  - 15.1.2.2 Either team that plays an ineligible player in a match as in clause 1.6 (Ineligible player).
  - 15.1.2.3 Either team that adjusts the condition of the pitch in violation of clause 9.9 (Repairing the Pitch).
  - 15.1.2.4 Either team that refuses to play, requiring the umpire(s) to award the match as in clause 16.2 (Umpire(s) awarding a match).
  - 15.1.2.5 The umpire(s) together shall report the occurrence as soon as possible after the match to the WCL Judiciary Committee, who shall take such action as is considered appropriate against the captain and the team concerned.
- 15.1.3 A team that has forfeited three (3) games in one season shall be automatically expelled from WCL.

## 16 THE RESULT

### 16.1 A Win

- 16.1.1 Unless the winner is determined by DLS method (see clause 16.4) the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).
- 16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team refusing to play (clause 16.2) or forfeiting a game (clause 15), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- 16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team refusing to play (clause 16.2) or forfeiting a game (clause 15), all matches in which both teams have not had an opportunity of batting for a minimum of



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

5 overs, shall be declared a No Result.

#### **16.2 Umpire(s) awarding a match**

16.2.1 A match shall be lost by a side which either

16.2.1.1 Concedes defeat or

16.2.1.2 In the opinion of the umpire(s) refuses to play they shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpire(s) together shall ascertain the cause of the action. If the umpire(s), then decide that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action, the umpire(s) shall award the match in accordance with clause 16.2.1.2 above.

16.2.3 **Either team that refuses to play, requiring the umpire(s) to award the match shall be deemed to have forfeited the match as in clause 15 (Declaration and forfeiture).**

16.2.4 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.10 (Delays – team penalties).

**In addition to the consequences of any temporary or final refusal to play prescribed under this clause, the umpire(s) together shall report the occurrence as soon as possible after the match to the WCL Judiciary Committee, who shall take such action as is considered appropriate against the captain and the team concerned.**

#### **16.3 All other matches - A Tie or No Result**

16.3.1 A Tie

16.3.1.1 If the teams' scores are equal after both innings have been completed (if applicable under DLS method – see clause 16.4), then a Super Over shall be played. If the Super Over is a tie, see Appendix E. Should it not be possible to play or to complete the Super Over needed to determine a winner, the match shall be tied.

16.3.2 No Result

See clause 16.1.3 above.

#### **16.4 Calculation of the Target Score**

16.4.1 Interrupted Matches

16.4.1.1 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 (minimum of 5 overs), 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. This revised target is to be calculated using DLS method. The target set will always be a whole number and one run less will constitute a Tie.

16.4.2 Prematurely Terminated Matches

16.4.2.1 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS method. 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.

#### **16.5 Winning hit or extras**

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

#### **16.6 Statement of result**

16.6.1 If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall, unless clause 16.4.2.1 (Prematurely Terminated Matches) applies.

16.6.2 If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 16.6.3 If the side fielding last wins the match, the result shall be stated as a win by runs.
- 16.6.4 If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

#### 16.7 Correctness of result

- 16.7.1 Any decision as to the correctness of the scores shall be the responsibility of the umpire(s). See clause 2.15 (Correctness of scores).

#### 16.8 Mistakes in scoring

- 16.8.1 If, after the players and umpire(s) have left the field in the belief that the match has been concluded, the umpire(s) discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure.

- 16.8.1.1 If, when the players leave the field, the side batting last has not completed its innings and,
- 16.8.1.1.1 Either the number of overs to be bowled in that innings has not been completed, or
  - 16.8.1.1.2 The end of the innings has not been reached

Then, unless one side concedes defeat, the umpire(s) shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

- 16.8.1.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpire(s) shall immediately inform both captains of the necessary corrections to the scores and to the result.

#### 16.9 Result not to be changed

- 16.9.1 Once the umpire(s) have agreed with the scorer(s) the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

#### 16.10 Points

- 16.10.1 In a competition with three or more teams, WCL shall institute the points system as follows

- Win 3 points
- No Result 1 point
- Loss 0 points

The match and points resulting from the match shall be awarded to the non-offending team, regardless of actual result of the match. In addition, runs, wickets, and any other milestones from the forfeited match shall not be accrued towards players' statistics. This applies to only players from the team that forfeited the match.

- 16.10.2 In the event of teams finishing on equal points during the group stage, play-offs seeding shall be determined as follows.

- 16.10.2.1 Team ranked on higher net run rates shall advance to play-offs.
- 16.10.2.2 If still equal, the team that won the head to head game shall advance to play-offs.
- 16.10.2.3 If still equal, the team with higher number of wickets taken per balls bowled where a winner is determined shall advance to play-offs.

#### 16.11 Net run-rate

- 16.11.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- 16.11.2 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- 16.11.3 Only those matches where results are achieved will count for the purpose of net run rate calculations.
- 16.11.4 Where either team forfeited the match as in clause 15 (Declaration and forfeiture), average runs per over scored by the team that forfeited the match shall not be considered for the net run rate calculations.
- 16.11.5 Where a match is abandoned, but a result is achieved under DLS method, for net run rate purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 16.11.6 Where a match is concluded with DLS method having been applied at an earlier point in the match, Team 1 will be credit with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## 17 THE OVER

### 17.1 Number of balls

- 17.1.1 The ball shall be bowled from each end alternately in overs of 6 balls.

### 17.2 Start of an over

- 17.2.1 An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

### 17.3 Validity of balls

- 17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

- 17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over

17.3.2.1 If it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).

17.3.2.2 If it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause

17.3.2.3 20.4.2.5. (Umpire calling and signaling Dead ball).

17.3.2.4 If it is a No ball. See clause 21 (No ball).

17.3.2.5 If it is a Wide. See clause 22 (Wide ball).

17.3.2.6 When any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batsman) is applied.

- 17.3.3 Any deliveries other than those listed in clause 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

### 17.4 Call of Over

- 17.4.1 When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

### 17.5 Umpire miscounting

- 17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

- 17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

- 17.5.3 Whenever possible, the umpire(s) shall liaise with the scorer(s) to ensure that the over has not been miscounted.

### 17.6 Bowler changing ends

- 17.6.1 A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

### 17.7 Finishing an over

- 17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

- 17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

### 17.8 Bowler incapacitated or suspended during an over

- 17.8.1 If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 18 SCORING RUNS

#### 18.1 A run

18.1.1 The score shall be reckoned by runs. A run is scored

18.1.1.1 So often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.

18.1.1.2 When a boundary is scored. See clause 19 (Boundaries).

18.1.1.3 When Penalty runs are awarded. See clause 18.6.

#### 18.2 Runs disallowed

18.2.1 Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

18.2.2 When runs are disallowed under any of clauses 18.5 Deliberate short runs, 23.3 Leg byes not to be awarded, 34.4 Runs scored from ball lawfully struck more than once, 41.14 Batsman damaging the pitch, 41.15 Striker in protected area, and 41.17 Batsmen stealing a run, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

#### 18.3 Short runs

18.3.1 A run is short if a batsman fails to make good his ground in turning for a further run.

18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

#### 18.4 Unintentional short runs

18.4.1 Except in the circumstances of clause 18.5,

18.4.1.1 If either batsman runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.

18.4.1.2 If, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.

18.4.1.3 If both batsmen run short in one and the same run, this shall be regarded as only one short run.

18.4.1.4 If more than one run is short then, subject to clauses 18.4.1.2 and 18.4.1.3, all runs called as short shall not be scored.

18.4.1.5 If there has been more than one short run, the umpire shall inform the scorer(s) as to the number of runs to be recorded.

#### 18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.

18.5.2 The bowler's end umpire shall

18.5.2.1 Disallow all runs to the batting side

18.5.2.2 Return any not out batsman to his original end

18.5.2.3 Signal No ball or Wide to the scorer(s), if applicable

18.5.2.4 Award 5 Penalty runs to the fielding side

18.5.2.5 Award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side)

18.5.2.6 Inform the scorer(s) as to the number of runs to be recorded, and

18.5.2.7 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.5.2.8 [The umpire\(s\) together may report the occurrence as soon as possible after the match to the WCL Executive Committee, who shall take such action as is considered appropriate against the captain and the player\(s\) concerned.](#)



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 18.6 Runs awarded for penalties

- 18.6.1 Runs shall be awarded for penalties to the batting side under clauses 21 No ball, 22 Wide ball, 24.4 Player returning without permission, 26.4 Penalty for contravention, 28.2 Fielding the ball, 28.3 Protective helmets belonging to the fielding side, 41.2 Fair and unfair play – responsibility of umpires, 41.3 The match ball - changing its condition, 41.4 Deliberate attempt to distract striker, 41.5 Deliberate distraction, deception or obstruction of batsman, 41.9 Time wasting by the fielding side, 41.12 Fielder damaging the pitch, or 42.2 Level 4 offences and action by umpires.
- 18.6.2 Penalty runs are awarded to the fielding side, under 18.5 Deliberate short runs, 26.4 penalties for contravention, 41.2 Fair and unfair play - responsibility of umpires, 41.3 The match ball - changing its condition, 41.10 Batsman wasting time, 41.14 Batsman damaging the pitch, 41.15 Striker in protected area, or 41.17 Batsmen stealing a run to its completed innings. If the fielding side has not completed its innings, the 5 Penalty runs shall be added to the score in its next innings.
- 18.6.3 Note, however, the restrictions on the award of Penalty runs in 18.5 Deliberate short runs, 23.3 Leg byes not to be awarded, 34.4 Runs scored from ball lawfully struck more than once, 41.14 Batsman damaging the pitch, 41.15 Striker in protected area, 41.17 Batsmen stealing a run, and 28.3 Protective helmets belonging to the fielding side.

### 18.7 Runs scored for boundaries

- 18.7.1 Runs shall be scored for boundary allowances under clause 19 (Boundaries).

### 18.8 Runs scored when a batsman is dismissed

- 18.8.1 When a batsman is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows.
- 18.8.2 If a batsman is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence. If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.
- 18.8.3 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

### 18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

- 18.9.1 When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses [18.5 Deliberate short runs](#), [23.3 Leg byes not to be awarded](#), [34.4 Runs scored from ball lawfully struck more than once](#), [41.14 Batsman damaging the pitch](#), [41.15 Striker in protected area](#), [41.17 Batsmen stealing a run](#) and [28.3 Protective helmets belonging to the fielding side](#).
- 18.9.2 Additionally the batting side shall be credited with all runs completed by the batsmen before the incident or call of Dead ball and the run in progress if the batsmen had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batsman).

### 18.10 Crediting of runs scored

- 18.10.1 Unless stated otherwise in these Playing Conditions,
- 18.10.1.1 If the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:
- 18.10.1.1.1 An award of 5 Penalty runs, which shall be scored as Penalty runs
- 18.10.1.1.2 The one run penalty for a No ball, which shall be scored as a No balls extra.
- 18.10.1.2 If the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.
- 18.10.1.3 the bowler shall be debited with:
- 18.10.1.3.1 All runs scored by the striker
- 18.10.1.3.2 All runs scored as No ball extras
- 18.10.1.3.3 All runs scored as Wides

### 18.11 Batsman returning to original end

- 18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.5, the not out batsman shall return to his original end.
- 18.11.1.1 Bowled.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 18.11.1.2 Stumped.
  - 18.11.1.3 Hit the ball twice.
  - 18.11.1.4 LBW.
  - 18.11.1.5 Hit wicket.
- 18.11.2 The batsmen shall return to their original ends in any of the cases of clauses 18.11.2.1 to 18.11.2.3.
- 18.11.2.1 A boundary is scored.
  - 18.11.2.2 Runs are disallowed for any reason.
  - 18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batsman).

### 18.12 Batsman returning to wicket he has left

- 18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.3, the not out batsman shall return to the wicket he has left but only if the batsmen had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batsman shall return to his original end.
- 18.12.1.1 Caught
  - 18.12.1.2 Obstructing the field
  - 18.12.1.3 Run out.
- 18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batsman, the batsmen shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batsmen shall return to their original ends.

## 19 BOUNDARIES

### 19.1 Determining the boundary of the field of play

- 19.1.1 Before the toss, the [home team](#) is responsible to setup the boundary of the field of play, which shall be fixed for the duration of the match. [See clause 2.3.1.3 \(Determination by WCL\)](#).
- 19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
- 19.1.3 With respect to the size of the boundaries, no boundary shall be longer than [75 yards \(68.58 meters\)](#), and no boundary should be shorter than 65 yards (59.43 meters) from the center of the pitch to be used.
- 19.1.4 [Then umpire\(s\) may direct the home team to reduce the size of the boundaries to when the boundaries are setup longer than 75 yards \(68.58 meters\)](#).
- 19.1.5 Where possible, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.
- 19.1.6 Any ground which has previously been approved by WCL to host cricket which is unable to conform to the minimum boundary dimension shall be exempt. In such cases the boundary shall be positioned so as to maximize the size of the playing area.

### 19.2 Identifying and marking the boundary

- 19.2.1 Wherever practicable, the boundary shall be marked by means of a continuous white line or by an object in contact with the ground.
- 19.2.2 If the boundary is marked by means of a white line,
- 19.2.2.1 The edge of the line nearest the pitch shall be the boundary.
  - 19.2.2.2 An object such as a flag, post or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.
- 19.2.3 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.
- 19.2.4 Where there is no white line or object providing continuous marking, objects such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 19.2.5 A boundary that cannot be identified as in 19.2.2, 19.2.3 or 19.2.4 shall be determined by the umpires before the toss.
- 19.2.6 An obstacle within the field of play, other than as in 19.2.7, shall not be regarded as a boundary unless so determined by the umpire(s) before the toss. See clause 2.3.1.4 (Determination by WCL).
- 19.2.7 If an animal or unauthorized person enters the field of play while the ball is in play and intercepts the ball, the bowler's end umpire shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out at the time that contact between the ball and such an animal or unauthorized person is made. The decision shall be made for each separate occurrence.

### 19.3 Restoring the boundary

- 19.3.1 If a solid object used to mark the boundary is disturbed for any reason, then:
- 19.3.1.1 The boundary shall be considered to be in its original position.
- 19.3.1.2 The object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.
- 19.3.1.3 If some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

### 19.4 Ball grounded beyond the boundary

- 19.4.1 The ball in play is grounded beyond the boundary if it touches
- 19.4.1.1 The boundary or any part of an object used to mark the boundary;
- 19.4.1.2 The ground beyond the boundary
- 19.4.1.3 Any object that is grounded beyond the boundary.
- 19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if
- 19.4.2.1 A fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- 19.4.2.2 A fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

### 19.5 Fielder grounded beyond the boundary

- 19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:
- 19.5.1.1 The boundary or any part of an object used to mark the boundary;
- 19.5.1.2 The ground beyond the boundary;
- 19.5.1.3 Any object that is in contact with the ground beyond the boundary;
- 19.5.1.4 Another fielder who is grounded beyond the boundary.
- 19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

### 19.6 Boundary allowances

- 19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

### 19.7 Runs scored from boundaries

- 19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.
- 19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary
- 19.7.2.1 Whether struck by the bat or not, was first grounded within the boundary, or
- 19.7.2.2 Has not been struck by the bat.
- 19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of
- 19.7.3.1 The allowance for the boundary
- 19.7.3.2 The runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

#### **19.8 Overthrow or willful act of fielder**

19.8.1 If the boundary results from an overthrow or from the willful act of a fielder, the runs scored shall be

19.8.1.1 Any runs for penalties awarded to either side and

19.8.1.2 The allowance for the boundary and

19.8.1.3 The runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act.

19.8.2 Clause 18.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

## **20 DEAD BALL**

### **20.1 Ball is dead**

20.1.1 The ball becomes dead when

20.1.1.1 It is finally settled in the hands of the Wicket-Keeper or of the bowler.

20.1.1.2 A boundary is scored. See clause 19.7 (Runs scored from boundaries).

20.1.1.3 A batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4 Whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.

20.1.1.5 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

20.1.1.6 There is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7 There is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 The match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

20.1.3 In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

20.1.4 Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

### **20.2 Ball finally settled**

20.2.1 Whether the ball is finally settled or not is a matter for the umpire alone to decide.

### **20.3 Call of Over or Time**

20.3.1 Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.

### **20.4 Umpire calling and signaling Dead ball**

20.4.1 When the ball has become dead under clause 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Either umpire shall call and signal Dead ball when

24.4.2.1 Intervening in a case of unfair play.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 24.4.2.2 A possibly serious injury to a player or umpire occurs.
- 24.4.2.3 Leaving his/her normal position for consultation.
- 24.4.2.4 One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- 24.4.2.5 The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- 24.4.2.6 The striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.
- 24.4.2.7 There is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.
- 24.4.2.8 The bowler drops the ball accidentally before delivery.
- 24.4.2.9 The ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).
- 24.4.2.10 Satisfied that the ball in play cannot be recovered.
- 24.4.2.11 Required to do so under any of the Playing Conditions not included above.

#### **20.5 Ball ceases to be dead**

- 20.5.1 The ball ceases to be dead – that is, it comes into play – when the bowler starts his run-up or, if there is no run-up, starts his bowling action.

#### **20.6 Dead ball; ball counting as one of over**

- 20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.6.2,
  - 20.6.1.1 It will not count in the over if the striker has not had an opportunity to play it.
  - 20.6.1.2 Unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 ( Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batsman).
- 20.6.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

#### **21 NO BALL**

##### **21.1 Mode of delivery**

- 21.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.
- 21.1.2 It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- 21.1.3 Underarm bowling shall not be permitted.

##### **21.2 Fair delivery – the arm**

- 21.2.1 For a delivery to be fair in respect of the arm the ball must not be thrown.
- 21.2.2 A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.
- 21.2.3 Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he/she considers that the ball has been thrown.
- 21.2.4 Should either umpire suspect that a bowler has thrown the ball, the umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

bowler concerned.

#### **21.3 Ball thrown, or delivered underarm – action by umpire(s)**

21.3.1 Either umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call, if in the opinion of either umpire.

21.3.1.1 After the bowler has entered his/her delivery stride, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action), or delivered underarm.

The bowler's end umpire shall then

21.3.1.2 Warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.

21.3.1.3 Inform the captain of the fielding side of the reason for this action.

21.3.1.4 Inform the batsmen at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, or has been released from behind the umpire, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call. The bowler's end umpire shall then

21.3.2.1 Direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

21.3.2.2 Inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### **21.4 Bowler throwing towards striker's end before delivery**

21.4.1 If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 41.17 (Batsmen stealing a run).

21.4.2 However, the procedure stated in clause 21.3 (Ball thrown or delivered underarm - action by umpire(s)) of first and final warning, informing, action against the bowler and reporting shall not apply.

#### **21.5 Fair delivery – the feet, or released from behind the umpire**

21.5.1 For a delivery to be fair in respect of the feet, in the delivery stride

21.5.1.1 The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

21.5.1.2 The ball must be released from in front of the umpire.

21.5.1.3 The bowler's front foot must land with some part of the foot, whether grounded or raised

21.5.1.3.1 On the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1.1; and

21.5.1.3.2 Behind the popping crease.

21.5.2 If the bowler's end umpire is not satisfied that all of these three conditions have been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

#### **21.6 Bowler breaking wicket in delivering ball**

21.6.1 Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

#### **21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch**

21.7.1 The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

21.7.1.1 Bounces more than once or



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 21.7.1.2 Rolls along the ground before it reaches the popping crease or
- 21.7.1.3 Pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

#### **21.8 Ball coming to rest in front of striker's wicket**

- 21.8.1 If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### **21.9 Fielder intercepting a delivery**

- 21.9.1 If, except in the circumstances of clause 27.3 (Position of Wicket-Keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### **21.10 Ball bouncing over head height of striker**

- 21.10.1 See clauses 22.1.1.2 and 41.6.1.7.

#### **21.11 Call of No ball for infringement of other Playing Conditions**

- 21.11.1 In addition to the instances above, No ball is to be called and signalled as required by the following clauses:

- 21.11.1.1 Clause 27.3 – Position of Wicket-Keeper
- 21.11.1.2 Clause 28.4 – Limitation of on side fielders
- 21.11.1.3 Clause 28.5 – Fielders not to encroach on pitch
- 21.11.1.4 Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries
- 21.11.1.5 Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries
- 21.11.1.6 Clause 41.8 – Bowling of deliberate front foot No ball.

#### **21.12 Revoking a call of No ball**

- 21.12.1 An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4 to 20.4.2.9 (Umpire calling and signaling Dead ball). However, if a no ball is called in breach of clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.

#### **21.13 No ball to over-ride Wide**

- 21.13.1 A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1(Judging a Wide) and 22.2 (Call and signal of Wide ball).

#### **21.14 Ball not dead**

- 21.14.1 The ball does not become dead on the call of No ball.

#### **21.15 Penalty for a No ball**

- 21.15.1 A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

#### **21.16 Runs resulting from a No ball – how scored**

- 21.16.1 The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

#### **21.17 No ball not to count**

- 21.17.1 A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

#### **21.18 Out from a No ball**

- 21.18.1 When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 21.19 Free Hit

- 21.19.1 In addition to the above, the delivery following a No ball called (all modes of 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) then the next delivery will become a free hit for whichever batsman is facing it.
- 21.19.2 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. For clarity, the only dismissals possible from a free hit are clause 34 (hit the ball twice), clause 37 (obstructing the field), and clause 38 (run out).
- 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or
- 21.19.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.19.4 Wicket-Keeper standing up to the wicket when a no ball was delivered cannot stand away from the wicket on a free hit delivery.
- 21.19.5 Close-in fielders cannot move away from the striker on a free hit delivery. However, they can leave the field and return back after completion of free hit delivery.
- 21.19.6 The bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.
- 21.19.7 The umpire(s) will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

## 22 WIDE BALL

### 22.1 Judging a Wide

- 22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2
- 22.1.1.1 The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.
- 22.1.1.2 The ball passes above the head height of the striker standing upright at the popping crease.
- 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
- 22.1.3 Umpire(s) are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

### 22.2 Call and signal of Wide ball

- 22.2.1 If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

### 22.3 Revoking a call of Wide ball

- 22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- 22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

### 22.4 Delivery not a Wide

- 22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- 22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

### 22.5 Ball not dead

- 22.5.1 The ball does not become dead on the call of Wide ball.

### 22.6 Penalty for a Wide

- 22.6.1 A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

#### **22.7 Runs resulting from a Wide – how scored**

22.7.1 All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

#### **22.8 Wide not to count**

22.8.1 A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

#### **22.9 Out from a Wide**

22.9.1 When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

### **23 BYE AND LEG BYE**

#### **23.1 Byes**

23.1.1 If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

#### **23.2 Leg byes**

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has

23.2.1.1 Either attempted to play the ball with the bat or

23.2.1.2 Tried to avoid being hit by the ball.

23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

23.2.2.1 If there is

23.2.2.1.1 Either no subsequent contact with the striker's bat or person, or

23.2.2.1.2 Only inadvertent contact with the striker's bat or person

Any runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 23.2.3.

23.2.2.2 If the striker willfully makes a lawful second strike, clause 34.3 (Ball lawfully struck more than once) and clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

#### **23.3 Leg byes not to be awarded**

23.3.1 If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

23.3.2 If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. The umpire shall then:

23.3.2.1 Disallow all runs to the batting side;

23.3.2.2 Return any not out batsman to his original end;

23.3.2.3 Signal No ball to the scorers if applicable;

23.3.2.4 Award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 24 FIELDER'S ABSENCE; SUBSTITUTES

#### 24.1 Substitute fielders

24.1.1 The umpire(s) shall allow a substitute fielder

24.1.1.1 If they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 For any other wholly acceptable reason, not including comfort breaks.

[In all other circumstances, substitutes may be allowed only upon consent of the opposing captain.](#)

24.1.2 A substitute shall not bowl or act as captain but may act as Wicket-Keeper only with the consent of the umpire(s). Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

#### 24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.2.2.1 An umpire shall be informed of the reason for this absence.

24.2.2.2 He shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his Penalty time has been served.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

24.2.7.1 The fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.

24.2.7.2 The fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

#### 24.3 Penalty time not incurred

24.3.1 A nominated player's absence will not incur Penalty time if,



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 24.3.1.1 He has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- 24.3.1.2 In the opinion of the umpire(s), the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.1.3 The player is absent from the field for a period of 8 minutes or less.

#### **24.4 Player returning without permission**

- 24.4.1 If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.
  - 24.4.1.1 The umpire shall award 5 Penalty runs to the batting side.
  - 24.4.1.2 Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
  - 24.4.1.3 The ball shall not count as one of the over.
  - 24.4.1.4 The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
  - 24.4.1.5 [The umpire\(s\) together may report the occurrence as soon as possible after the match to the WCL Executive Committee, who shall take such action as is considered appropriate against the captain and the player\(s\) concerned.](#)

## **25 BATSMAN'S INNINGS**

### **25.1 Eligibility to act as a batsman**

- 25.1.1 Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

### **25.2 Commencement of a batsman's innings**

- 25.2.1 The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman's innings shall be considered to have commenced when that batsman first steps onto the field of play.

### **25.3 Restriction on batsman commencing an innings**

- 25.3.1 If a member of the batting side has unserved Penalty time, (see clause 24.2.7), that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.
- 25.3.2 A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

### **25.4 Batsman retiring**

- 25.4.1 A batsman may retire at any time during his innings when the ball is dead. The umpire(s), before allowing play to proceed, shall be informed of the reason for a batsman retiring.
- 25.4.2 If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this does not happen, that batsman is to be recorded as 'Retired - not out'.
- 25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.
- 25.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.

### **25.5 Runners**

- 25.5.1 Runners shall not be permitted.

## **26 PRACTICE ON THE FIELD**

### **26.1 Practice on the pitch or the rest of the square**



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 26.1.1 There shall not be any practice on the pitch at any time.
- 26.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpire(s).
- 26.1.2.1 If approved by the umpire(s), the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- 26.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpire(s) consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

## 26.2 Practice on the outfield

- 26.2.1 On any day of the match, all forms of practice are permitted on the outfield

- 26.2.1.1 Before the start of play;
- 26.2.1.2 After the close of play; and
- 26.2.1.3 During the interval or between innings

Providing the umpire(s) are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

- 26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- 26.2.2.1 Only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- 26.2.2.2 No ball other than the match ball is used for this practice.
- 26.2.2.3 No bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- 26.2.2.4 The umpire(s) are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

## 26.3 Trial run-up

- 26.3.1 A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

## 26.4 Penalties for contravention

- 26.4.1 All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

- 26.4.2 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- 26.4.2.1 Warn the player that the practice is not permitted;
- 26.4.2.2 Inform the other umpire and, as soon as practicable, both captains of the reason for this action.

- 26.4.3 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

- 26.4.4 If during the match there is any further contravention by any player of that team, the umpire shall

- 26.4.4.1 Award 5 Penalty runs to the opposing side;
- 26.4.4.2 Inform the other umpire, the scorer(s) and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.
- 26.4.4.3 The umpire(s) together may report the occurrence as soon as possible after the match to the WCL Executive Committee, who shall take such action as is considered appropriate against the captain and the player(s) concerned.

## 27 THE WICKET-KEEPER

### 27.1 Protective equipment



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

27.1.1 The Wicket-Keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the Wicket-Keeper's actions and positioning when the ball comes into play it is apparent to the umpire(s) that he will not be able to carry out the normal duties of a Wicket-Keeper, he shall forfeit this right and also the right to be recognized as a Wicket-Keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

#### **27.2 Gloves**

27.2.1 If, as permitted under clause 27.1, the Wicket-Keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.

#### **27.3 Position of Wicket-Keeper**

27.3.1 The Wicket-Keeper shall remain wholly behind the wicket [or not come in contact with the metal base of the spring wickets](#) at the striker's end from the moment the ball comes into play until a ball delivered by the bowler

27.3.1.1 Touches the bat or person of the striker; or

27.3.1.2 Passes the wicket at the striker's end; or

27.3.1.3 The striker attempts a run.

27.3.2 In the event of the Wicket-Keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as after the delivery of the ball.

#### **27.4 Movement by Wicket-Keeper**

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the Wicket-Keeper significantly alters his position in relation to the striker's wicket, except for the following:

27.4.1.1 Movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

27.4.1.2 Lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3 Movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.

27.4.2 In the event of unfair movement by the Wicket-Keeper, either umpire shall call and signal Dead ball.

#### **27.5 Restriction on actions of Wicket-Keeper**

27.5.1 If, in the opinion of either umpire, the Wicket-Keeper interferes with the striker's right to play the ball and to guard his wicket, clause 20.4.2.6 (Umpire calling and signaling Dead ball) shall apply.

27.5.2 If, however, either umpire considers that the interference by the Wicket-Keeper was willful, then clause 41.1 (Deliberate attempt to distract striker) shall also apply.

#### **27.6 Interference with Wicket-Keeper by striker**

27.6.1 If, in playing at the ball or in the legitimate defense of his wicket, the striker interferes with the Wicket-Keeper, he shall not be out except as provided for in clause 37.3 (Obstructing a ball from being caught).

## **28 THE FIELDER**

### **28.1 Protective equipment**

28.1.1 No fielder other than the Wicket-Keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpire(s).

### **28.2 Fielding the ball**

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully

28.2.1.1 Uses anything other than part of his person to field the ball.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 28.2.1.2 Extends his clothing with his hands and uses this to field the ball.
- 28.2.1.3 Discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.
- 28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.
- 28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and
  - 28.2.3.1 The penalty for a No ball or a Wide shall stand.
  - 28.2.3.2 Any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.
  - 28.2.3.3 The ball shall not count as one of the over. In addition the umpire shall:
    - 28.2.3.4 Award 5 Penalty runs to the batting side.
    - 28.2.3.5 Inform the other umpire and the captain of the fielding side of the reason for this action.
    - 28.2.3.6 Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
    - 28.2.3.7 [The umpire\(s\) together may report the occurrence as soon as possible after the match to the WCL Executive Committee, who shall take such action as is considered appropriate against the captain and the player\(s\) concerned.](#)

### 28.3 Protective helmets belonging to the fielding side

- 28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the Wicket-Keeper and in line with both sets of stumps.
- 28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,
  - 28.3.2.1 The ball shall become dead and,
  - 28.3.2.2 Subject to clause 28.3.3, an award of 5 Penalty runs shall be made to the batting side;
  - 28.3.2.3 Any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.
- 28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:
  - 28.3.3.1 Permit the batsmen's runs as in clause 28.3.2.3 to be scored
  - 28.3.3.2 Signal No ball or Wide ball to the scorer(s) if applicable
  - 28.3.3.3 Award 5 Penalty runs as in clause 28.3.2.2
  - 28.3.3.4 Award any other Penalty runs due to the batting side.
- 28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:
  - 28.3.4.1 Disallow all runs to the batting side
  - 28.3.4.2 Return any not out batsman to his original end
  - 28.3.4.3 Signal No ball or Wide ball to the scorer(s) if applicable
  - 28.3.4.4 Award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

### 28.4 Limitation of on side fielders

- 28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the Wicket-Keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.
- 28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

### 28.5 Fielders not to encroach on pitch

- 28.5.1 While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

28.5.2 In the event of infringement of this clause by any fielder other than the Wicket-Keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket- keeper).

#### **28.6 Movement by any fielder other than the Wicket-Keeper**

28.6.1 Any movement by any fielder, excluding the Wicket-Keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1 Minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 Movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 Movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by Wicket-Keeper).

#### **28.7 Restrictions on the placement of fielders**

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (PowerPlay overs).

28.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field (see paragraph 2 of Appendix C). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a bright colored plastic (but not metal) cone measuring 7 inches (18 cm) in diameter.

28.7.4 At the instant of delivery:

28.7.4.1 PowerPlay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of Twenty20, these are overs 1 to 6 inclusive.

28.7.4.2 PowerPlay 2 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of Twenty20, these are overs 7 to 20 inclusive.

28.7.4.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	PowerPlay 1	PowerPlay 2
5	2	3
6	2	4
7	2	5
8	2	6
9	3	6
10	3	7
11	3	8
12	4	8
13	4	9
14	4	10
15	5	10
16	5	11
17	5	12
18	5	13
19	6	13
20	6	14

28.7.5 If play is interrupted during an innings and the table above applies, the PowerPlay takes immediate effect. For the avoidance of



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

doubt this applies even if the interruption has occurred mid-over.

#### Illustrations:

A 20 over innings is interrupted after 4.3 overs and reduced to 10 overs. The new PowerPlays are 3+7. Therefore, PowerPlay 2 fielding restrictions take immediate effect when play resumes and last for a further 5.3 overs.

A 20 over innings is interrupted after 5 overs and reduced to 8 overs. The new PowerPlays are 2+6. Therefore, PowerPlay 2 fielding restrictions take immediate effect when play resumes and last for a further 3 overs.

28.7.6 At the commencement of the PowerPlay 2 of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.7.7 In the event of an infringement of any of the above fielding restrictions, the either umpire shall call and signal No ball.

## 29 THE WICKET IS DOWN

### 29.1 Wicket put down

29.1.1 The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground

29.1.1.1 By the ball,

29.1.1.2 By the striker's bat if held or by any part of the bat that he is holding,

29.1.1.3 For the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,

29.1.1.4 By the striker's person or by any part of his clothing or equipment becoming detached from his person,

29.1.1.5 By a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground as in clause 29.1.1.5.

29.1.2 When the match is being played on non-turf pitch, and spring wickets are used, the metal base of the spring wickets shall also be considered as part of the wickets.

29.1.3 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

### 29.2 One bail off

29.2.1 If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, or when the match is being played on non-turf pitch, and spring wickets are used, the displacement of metal base of the spring wickets from its original marked position in any of the ways stated in clause 29.1.

### 29.3 Remaking wicket

29.3.1 If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 20 (Dead ball). Any fielder may, however, while the ball is in play,

29.3.1.1 Replace a bail or bails on top of the stumps.

29.3.1.2 Put back one or more stumps into the ground where the wicket originally stood.

29.3.1.3 When the match is being played on non-turf pitch, and spring wickets are used, replace a bail or bails on top of the stumps or return the metal base of the spring wickets to its original marked position.

### 29.4 Dispensing with bails

29.4.1 If the umpire(s) have agreed to dispense with bails in accordance with clause 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

29.4.1.1 After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in clauses 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in clause 29.1.1.5.

29.4.1.2 If the wicket has already been broken or put down, clause 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.3, in order to have an opportunity of putting the wicket down.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 30 BATSMAN OUT OF HIS GROUND

#### 30.1 When out of his ground

30.1.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his person or bat, or between the bat and person.

#### 30.2 Which is a batsman's ground

30.2.1 If only one batsman is within a ground, it is his ground and will remain so even if he is later joined there by the other batsman.

30.2.2 If both batsmen are in the same ground and one of them subsequently leaves it, the ground belongs to the batsman who remains in it.

30.2.3 If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.

30.2.4 If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.

#### 30.3 Position of non-striker

30.3.1 The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

### 31 APPEALS

#### 31.1 Umpire not to give batsman out without an appeal

31.1.1 Neither umpire shall give a batsman out, even though he may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batsman who is out under these Playing Conditions from leaving the wicket without an appeal having been made. Note, however, the provisions of clause 31.7.

#### 31.2 Batsman dismissed

31.2.1 A batsman is dismissed if he is

31.2.1.1 either given out by an umpire, on appeal or

31.2.1.2 out under these Playing Conditions and leaves the wicket as in clause 31.1.

#### 31.3 Timing of appeals

31.3.1 For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.

31.3.2 The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 17.2 (Start of an over).

#### 31.4 Appeal "How's That?"

31.4.1 An appeal "How's That?" covers all ways of being out.

#### 31.5 Answering appeals

31.5.1 The striker's end umpire shall answer all appeals arising out of any of clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the Wicket-Keeper's end. The bowler's end umpire shall answer all other appeals.

31.5.2 However, only when the umpire is appointed to the match as in clause 2.1.3.1, and the player-umpire violates the clause 2.16.2.5, the umpire shall override the decision made to make the correct decision.

31.5.3 When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction.

31.5.4 When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with clause 31.3, if it is on a further matter and is within his jurisdiction.

#### 31.6 Consultation by umpire(s)

31.6.1 Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

#### **31.7 Batsman leaving the wicket under a misapprehension**

31.7.1 An umpire shall intervene if satisfied that a batsman, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.

31.7.2 A batsman may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpire(s) leave the field.

#### **31.8 Withdrawal of an appeal**

31.8.1 The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batsman.

31.8.2 The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpire(s) leave the field.

### **32 BOWLED**

#### **32.1 Out Bowled**

32.1.1 The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

#### **32.2 Bowled to take precedence**

32.2.1 The striker is out Bowled if his wicket is put down as in clause 32.1, even though a decision against him for any other method of dismissal would be justified.

### **33 CAUGHT**

#### **33.1 Out Caught**

33.1.1 The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clause 33.2 and 33.3, before it touches the ground.

#### **33.2 A fair catch**

33.2.1 A catch will be fair only if, in every case

33.2.1.1 Either the ball, at any time or

33.2.1.2 Any fielder in contact with the ball,

Is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

33.2.2.1 The ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

33.2.2.2 A fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 34 (Hit the ball twice).

33.2.2.3 A fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.

33.2.2.4 A fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 33.2.1 are met.

33.2.2.5 The ball is caught off an obstruction within the boundary that is not designated a boundary by the umpire(s).



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

#### **33.3 Making a catch**

33.3.1 The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.

#### **33.4 No runs to be scored**

33.4.1 If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.11.1 18.12 (Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.

#### **33.5 Caught to take precedence**

33.5.1 If the criteria of clause 33.1 are met and the striker is not out Bowled, then he is out Caught, even though a decision against either batsman for another method of dismissal would be justified.

### **34 HIT THE BALL TWICE**

#### **34.1 Out Hit the ball twice**

34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See clause 34.3 and clause 37 (Obstructing the field).

34.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

#### **34.2 Not out Hit the ball twice**

34.2.1 The striker will not be out under this clause if he

34.2.1.1 Strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

34.2.1.2 Willfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 37.1 (Out Obstructing the field).

#### **34.3 Ball lawfully struck more than once**

34.3.1 The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball.

34.3.2 However, the striker may not prevent the ball from being caught by striking the ball more than once in defense of his wicket. See clause 37.3 (Obstructing a ball from being caught).

#### **34.4 Runs permitted from ball lawfully struck more than once**

34.4.1 When the ball is lawfully struck more than once, as permitted in clause 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

34.4.2 The umpire shall

34.4.2.1 Disallow all runs to the batting side

34.4.2.2 Return any not out batsman to his original end

34.4.2.3 Signal No ball to the scorer(s) if applicable; and

34.4.2.4 Award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

#### **34.5 Bowler does not get credit**

34.5.1 The bowler does not get credit for the wicket.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

#### **35 HIT WICKET**

##### **35.1 Out Hit wicket**

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:

35.1.1.1 In the course of any action taken by him in preparing to receive or in receiving a delivery,

35.1.1.2 In setting off for the first run immediately after playing or playing at the ball,

35.1.1.3 If no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

35.1.1.4 In lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).

35.1.2 If the striker puts his wicket down in any of the ways described in clauses 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

##### **35.2 Not out Hit wicket**

35.2.1 The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:

35.2.1.1 It occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.2 to 35.1.1.4.

35.2.1.2 It occurs when the striker is in the act of running, other than setting off immediately for the first run.

35.2.1.3 It occurs when the striker is trying to avoid being run out or stumped.

35.2.1.4 It occurs when the striker is trying to avoid a throw in at any time.

35.2.1.5 The bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball).

35.2.1.6 The delivery is a No ball.

#### **36 LEG BEFORE WICKET**

##### **36.1 Out LBW**

36.1.1 The striker is out LBW if all the circumstances set out in clauses 36.1.1.1 to 36.1.1.5 apply.

36.1.1.1 The bowler delivers a ball, not being a No ball

36.1.1.2 The ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

36.1.1.3 The ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person

36.1.1.4 The point of impact, even if above the level of the bails,

36.1.1.4.1 Either is between wicket and wicket or

36.1.1.4.2 If the striker has made no genuine attempt to play the ball with the bat,

Is between wicket and wicket or outside the line of the off stump.

36.1.1.5 But for the interception, the ball would have hit the wicket.

##### **36.2 Interception of the ball**

36.2.1 In assessing points of impact in clauses 36.1.1.3, 36.1.1.4 and 36.1.1.5, only the first interception is to be considered.

36.2.2 In assessing 36.1.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.

36.2.3 In assessing clause 36.1.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

#### **36.3 Off side of wicket**

36.3.1 The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery. See paragraph 13 of Appendix A.

#### **37 OBSTRUCTING THE FIELD**

##### **37.1 Out Obstructing the field**

37.1.1 Either batsman is out Obstructing the field if, except in the circumstances of clause 37.2, and while the ball is in play, he willfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).

37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he willfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defense of his wicket.

37.1.3 This clause will apply whether or not No ball is called.

37.1.4 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

37.1.4.1 If the change of direction involves the batsman crossing the pitch, clause 41.14 shall also apply.

##### **37.2 Not out Obstructing the field**

37.2.1 A batsman shall not be out Obstructing the field if

37.2.1.1 Obstruction or distraction is accidental, or

37.2.1.2 Obstruction is in order to avoid injury, or

37.2.1.3 In the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

##### **37.3 Obstructing a ball from being caught**

37.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batsman prevents the striker being out caught. .

37.3.2 Clause 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).

37.3.3 If an obstruction or distraction takes place from a No ball then the batsman who caused the obstruction or distraction will be out Obstructing the field.

37.3.4 Clause 37.3.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.

##### **37.4 Returning the ball to a fielder**

37.4.1 Either batsman is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

##### **37.5 Runs scored**

37.5.1 When either batsman is dismissed Obstructing the field,

37.5.1.1 Unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

37.5.1.2 If the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.

##### **37.6 Bowler does not get credit**

37.6.1 The bowler does not get credit for the wicket.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### **38 RUN OUT**

#### **38.1 Out Run out**

38.1.1 Either batsman is out Run out, except as in clause 38.2,

38.1.1.1 If, at any time while the ball is in play,

38.1.1.2 He is out of his ground and

38.1.1.3 His wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.

#### **38.2 Batsman not out Run out**

38.2.1 A batsman is not out Run out in the circumstances of clauses 38.2.1.1 or 38.2.1.2.

38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down. Note also the provisions of clause 30.1.2 (When out of his ground).

38.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder, before the wicket is put down.

38.2.2 The striker is not out Run out in any of the circumstances in clauses 38.2.2.1 and 38.2.2.2.

38.2.2.1 He is out Stumped. See clause 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called

38.2.2.2.1 And he is out of his ground not attempting a run

38.2.2.2.2 And the wicket is fairly put down by the Wicket-Keeper without the intervention of another fielder.

#### **38.3 Which batsman is out**

38.3.1 The batsman out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batsman's ground).

#### **38.4 Runs scored**

38.4.1 If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

#### **38.5 Bowler does not get credit**

38.5.1 The bowler does not get credit for the wicket.

### **39 STUMPED**

#### **39.1 Out Stumped**

39.1.1 The striker is out Stumped, except as in clause 39.3,

39.1.1.1 If a ball which is delivered is not called No ball and

39.1.1.2 He is out of his ground, other than as in clause 39.3.1 and

39.1.1.3 He has not attempted a run

When his wicket is fairly put down by the Wicket-Keeper without the intervention of another fielder. Note, however clause 27.3 (Position of Wicket-Keeper).

39.1.2 The striker is out Stumped if all the conditions of clause 39.1.1 are satisfied, even though a decision of Run out would be justified.

#### **39.2 Ball rebounding from Wicket-Keeper's person**

39.2.1 If the wicket is put down by the ball, it shall be regarded as having been put down by the Wicket-Keeper if the ball rebounds on to the stumps from any part of the Wicket-Keeper's person or equipment or has been kicked or thrown on to the stumps by the Wicket-Keeper.

#### **39.3 Not out Stumped**

39.3.1 The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 39.3.2 If the striker is not out Stumped he may, except in the circumstances of clause 38.2.2.2, (Batsman not out Run out), be out Run out if the conditions of clause 38.1 (Out Run out) apply.

## 40 TIMED OUT

### 40.1 Out Timed out

- 40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within **three (3) minutes** of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.
- 40.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls or a batsman retires and cross the outgoing batsman on the field of play.
- 40.1.3 In the event of an extended delay in which no batsman comes to the wicket, the umpire(s) shall adopt the procedure of clause 16.2 (Umpire(s) awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the three (3) minutes referred to above.

### 40.2 Bowler does not get credit

- 40.2.1 The bowler does not get credit for the wicket.

## 41 UNFAIR PLAY

### 41.1 Fair and unfair play – responsibility of captains

- 41.1.1 The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.
- 41.1.2 Upon nomination, the captain or a nominated player may request the umpire(s) to verify identity(ies) of any player(s) (member of the playing eleven) or substitutes belonging to the opposing team. Any official government document presented to umpire(s) is sufficient for verification of identity(ies). If identity(ies) presented to umpire(s) vary from player name(s) on printed lists (minimum 2 copies) from WCL website, then the following shall apply:
- 41.1.2.1 If the variance is due to a clerical error, the team(s) responsible shall be allowed to correct the clerical error.
- 41.1.2.2 If the variance is discovered prior to the start of the match and is clearly not a clerical error, then the offending team(s) shall be deemed to have committed a Level 1 Club Infraction, will not be allowed to substitute a player, and shall continue the match to its conclusion. All penalties associated with a Level I Club Infraction shall apply.
- 41.1.2.3 If the variance is discovered during the match and is clearly not a clerical error, then the umpire shall call time and award the match to non-offending team.
- 41.1.2.4 If the variance is discovered after the match, then the non-offending team may file a protest with the Judiciary Committee. If the Judiciary Committee determines that the inclusion of the player on the team list is not clearly a clerical error, the offending team will be deemed to have played an ineligible player. See clause 1.6 (Ineligible player).
- 41.1.2.5 The umpire(s) together shall report the occurrence as soon as possible after the match to the WCL Executive Committee, who shall take such action as is considered appropriate against the captain and the team concerned.

### 41.2 Fair and unfair play – responsibility of umpire(s)

- 41.2.1 The umpire(s) shall be the sole judges of fair and unfair play. If either umpire considers that any action by a player, not covered by these Playing Conditions, is unfair, **or only when the umpire is appointed to the match as in clause 2.1.3.1, and the player-umpire violates the clause 2.16.2.5**, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.
- 41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then
- 41.2.1.1.1 Summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- 41.2.1.1.2 Warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.
- 41.2.1.2 If this is a second or subsequent offence by that side the bowler's end umpire shall then
- 41.2.1.2.1 Summon the offending player's captain and inform him that there has been a further such offence.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

41.2.1.2.2 Award 5 Penalty runs to the opposing side.

41.2.1.3 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain, the player(s), or the player-umpire concerned.

### 41.3 The match ball – changing its condition

41.3.1 The umpire(s) shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out his normal duties, a batsman is not allowed to damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.4.3 (Damage to the ball).

A fielder may, however:

41.3.2.1 Polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

41.3.2.2 Remove mud from the ball under the supervision of an umpire.

41.3.2.3 Dry a wet ball on a piece of cloth that has been approved by the umpire(s).

41.3.3 The umpire(s) shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.

41.3.4 If the umpire(s) together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpire(s) shall;

41.3.5.1 Subject to clause 41.3.7 below, change the ball forthwith.

41.3.5.1.1 If the umpire(s) together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

41.3.5.1.2 If the umpire(s) together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpire(s) shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.5.2 Additionally, the bowler's end umpire shall

41.3.5.2.1 Award 5 Penalty runs to the opposing side.

41.3.5.2.2 If appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action; and

41.3.5.2.3 Inform the captain of the batting side as soon as practicable of what has occurred.

41.3.5.3 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpire(s) shall;

41.3.6.1 Change the ball forthwith. The umpire(s) shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the season, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.3.7 If the umpire(s) believe that saliva has been applied to the ball, the umpire(s) shall:

41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.

41.3.7.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

innings shall result in the award of 5 Penalty runs to the batting side.

41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

41.3.7.4 The ball shall not be changed but the umpire(s) shall wipe the ball with an appropriate cloth.

41.3.8 Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under WCL Code of Conduct.

#### **41.4 Deliberate attempt to distract striker**

41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

41.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall

41.4.2.1 Award 5 Penalty runs to the batting side.

41.4.2.2 Inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

41.4.2.3 Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

41.4.2.4 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Judiciary Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### **41.5 Deliberate distraction, deception or obstruction of batsman**

41.5.1 In addition to clause 41.4, it is unfair for any fielder willfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball. For clarity,

41.5.1.1 Any member of the fielding side, misleading the batting side by directing call for run(s) towards batsmen at the wicket with an intent to prevent the batsmen from attempting further runs shall be considered as deliberate deception.

41.5.1.2 Any member of the fielding side, misleading the batting side into belief that he/she is in possession of the ball or fakes a throw with an intent to prevent the batsmen from attempting further runs shall be considered as deliberate deception.

41.5.2 It is for either one of the umpire(s) to decide whether any distraction, deception or obstruction is willful or not.

41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4 Neither batsman shall be dismissed from that delivery.

41.5.5 If an obstruction involves physical contact, the umpire(s) together shall decide whether or not an offence under clause 42 (Players' conduct) has been committed.

41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.6 to 41.5.10.

41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall;

41.5.6.1 Award 5 Penalty runs to the batting side.

41.5.6.2 Inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.7 The ball shall not count as one of the over.

41.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

41.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.

41.5.10 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### **41.6 Bowling of dangerous and unfair short pitched deliveries**

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

- 41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.
- 41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.
- 41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall
- Call and signal No ball
  - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - Inform the other umpire for the reason for this action.
  - The bowler thus suspended shall not be allowed to bowl again in that innings.
  - If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
  - The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
  - The umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the bowler concerned.
- 41.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over.
- 41.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.1.6 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.
- 41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2
- 41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.
- 41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 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.
- 41.6.1.9 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.
- 41.6.1.10 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.
- 41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall
- Call and signal No ball
  - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - Inform the other umpire for the reason for this action.
  - The bowler thus suspended shall not be allowed to bowl again in that innings.
  - If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
  - The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- The umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against bowler concerned.

41.6.2 Should the umpire(s) initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

#### **41.7 Bowling of dangerous and unfair non-pitching deliveries**

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

41.7.2.1 Call and signal No ball

41.7.2.2 When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

41.7.2.3 Inform the other umpire for the reason for this action.

41.7.2.4 The bowler thus suspended shall not be allowed to bowl again in that innings.

41.7.2.5 If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall

41.7.2.6 Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

41.7.2.7 The umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

41.7.4.1 Immediately call and signal No ball.

41.7.4.2 When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

41.7.4.3 The bowler thus suspended shall not be allowed to bowl again in that innings.

41.7.4.4 If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.7.4.5 Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

41.7.4.6 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### **41.9 Bowling of deliberate front-foot No ball**

41.8.1 If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

41.8.1.1 Immediately call and signal No ball

41.8.1.2 When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

41.8.1.3 Inform the other umpire for the reason for this action.

41.8.1.4 The bowler thus suspended shall not be allowed to bowl again in that innings.

41.8.1.5 If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 41.8.1.6 Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
- 41.8.1.7 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### 41.10 Time wasting by the fielding side

- 41.9.1 It is unfair for any fielder to waste time.
- 41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall
  - 41.9.2.1 If the ball is in play, call and signal Dead ball.
  - 41.9.2.2 Inform the other umpire of what has occurred.  
The bowler's end umpire shall then
    - 41.9.2.3 Warn the captain of the fielding side, indicating that this is a first and final warning.
    - 41.9.2.4 Inform the batsmen of what has occurred.
- 41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall
  - 41.9.3.1 If the ball is in play, call and signal Dead ball.
  - 41.9.3.2 Inform the other umpire of what has occurred.
  - 41.9.3.3 The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.
  - 41.9.3.4 Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.
  - 41.9.3.5 If the umpire(s) believe that the act of time wasting was deliberate or repetitive, the umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### 41.11 Batsman wasting time

- 41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.
- 41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall
  - 41.10.2.1 Warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
  - 41.10.2.2 Inform the other umpire of what has occurred.
  - 41.10.2.3 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
  - 41.10.3.1 Award 5 Penalty runs to the fielding side.
  - 41.10.3.2 Inform the other umpire of the reason for this action.
  - 41.10.3.3 Inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
  - 41.10.3.4 If the umpire(s) believe that the act of time wasting was deemed to be deliberate or repetitive, the umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Judiciary Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### 41.12 The protected area

- 41.11.1 The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

41.11.2 The umpire(s) shall intervene and take necessary actions as in clauses 41.12 (Fielder damaging the pitch), 41.13 (Bowler running on protected area), 41.14 (Batsman damaging the pitch), and 41.15 (Striker in protected area) if in their opinion, the actions of any players actions are likely to cause damage to conditions of the pitch.

#### **41.13 Fielder damaging the pitch**

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

41.12.2.1 Caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

41.12.2.2 Inform the batsmen of what has occurred.

41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

41.12.3.1 Award 5 Penalty runs to the batting side. Additionally the umpire shall

41.12.3.2 Inform the fielding captain of the reason for this action.

41.12.3.3 Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

41.12.3.4 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### **41.14 Bowler running on protected area**

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

41.13.2.1 Caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.

41.13.2.2 Inform the captain of the fielding side and the batsmen of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

41.13.4.1 Direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.

41.13.4.2 Inform the other umpire of the reason for this action.

41.13.4.3 Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

41.13.4.4 The umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the bowler concerned.

#### **41.15 Batsman damaging the pitch**

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

41.14.2.1 Warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

41.14.2.2 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- 41.14.3.1 Disallow all runs to the batting side
- 41.14.3.2 Return any not out batsman to his original end
- 41.14.3.3 Signal No ball or Wide to the scorer(s) if applicable.
- 41.14.3.4 Award 5 Penalty runs to the fielding side.
- 41.14.3.5 Award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- 41.14.3.6 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- 41.14.3.7 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### 41.16 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- 41.15.2.1 Warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
  - 41.15.2.2 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- 41.15.3.1 Disallow all runs to the batting side
- 41.15.3.2 Return any not out batsman to his original end
- 41.15.3.3 Signal No ball or Wide to the scorer(s) if applicable.
- 41.15.3.4 Award 5 Penalty runs to the fielding side.
- 41.15.3.5 Award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- 41.15.3.6 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- 41.15.3.7 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### 41.17 Non-striker leaving his ground early

41.16.1 If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

41.16.2 If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.16.3 For clarity, the appeal shall be answered in a similar way as with any other run out, and no warning is required.

#### 41.18 Batsmen stealing a run

41.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

Unless the bowler attempts to run out either batsman - see clauses 41.16 (Non-striker leaving his ground early) and 21.4 (Bowler throwing towards striker's end before delivery). The umpire shall

- 41.17.1.1 Call and signal Dead ball as soon as the batsmen cross in such an attempt.
- 41.17.1.2 Inform the other umpire of the reason for this action. The bowler's end umpire shall then
- 41.17.1.3 Return the batsmen to their original ends.
- 41.17.1.4 Award 5 Penalty runs to the fielding side.
- 41.17.1.5 Inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.
- 41.17.1.6 The umpire(s) together may report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the captain and the player(s) concerned.

#### 41.19 Penalty runs

41.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorer(s). See clause 2.13 (Signals).

41.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 18.5 Deliberate short runs, 23.3 Leg byes not to be awarded, 34.4 Runs scored from ball lawfully struck more than once, 41.14 Batsman damaging the pitch, 41.15 Striker in protected area, 41.17 Batsmen stealing a run, and 28.3 Protective helmets belonging to the fielding side, will apply.

41.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 Player returning without permission, 26.4 Penalties for contravention, 28.2 Fielding the ball, 28.3 Protective helmets belonging to the fielding side, 41.2 Fair and unfair play - responsibility of umpires, 41.3 The match ball - changing its condition, 41.4 Deliberate attempt to distract striker, 41.5 Deliberate distraction, deception or obstruction of batsman, 41.9 Time wasting by the fielding side, 41.12 Fielder damaging the pitch, or 42.2 Level 4 offences and action by umpires, then

41.18.3.1 They shall be scored as Penalty extras and shall be in addition to any other penalties.

41.18.3.2 They are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.

41.18.3.3 The batsmen shall not change ends solely by reason of the 5 run penalty.

41.18.4 When 5 Penalty runs are awarded to the fielding side, under any of clauses 18.5.2 (Deliberate short runs), or under 18.5 Deliberate short runs, 26.4 Penalties for contravention, 41.2 Fair and unfair play - responsibility of umpires, 41.3 The match ball - changing its condition, 41.10 Batsman wasting time, 41.14 Batsman damaging the pitch, 41.15 Striker in protected area, or 41.17 Batsmen stealing a run, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

## 42 PLAYERS' CONDUCT

### 42.1 Serious misconduct

42.1.1 The umpire(s) shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpire(s) are identified in clause 42.2.1. These offences correspond with Level 4 offences in the WCL Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the WCL Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide and confirm whether an offence has been committed. If so, the umpire(s) shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpire(s) shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputize for their captain.

### 42.2 Level 4 offences and action by umpire(s)

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

- 42.2.1.1 Threatening to assault an umpire
- 42.2.1.2 Making inappropriate and deliberate physical contact with an umpire
- 42.2.1.3 Physically assaulting a player or any other person
- 42.2.1.4 Committing any other act of violence.
- 42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.
- 42.2.2.1 The umpire shall call Time.
- 42.2.2.2 Together the umpire(s) shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 42.2.2.3 The umpire(s) shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
- If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.
  - If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
  - If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.
- 42.2.2.4 As soon as practicable, the umpire shall:
- Award 5 Penalty runs to the opposing team
  - Signal the Level 4 penalty to the scorer(s)
  - Call Play.
- 42.2.2.5 The umpire(s) together shall report the occurrence as soon as possible after the match to the [WCL Executive Committee](#), who shall take such action as is considered appropriate against the team concerned.
- 43.3 Captain refusing to remove a player from the field**
- 42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpire(s) shall invoke clause 16.2 (Umpire(s) awarding a match).
- 42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpire(s) shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.
- 43.4 Additional points relating to Level 4 offences**
- 42.4.1 If a player, while acting as Wicket-Keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.
- 42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Appendix A - Definitions

#### 1. The match

- 1.1 **The match** is used in these Playing Conditions as a general term meaning the Match of Cricket.
- 1.2 **A match** is a single Twenty20 match between two teams, played under these Playing Conditions.
- 1.3 **T20** is an abbreviation for Twenty20.
- 1.4 **Super Over** is a procedure that may be adopted for determining the result of a tied match, as set out in Appendix E.
- 1.5 **The toss** is the toss for choice of innings.
- 1.6 **Before the toss** is at any time before the toss on the day of the match.
- 1.7 **Before the match** is at any time before the toss, not restricted to the day of the match.
- 1.8 **DLS method** is the Duckworth/Lewis/Stern method for determining the target score for the team batting second in an interrupted match, details of which are set out on the WCL website.
- 1.9 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.10 **Playing time** is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
- 1.11 **Conduct of the match** includes any action relevant to the match at any time.
- 1.12 **Home Team** is the WCL member responsible for the home team and the hosting of the match.
- 1.13 **Visiting Team** is the WCL member responsible for the visiting team.
- 1.14 **The Spirit of Cricket** refers to the values of respect and fair play that underpin the match of cricket, as set out in the Preamble to these Playing Conditions.
- 1.15 **WCL Code of Conduct** is the Code of Conduct for Players and Player Support Personnel, as amended from time to time.
- 1.16 **WCL Statistician** maintains all statistics including but not limited to the names, addresses and other relevant data of all playing members registered by each member club.
- 1.17 **WCL Executive Secretary** is the first point of contact for members and prospective members and is responsible for the minutes of all meetings except Board meetings, attend to all correspondences pertaining to the daily operations of the Organization and shall be the custodian of all WCL properties, except funds.
- 1.18 **WCL Judiciary Committee** deals with complaints against players and club officials employing fair and systematic approach to enforce appropriate behavior for all within WCL.
- 1.19 **WCL Umpiring Association** is responsible for updating playing conditions, training and certifying umpires in WCL.

#### 2. Implements and equipment

- 2.1 **Implements used in the match** are the bat, the ball, the stumps and bails.
- 2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.  

For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a Wicket-Keeper, for whom wicket-keeping pads and gloves are also permitted.
- 2.3 **A protective helmet** is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the Clothing and Equipment Regulations) be certified to BS7928:2013. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.
- 2.4 **Equipment** – a batsman's equipment is his/her bat as defined above, together with any external protective equipment he is wearing.  

A fielder's equipment is any external protective equipment that he is wearing.
- 2.5 **The bat** – the following are to be considered as part of the bat:



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

The whole of the bat itself.

The whole of a glove (or gloves) worn on the hand (or hands) holding the bat.

The hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.

- 2.6 **Held in batsman's hand.** Contact between a batsman's hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

### 3. The playing area

3.1 **The field of play** is the area contained within the boundary.

3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.

3.3 **The outfield** is that part of the field of play between the square and the boundary.

### 4. Positioning

4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.

4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. **In front of**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.

4.3 **The striker's end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.

4.4 **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph 4.3.

4.5 **The Wicket-Keeper's end** is the same as the striker's end as described in paragraph 4.3.

4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.

4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.

4.8 **Behind the Wicket-Keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the Wicket-Keeper.

4.9 **Off side/on (leg) side** – see diagram in paragraph 13

4.10 **Inside edge** is the edge on the same side as the nearer wicket.

### 5. Umpire(s) and decision-making

5.1 **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpire(s)** always means both umpire(s) and the third umpire. **An umpire** and **umpire(s)** are generalized terms. Otherwise, a fuller description indicates which one of the umpire(s) is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.

5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.

5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.

5.4 **On-field umpire(s)** shall mean, collectively, the bowler's end umpire and the striker's end umpire.

5.5 **Umpire(s) together agree** applies to decisions which the umpire(s) are to make jointly, independently of the players.

5.6 A **Fair catch** is a catch that has been taken cleanly by the fielder in accordance with clause 33.

5.7 A **Bump ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

---

#### 6. Batsmen

- 6.1 **Batting side** is the side currently batting, whether or not play is in progress.
- 6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorized replacement for such nominated player.
- 6.3 **A batsman's ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.
- 6.4 **Original end** is the end where a batsman was when the ball came into play for that delivery.
- 6.5 **Wicket he has left** is the wicket at the end where a batsman was at the start of the run in progress.
- 6.6 **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler
- 6.7 For the purposes of these Playing Conditions, waist height is defined as the point at which the top of the batsman's trousers would conventionally be when he is standing upright at the popping crease.

#### 7. Fielders

- 7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.
- 7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorized replacement or substitute for such nominated player.
- 7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the Wicket-Keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.
- A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

#### 8. Substitutes

- 8.1 A **Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

#### 9. Bowlers

- 9.1 **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.
- 9.2 **Delivery swing** is the motion of the bowler's arm during which he normally releases the ball for a delivery.
- 9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

#### 10. The ball

- 10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2 **Rebounds directly/strikes directly** and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- 10.3 **Full-pitch** describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### 11. Runs

**11.1 A run to be disallowed** is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.

**11.2 A run not to be scored** is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.

### 12. The person

**12.1 Person;** A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batsman, his/her bat.

A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to him.

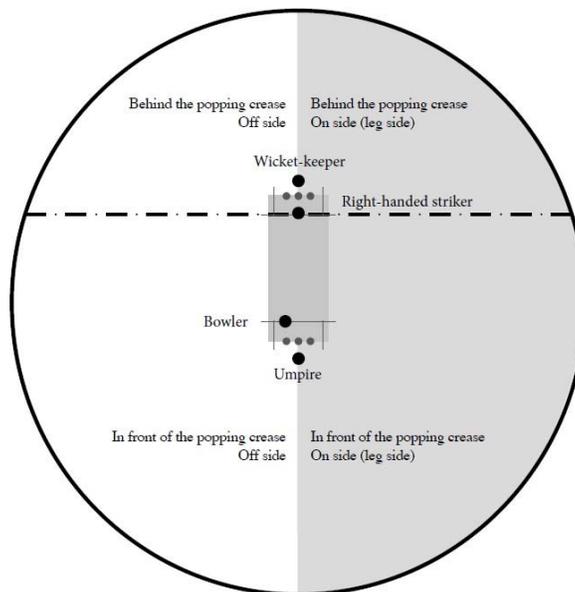
For a batsman, a glove being held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he is holding in his/her hand or hands is not part of his person.

**12.2 Clothing** – anything that a player is wearing, including such items as spectacles or jewelry, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.

**12.3 Hand** for batsman or Wicket-Keeper shall include both the hand itself and the whole of a glove worn on the hand.

### 13. Off side / on side; in front of / behind the popping crease.





# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Appendix B - Equipment

#### 1. The Bat

##### 1.1 General guidance

**1.1.1 Measurements** - All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.

**1.1.2 Adhesives** - Throughout, adhesives are permitted only where essential and only in minimal quantity.

##### 1.2 Specifications for the Handle

**1.2.1** One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

**1.2.2** The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.4.3 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

**1.2.3 Materials in handle** – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

**Binding and covering of handle** – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

2.5 in/6.35 cm in for the twine binding

2.75 in/6.99 cm for the covering grip.

##### 1.3 Specifications for the Blade

**1.3.1** The blade has a face, a back, a toe, sides and shoulders

**1.3.1.1** The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.

**1.3.1.2** The shoulders, sides and toe are the remaining surfaces, separating the face and the back.

**1.3.1.3** The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

**1.3.1.4** The toe is the surface opposite to the shoulders taken as a pair.

**1.3.1.5** The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

**1.3.2** No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

**1.3.3 Covering the blade.** Bats shall have no covering on the blade except as permitted in clause 5.4.

Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.

##### 1.4 Protection and repair

**1.4.1** The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogenous appearance by masking natural



# Washington Cricket League

## Men's Twenty20 Playing Conditions

### DIVISION 1, DIVISION 2, AND DIVISION 3

blemishes, such treatment shall not materially alter the color of the blade.

- 1.4.2** Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.

The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

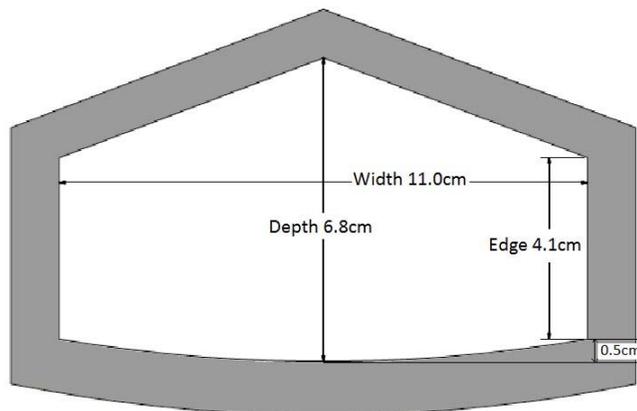
- 1.4.3** Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

## 1.5 Commercial identifications

Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

## 1.6 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:

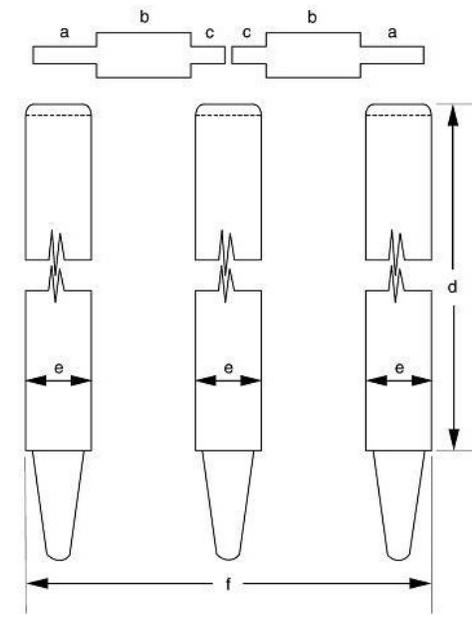


### Dimensions of aperture

Total depth:	2.68 in/6.8 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

## 2. The wickets



### 2.1 Bails

2.1.1 Overall 4.31 in / 10.95 cm

2.1.2 a = 1.38 in / 3.50 cm

2.1.3 b = 2.13 in / 5.40 cm

2.1.4 c = 0.81 in / 2.06 cm

### 2.2 Stumps

2.2.1 Height (d) = 28 in / 71.1 cm

2.2.2 Diameter (e) - maximum = 1.5 in / 3.81 cm

2.2.3 minimum = 1.38 in / 3.50 cm

### 2.3 Overall

2.3.1 Width (f) of wicket 9 in / 22.86 cm

## 3. Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

3.1.1 no webbing between the fingers;

3.1.2 a single piece of non-stretch material between finger and thumb as a means of support; and

3.1.3 when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

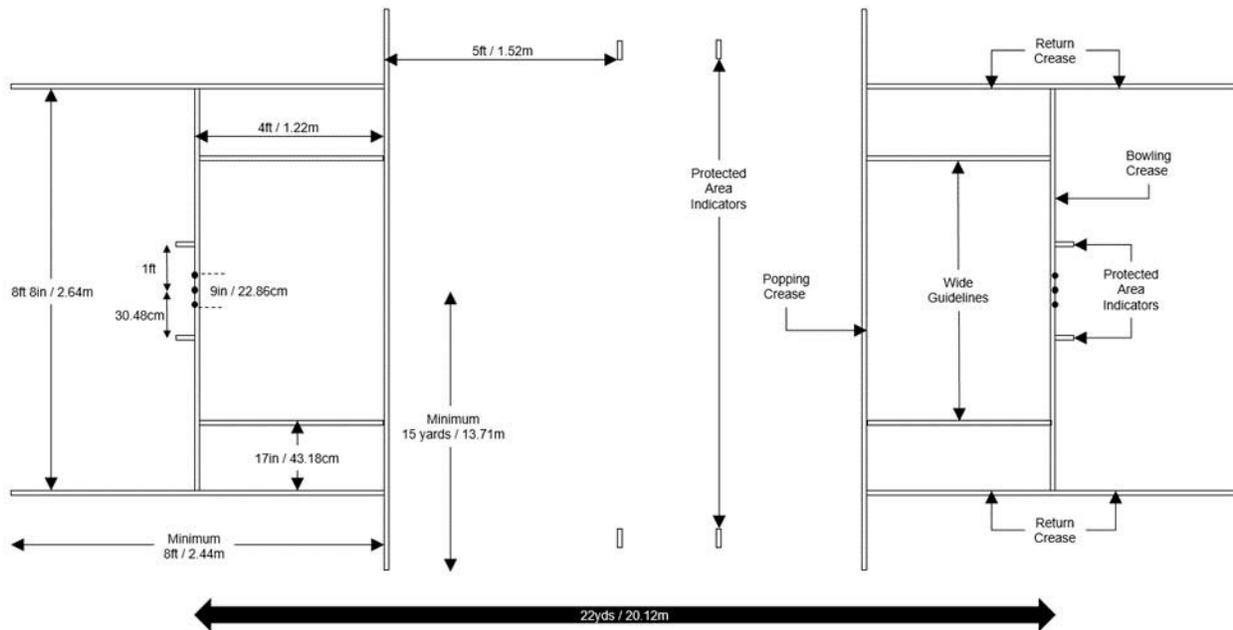
---



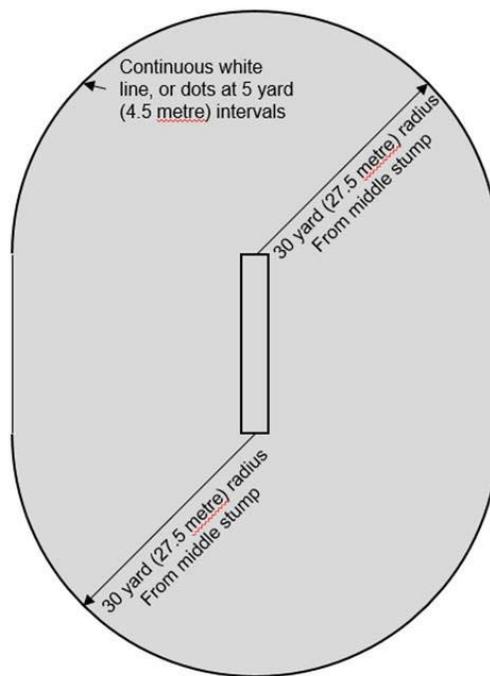
- 3.2** Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulation in relation to the size and position of marks and logos.

### Appendix C – Venue Setup

#### 1. The pitch and the creases



#### 2. Restriction on the placement of fielders





# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Appendix D - Calculations

**Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings**

<b>Time</b>							
Net playing time available at start of the match	420	Minutes	(A)				
Time innings in progress			(B)				
Playing time lost			(C)				
Extra time available			(D)				
Time made up from reduced interval			(E)				
Effective playing time lost	$C - (D + E)$		(F)				
Remaining playing time available	$A - F$		(G)				
G divided by 4.5 (to 2 decimal places)	$G / 4.5$		(H)				
Max overs per team (round up fractions)	$H / 2$		(I)				
Maximum overs per bowler		<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td></tr></table>					Overs
Number of PowerPlay overs		<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="width: 40px; height: 20px;"></td><td style="width: 40px; height: 20px;"></td><td style="width: 40px; height: 20px;"></td></tr></table>				Overs	
<b>Rescheduled Playing Hours</b>							
First session to commence or recommence			(J)				
Length of innings (round up fractions)	$I \times 4.5$		(K)				
Rescheduled first innings cessation time	$J + (K - B)$		(L)				
Length of interval			(M)				
Second innings commencement time	$L + M$		(N)				
Rescheduled second innings cessation time	$N + K$		(*O)				
* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.							

**Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings**

Proposed re-start time			(P)
Rescheduled cut-off time allowing for full use of any extra time provision	$I \times 4.5$		(Q)
Minutes between P and Q			(R)
Potential overs to be bowled (round up fractions)	$R / 4.5$		(S)
Number of complete overs faced to date in first innings			(T)
If S is greater than T then revert to Table 1			
If S is less than or equal to T then the first innings is terminated - go to Table 3			



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

**Table 3: Calculation sheet for the start of the Second Innings**

**Maximum overs to be bowled**

(If first innings was terminated, S from Table 2)

Scheduled length of innings: (round up fractions)

$A \times 4.5$

(A)

(B)

Start time

(C)

Scheduled cessation time

$C + B$

(D)

**Overs per bowler and fielding restrictions**

Maximum overs per bowler

$A / 5$

--	--	--	--	--

Overs

Number of PowerPlay overs

--	--	--

Overs

**Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings**

**Time**

Time at start of innings

(A)

Time at start of interruption

(B)

Time innings in progress

(C)

Restart time

(D)

Length of interruption

$D - B$

(E)

Additional time available:

(F)

(Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)

Total playing time lost

$E - F$

(G)

**Overs**

Maximum overs at start of innings

(H)

Overs lost (round down fractions)

$G / 4.5$

(I)

Adjusted maximum length of innings

$H - I$

(J)

Rescheduled length of innings (round up fractions)

$J \times 4.5$

(K)

Amended cessation time of innings

$D + (K - C)$

(L)

**Overs per bowler and Fielding Restrictions**

Maximum overs per bowler

$J / 5$

--	--	--	--	--

Overs

Number of PowerPlay overs

--	--	--

Overs



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

### Appendix E - Super Over Procedure

The following procedure shall apply should the provision for a Super Over be adopted in any match.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpire(s). In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. The Super Over shall take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpire(s) in consultation with the WCL Executive Committee.
3. The umpires shall stand at the same end as that in which they finished the match.
4. Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
5. Any penalty time being served in the match shall be carried forward to the Super Over.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the T20 Playing Conditions.
7. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
8. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, the Playing Conditions shall apply.
9. The team batting second in the match shall bat first in the Super Over.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the DLS method, 13 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
12. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
13. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses, two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No balls or penalty runs.

#### Example

Runs Scored	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6



# Washington Cricket League

## Men's Twenty20 Playing Conditions

DIVISION 1, DIVISION 2, AND DIVISION 3

---

### **Appendix F - Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall, with the prior consent of the WCL Executive Committee, be allowed.