

# WASHINGTON CRICKET LEAGUE

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Playing Conditions – 40 Overs

**WCL Umpiring Association**

Revised: 2022



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# 1 Players

## 1.1 Registration

All Players participating in the WCL organized and sanctioned games shall be registered with the league. Towards that,

- A team may modify its roster with as many Players as desired.
- Teams may register new Player(s) to its roster throughout the season by:
  - Emailing the Name, Address and Telephone Number of the new Player(s) to the WCL Executive Committee by midnight (EST) on Thursday prior to the game.
  - Notifying the WCL Statistician, the WCL Executive Secretary by midnight (EST) on Thursday prior to the game. Teams choosing this method of registration must follow the procedure outlined in the By-Laws to complete the registration.
- Only players that are listed on the team's roster on WCL website prior to the start of a game will be eligible to play that game.
- All requirements for registration of new Players shall also apply to any substitute Fielder.

## 1.2 Eligibility

An eligible Player is one which at the time of the game satisfies all these conditions:

- Has not been suspended or banned by WCL, any league registered with the Governing Body for Cricket in USA, any recognized National/International League or Cricketing Body.
- Has been properly transferred per the WCL By-Laws.
- Has paid a fine or satisfied any other disciplinary procedure mandated by WCL.

## 1.3 Nominations

- Teams shall use the current printed team list from the WCL Website for submitting the Nomination List to the Official Umpire(s) or the Opposing Captain.
- The Nomination List must be legible with first and last names of the Players. A team is considered not ready to play unless this requirement is met and is subject all penalties related to late start.
- Only Players nominated as substitutes shall be entitled to act as Substitute Fielders during the match unless, the Umpire in exceptional circumstances may allow for subsequent additions for wholly acceptable reasons.
- The captain of a team may request the Official Umpire(s) to verify the identity of any nominated Player(s) of the opposing team. Any official government identification is sufficient for this purpose.
- If the identity of the Player(s) in question does not match the name submitted on the team's Nomination List, the following shall apply:

- If the variance is a clerical error, the offending team shall be allowed to make any necessary corrections.
- The Offending Team is deemed to have committed a Level 1 Club infraction and is subject to any Fines/Penalties as stipulated by the WCL. If the variance is clearly not a clerical error and is discovered:
  - Prior to the start of the game, then the Player in question is not permitted to take the field of play and the team is not allowed to replace him or be allowed a substitute. The game shall continue to its conclusion.
  - During the game, then the Player shall be allowed to take the field of play and the game shall continue to its conclusion. However, if the Offending Team they shall forfeit all the points and statistics earned or accrued from that game.
  - In all cases, the Official Umpire shall report this infraction to the WCL Executive Committee at the conclusion of the match.

## 1.4 Clothing and Attire

All teams participating in the WCL shall be held responsible for ensuring that all its Players are in Proper Cricket Attire at all times on the Field of Play. WCL defines Proper Cricket Attire as:

No.	Category	White Ball	Red Ball	Pink Ball	Comments
1	Long Trousers	Colored	White or Cream	White or Cream	
2	Shirt with Collar	Colored	White or Cream	White or Cream	Mandatory: WCL Logo Optional: Sponsor Logo
3	Shoes	Colored	White	White	Minimum with White uppers ( <i>colored stripes are acceptable</i> )
4	External Protective Pads	Colored	White	White	

Additionally,

- Any Club or Sponsor Logo(s) may be sported on Shirts and Pants.
- If a game is played with a white ball, or as a Day-Night game, then the proper cricket attire for that game will be colored uniforms and meeting all the requirements of WCL.
- Any player in violation of WCL Dress Code shall not be allowed on the field of play.

## 2 Fielders and Substitutes

If a fielder fails to take the field with his side at the start of the match or at any later time or, leaves the field during a session of play, the bowler's end umpire shall be informed of the reason for his absence.

The consent of the bowler's end umpire must be obtained for a Player to return to the field during a session of play. Such consent shall be given as soon as practicable.

Any Player who leaves the field and is absent from the field for longer than eight (8) minutes shall not be permitted to bowl after his return until he has been on the field for at least that length of playing time for which he was absent or to a maximum of one hundred and twenty (120) minutes.

The Player shall not be permitted to bat in the match until his side's batting innings has been in progress for the length of playing time for which he was absent from the field or to a maximum of one hundred and twenty (120) minutes. Or, if earlier, when his side has lost at least five (5) Wickets. Retirement of a batter shall not count as a lost wicket for this purpose.

The restrictions above, shall not apply if the Player has suffered an external blow (as opposed to an Internal Injury such as a pulled muscle or cramps) during the match and was thereby forced to leave the field.

Likewise, these restrictions shall not apply if the Player has been absent for exceptional or wholly acceptable reasons.

If a fielder is already off the field at the time when play is stopped due to weather, light or for other acceptable reasons, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Official Umpire(s) when he is fit enough to take the field had play been in progress.

Any registered Player(s) of a side playing the game other than the batters or fielders who enters the field of play without the consent of the Official Umpire(s) shall be regarded, as unauthorized Player(s) and the side shall be subject to five (5) Penalty runs.

### 3 Umpires

Neutral umpire(s) are appointed for each WCL 40 Overs match, as deemed certified by WCL Umpiring Association.

For the regular league matches at least one (1) on-field umpire will be appointed by WCL Umpiring Association.

For the Play-off matches, two (2) on-field umpires will be appointed by the WCL Umpiring Association.

For the WCL Finals, two (2) on-field umpires and one (1) match referee will be appointed by the WCL Umpiring Association.

The umpire(s) thus appointed, shall be the Official Umpire(s) for the entire duration of the match.

The umpire shall be present at the ground at least thirty (30) minutes before the scheduled start of play and control the match as required by these Playing Conditions, with absolute impartiality.

Neither team shall have a right of objection to the appointment of any umpire(s) by the WCL Umpiring Association.

### 3.1 Player-Umpire

When only one (1) Umpire has been appointed by the WCL Umpiring Association, then the Umpire hereby known as the Official Umpire shall act as the bowler's end umpire at both ends.

The nominated players, including substitutes from the batting side shall take turns during their batting innings to stand as the striker's end umpire and are referred to as Player-Umpire. Player-Umpire are subject to the limitations outlined in the below Section 3.2.

### 3.2 Limitations of a Player-Umpire

The following limitations shall apply to role of Player-Umpire:

- Wear fluorescent vest or different attire from the fielders and wear proper footwear.
- May provide water for batters at the wicket, with the umpire(s) consent.
- May stand at striker's end for no more than forty-five (45) minutes.
- Answer appeals for Hit wicket, Stumping, and Run out at the striker's end.
- Assist the umpire with the following:
  - Counting the balls, and reconfirming balls remaining after Dead ball, No ball, Wide ball, dismissal, or temporary delay.
  - Signaling short runs when required under the playing conditions.
  - Batters crossing when required under the playing conditions.

### 3.3 Replacing a Player-Umpire

The Official Umpire may replace the Player-Umpire immediately, in the any of the following circumstances:

- Carrying smartphone on the field or wearing headphones of any kind for any reason.
- Talk to or coach batters at the wicket, or taunt or "have a go" at the fielding side.
- Cause frequent and unjustified disruptions to the match.
- Provide misleading information to the bowler's end umpire into making favorable decisions to the batting side.
- Not dismiss a batter at the striker's end upon appeal from the fielding side when the batter is clearly out under the playing conditions.
- Cause deliberate distraction, or obstruction to the fielding side when the ball is in play.

### 3.4 Official Umpire Overruling a Player-Umpire

The Official Umpire shall override the decision made by the Player-Umpire if the Official Umpire considers that the Player-Umpire made an egregious or blatant error in his/her judgement on an appeal for a dismissal.

## 4 Scorers

When possible, each side may provide a scorer to record all Runs scored, Wickets taken and number of Overs bowled and shall frequently check to ensure that their records agree.

If the teams use online scoring application(s) to manage their scores, the scorers shall resort to using scoring record books to ensure the scores are correct in cases of technical difficulties.

The game shall not be halted when the scorers have difficulties in recording the scores with any of the online scoring applications.

The Runs, Wickets, and Overs as scored by the Home Team shall be deemed Official. However, if a Home Team fails to provide a scorer, the Runs, Wickets, and Overs as scored by the Visiting Team shall be deemed Official. It will be the responsibility of the Home Team to ensure that complete score cards for both innings are recorded and submitted on WCL website.

## 5 Balls

A new WCL approved four-piece match ball shall be used at the start of each innings. No other cricket balls or balls from a prior year shall be used unless approved by the WCL Executive Committee.

The captains/deputies are responsible for providing the Official Umpire(s) with a new ball prior to start of the game. In addition, the fielding team shall be responsible for providing a replacement ball should the ball become lost or unfit for play.

The Official Umpire(s) shall retain possession of the match ball(s) before the start of the game and shall remain under their control throughout the match. They shall make frequent and irregular inspection of the ball and shall take possession of the ball at the fall of each wicket, at the start of any interval, and at any interruption of play.

If during play, the ball cannot be found or recovered, or the Official Umpire(s) agree that it has become unfit for play, the Official Umpire(s) shall replace it with a ball, which in their opinion has similar amount of wear as the previous ball had before the need for its replacement. The Official Umpire(s) shall inform the batters and the captain of the fielding when the ball has been replaced.

If the match ball were to be replaced in the first eight (8) Overs of an inning, the Official Umpire(s) shall use a new match ball.

In all cases, the replacement ball shall not be scuffed or grazed up to match the wear comparable with that which the previous match ball had received before the need for its replacement.

If it becomes necessary to replace the ball, the Official Umpire(s) shall inform the batter. Either batter or bowler may request the Official Umpire(s) to replace the ball. However, the umpire's decision to replace the ball or otherwise shall be final.

A game designated as a Day-Night game by the WCL will be played with white balls.

Each side's innings shall be started with one new ball.

## 6 Field and Pitch

Teams that hold permits or caretakers of a WCL permitted field shall be responsible for maintaining the said fields according to the guidelines set by the WCL.

### 6.1 Home Team Responsibilities

In addition to the possible caretaker responsibilities, the Home Team shall be responsible for the following:

- Ensure that the Outfield and the Pitch are ready for play
- Setup and Removal of Matting from grounds for which the league hold permits
- Provide a Broom and Sweep the Pitch when needed
- Ensure that the Creases and Visual Guidelines to judge Wide Balls are clearly marked on the Pitch.
- Re-draw the creases, when necessary, as directed by the Official Umpire(s)
- Provide Chalk to mark the Striker's Guard at both ends
- Provide and setup two (2) sets of Stumps and Bails and replacements if needed
- If using spring loaded stumps, the position of the stumps must be clearly marked at either ends
- Provide boundary and infield thirty (30) yard markers
- Provide water and refreshments to the Visiting Team and Umpires.

Teams that fail to fulfill the above responsibilities are subject to Fines/Penalties as stipulated by the WCL.

### 6.2 Covering the Pitch

The Home Side shall be responsible for providing covers at all times. Covering the Pitch shall be done with the plastic or any appropriate material provided.

The pitch shall be protected against the weather at all times for complete duration of the game. The covers must protect the complete pitch, its surrounding areas and the Bowlers' Run-up areas sufficiently.



The Official Umpire(s) shall have the sole authority of administering the application and removal of covers. Failure to follow the instructions of the Official Umpire(s) shall result in penalties as stipulated by the WCL.

During the game both sides shall be responsible for protecting the pitch during inclement weather.

Deliberate refusal to cover the pitch by either team in the event of inclement weather shall be considered an offense and may result Fines/Penalties as stipulated by the WCL.

## 7 Toss

The captains/deputies shall toss for choice of innings on the field of play in the presence of Official Umpire(s), not earlier than thirty (30) minutes nor later than fifteen (15) minutes before the scheduled or any rescheduled start time of the match.

Any nominated player, excluding substitutes may toss after providing the Official Umpire(s), with the nomination list for the game.

### 7.1 Nomination List

Each captain/deputy shall provide two (2) nomination lists each consisting of at least of eight (8) players and maximum of eleven (11) players, plus a maximum of four (4) substitutes to the Official Umpire(s) before the toss. The Official Umpire(s) shall give one of the lists to the opposing captain, after verifying the consistency of the lists thus provided.

All those nominated including those listed 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.

All minors must be clearly identified in the nomination list. For the definition of Minor, please see Section 21.1.1.

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.

### 7.2 Team Requirements for Toss

While both teams must require a minimum of eight (8) nominated players to be on field at the start of the game, for the purposes of the toss, only one (1) player from the nominated list, excluding substitutes is required. Once the game starts, the batting side does not have this requirement of eight (8) nominated players any longer.

The fielding side must have a minimum of eight (8) nominated players on the field at all times.

Once the toss takes place, the captain/deputy of the side winning the toss shall notify the Official Umpire(s) and the opposing captain of his decision to bat or field first. Once notified, the decision cannot be changed. Failure to notify the Official Umpire(s) or opposing captain immediately of the decision to either bat or field shall result in the toss being awarded to the opposing captain.

If a side is not ready to toss as stipulated, the toss shall be awarded to the opposing side provided at least one nominated player of the opposing side is ready for the toss.

### 7.3 Team Requirements after the Toss

Assuming that the opposing side has a minimum of eight (8) nominated players on the field, if a side winning the toss does not have eight (8) nominated players on the field at the scheduled or rescheduled start time of the match, they shall lose the toss to the opposing team.

If both teams do not have a minimum of eight (8) nominated players on the field at the scheduled or rescheduled start time of the match, then the first team that meets this requirement shall win the toss.

### 7.4 Penalties for Delayed Start

Only the Official Umpire(s) assigned to the game can enforce any penalties.

If any or both teams are not ready to play for any reason at the schedule or re-schedule start of the match, either or both teams will be subject to Overs being reduced when batting, calculated according to the below statement.

A side that is not ready for play at the scheduled or rescheduled start time of the match shall when batting lose from the allotted Overs, one (1) Over for every five (5) Minutes or fraction thereof of delay in starting the game.

#### 7.4.1 Example:

- One to five minutes after the scheduled or rescheduled start time of the match, the team loses one (1) Over.
- Six to ten minutes after the scheduled or rescheduled start time of the match, the team loses two (2) Overs.

### 7.5 Forfeiting the game

Either side shall automatically forfeit the match if it is not ready to start the game within forty-five (45) minutes after the scheduled or rescheduled start time of the match.

### 7.6 Playing field ready for play

A side shall be considered ready to toss only when the playing field is ready for play. The field shall be deemed ready for play when:

- the pitch is prepared

- the matting securely placed (if applicable)
- the stumps and bails placed according to specifications
- have the approved WCL cricket balls, including replacements
- the 30-yard markers and the boundary markers placed and
- If using spring loaded stumps, the position of the stumps must be clearly marked at either ends
- the creases are marked according to measurements.

Any team in violation of these requirements shall forfeit the toss.

## 8 Innings

All matches shall consist of one (1) innings per side, each innings being limited to a maximum of forty (40) Overs. All Overs shall be bowled alternatively from both ends of the pitch.

### 8.1 Overs Per Bowler

A bowler shall be permitted to bowl no more than eight (8) Overs in an innings.

If the number of Overs per innings has been reduced for any reason, a bowler shall bowl no more than twenty percent (20%) of the total number of adjusted Overs. Where the total number of adjusted Overs is not divisible by five (5), one additional Over shall be allowed to the maximum per bowler necessary to make up the balance.

If a bowler is incapacitated while running to bowl the first ball of an Over, or is incapacitated or suspended during an Over, another bowler shall complete the Over, who shall neither have bowled the previous Over, or part thereof, nor be allowed to bowl the next Over, or part thereof in that innings. Such part of the Over shall count as a full Over in so far as each bowler's limit is concerned.

### 8.2 Adjustment of Overs

If the start of the match is delayed or, if play is suspended after the start, due to conditions of weather or any other unavoidable circumstances, the number of Overs shall be reduced on the basis of one (1) Over per team for every ten (10) minutes of time lost or, part thereof.

If the suspension/stoppage happens during the innings of the side batting second, then the Overs shall be reduced on the basis of One (1) Over for every five (5) minutes of time lost or part thereof.

### 8.3 Declaration

A batting side may not declare its inning closed under any condition.

### 8.4 Minimum Over Rate Requirement

Each Team is required to meet the Minimum Over Rate requirements as stipulated by WCL. In a forty

(40) Over game, the fielding side must complete its forty (40) Overs within three (3) hours excluding the Drinks Intervals. The Minimum Over Rate is computed as four and a half (4.5) minutes per Over.

The fielding side shall be subject to penalties and fines as stipulated by WCL, if it fails to meet this Minimum Over Rate Requirement. The Official Umpire(s) shall keep track of any exceptions, if applicable, and inform both the captains at regular intervals.

In calculating the Over rate for the match, allowances shall be given as follows:

- The time lost as a result of treatment given to a player by medical personnel or any qualified individual on the field of play
- The time lost as a result of a player being required to leave the field as a result of a serious injury
- The time taken for all umpire consultations
- The time taken for retrieving match ball during play
- The time lost as a result of time wasting by the batting side
- The time lost due to all other circumstances that are beyond the control of the fielding side
- In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of one (1) minute for every full three (3) Overs by which the innings is reduced will be granted
- An additional allowance of one (1) minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings
- 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.

The umpire(s) shall advise the current Over rate of the fielding side (+/- Overs compared to the minimum rate required), to the captain of the fielding side every thirty (30) minutes as a minimum.

## 9 Intervals

### 9.1 Interval between Innings

Interval between innings shall not exceed fifteen (15) minutes. However, both captains with the consent of the Official Umpire(s) may agree to make them shorter.

### 9.2 Drinks Interval

Before the toss, the Official Umpire(s) shall agree with both captains on the schedule of Drinks Intervals, which shall be at similar Intervals in both innings. The first Drinks Interval shall not be taken before the tenth (10<sup>th</sup>) Over is bowled. The Official Umpires' decision shall be final if both Captains fail to reach an agreement on the schedule of Drinks Intervals.

Each Drink Interval may not exceed five (5) minutes.

The recommended Drinks Interval for a forty (40) Over game shall be two (2) Drinks Breaks in each inning at the end of 13<sup>th</sup> and 26<sup>th</sup> Overs.

### 9.2.1 Adjustments for Hot Days

On days when the temperature exceeds normal tolerances, the WCL Executive Committee may recommend three (3) Drinks Breaks in each inning at the end of 10<sup>th</sup>, 20<sup>th</sup>, and 30<sup>th</sup> Overs.

### 9.2.2 Foregoing Drinks Intervals

Drinks Intervals shall not be taken if both captains agree to forego a Drinks Interval, or if an innings has been reduced to fewer than twenty (20) Overs because of unfavorable weather conditions or any other circumstances beyond control.

In the event of the fielding side refusing any of its scheduled Drinks Interval, it shall not be permitted to request another one before the next scheduled Drinks Interval.

Unless both captains agree to forego a Drinks Interval, or the fielding side refuses any of its Drinks Interval, it shall be taken at the end of the Over in progress when the agreed interval is reached. If, however, a wicket falls in the Over to the agreed interval, drinks shall be taken immediately.

Except as provided for in the above provisions, no other variation in the timing of Drinks Intervals shall be allowed.

## 10 Hours of Play

All WCL regular season forty (40) Over League Matches shall start at 12:00 PM. However, the WCL Executive Committee reserves the right to set the starting time of any game based on field availability, weather conditions and permit restrictions.

If the ground is not ready for play by the scheduled start time due to circumstances beyond the control of the Home Team, the Official Umpire(s) or both captains/deputies, if no Official Umpire is present may agree on a new starting time.

If a game is delayed due to any WCL approved reasons, the revised start time shall be no later than 3:00 PM. Furthermore, the number of Overs may be reduced to no less than twenty-five (25) Overs per team and no penalties shall be imposed on the Home Team. However, the captain of the Home Team shall within two (2) days thereafter, submit in writing to the WCL Match Secretary, the circumstances that led to the delay.

If a game is designated as a Day-Night game WCL, the start time will be 3:00 PM. If the game is delayed due to any WCL approved reasons, the revised start time shall be no later than 6:00 PM. Furthermore, the number of Overs may be reduced to no less than twenty-five (25) Overs per team and no penalties shall be imposed on the Home Team.

If the start time must be rescheduled due to circumstances beyond the control of the Home Team, the Official Umpire shall provide a new starting time, along with the reduced number of Overs using the formula for reduction of Overs outlined in Section 7.4.

## 11 Boundaries

If possible, the boundary shall be at least sixty-five (65) yards but not more than ninety (90) yards from the center of the pitch. The recommended distance between boundary markers shall be approximately twelve (12) feet.

## 12 Result

Once the umpire(s) have agreed with the scorer(s) the correctness of the scores at the conclusion of the match, the result thereafter may not be changed.

### 12.1 Forfeiture of a Game

In addition to forfeiting a game outlined in Section 7.5, either side shall automatically forfeit the game if:

- It is responsible for the delay and has fewer than eight (8) nominated players ready to play forty-five (45) minutes after the scheduled or rescheduled start time of the match
- The fielding side has fewer than eight (8) nominated players on the field while play is in progress.

A team that forfeits a WCL scheduled match including, but not limited to the reasons above shall be subject to penalties and fines as stipulated by WCL.

A team that forfeits a WCL scheduled match shall also forfeit all points earned or accrued for that game. The statistics shall not be included in the calculations for ranking or seeding of the teams.

#### 12.1.1 Expelling a Team from WCL

A team that forfeits three (3) WCL scheduled matches during a single season shall automatically be expelled without any exceptions from WCL and immediately removed from the league fixtures. The team may appeal this ruling to the WCL Executive Committee and the WCL Board of Directors to overturn the decision.

### 12.2 Conceding a Game

A team may concede a game at any time after the start of the game. If the team concedes a game, the team shall not retain any points earned or accrued during the game.

### 12.3 Awarding a Game

If the Umpire considers that an action by any player constitutes a refusal to play, he shall inform the captain of that side. If the captain persists refuses to play, the Umpire shall award the match to the opposing team.

If the action above does not constitute a refusal to play, the delay in play shall be dealt with in the same manner as provided in Delay of Game and Time Wasting.

Any team that refuses to play, forfeits all points earned or accrued during the game and will be subject to penalties and fines as stipulated by WCL.

In addition to the consequences prescribed under the clause above, the refusal may also result in disciplinary procedures being enforced against the captain and team responsible as stipulated by WCL.

All the statistics for the team that refuses to play shall remain unapproved by the WCL.

## 12.4 Abandoned Game

A Washed-out game is match that was abandoned with no ball being bowled. A Rained-out game is a match that was interrupted after at least one (1) ball was bowled and did not complete and no result was possible due to condition of the ground, weather, light, or any other exceptional conditions. An Abandoned game shall not be rescheduled.

The result of a game that is interrupted by due to condition of the ground, weather, light or exceptional circumstances shall be determined by D/L Standard Edition Calculation, provided that the team batting second has batted at least sixteen (16) Overs. This requirement shall apply to all games, even if the number of Overs in a game is less than 40 and even if one team was penalized and Overs were reduced.

No Result is possible from an abandoned game where the team batting second has batted less than sixteen (16) Overs.

## 12.5 Tied Game

The result of the game shall be a Tie if both sides have scored the equal number of runs at conclusion of the game. In the event of a Tie, the winner shall be determined as follows in the order specified:

- (1) Super Over
- (2) Current Game Scoring Statistics.

### 12.5.1 Super Over

The Official Umpire(s) may call for the Super Over process to determine the winner of the Tied Game provided:

- There is at least a minimum of twenty (20) minutes available prior to any subsequent conflict of schedule, expiration of permit, or any other interruption and
- The conditions at the ground are adequate to complete the Super Over within twenty (20) minutes from the end of the game that ended in a Tie.

If any of these above conditions is not met, the Official Umpire shall use the Current Game Scoring Statistics (See Section 12.5.3) to determine the winner of the Tied Game.

A five (5) minute Innings Break shall precede the Super Over call of Play.

The Super Over shall be played under the following conditions:

- 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.
- The umpires shall stand at the same end as that in which they finished the match.
- Only nominated players in the match may participate in the Super Over. Should any player (including the batters 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.
- Any penalty time being served in the match shall be carried forward to the Super Over.
- Each team's Over is played with the same fielding restrictions as apply for the last Over in a match played under the existing Playing Conditions.
- In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl its Over in the Super Over from the box of spare match balls provided by the umpires (which shall include the balls used in the match, but no new match 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 existing Playing Conditions shall apply.
- The team batting second in the match shall bat first in the Super Over.
- The loss of two (2) wickets in the Over ends the team's one (1) Over innings.
- 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, the count back of the scoring in the Super Over as outline in Section 12.5.2 shall apply. Otherwise, the team whose batters hit the greatest number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, the count back of the scoring in the Super Over as outlined in Section 12.5.2 shall apply.

#### 12.5.2 Super Over Tie breaking count back

When the scores at the end of a Super Over are tied, 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 shall 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 fair delivery i.e., including any runs resulting from Wide balls, No balls, or penalty runs.

**Example:**

Both Team One and Team Two scored fourteen (14) runs in the Super Over, ending in a tie. Team One has lost one (1) wicket, while Team Two did not lose any wickets.



Super Over	Team One	Team Two
Ball 6	1	1
Ball 5	4	4
Ball 4	1 + 1 No ball = 2	1
Ball 3	0 ( <i>wicket</i> )	1
Ball 2	1	6
Ball 1	6	1

Based on the above table, and counting back in the Super Over which also ended in a Tie, Team One is the winner of the Tied Game on the merit of Team One score more runs on Ball 4, compared to Team Two.

### 12.5.3 Current Game Scoring Statistics

In the event that the Super Over (See Section 12.5.1) is not possible, then the winner of the Tied Game shall be determined as follows in the order specified:

- (1) The side that has lost fewer wickets
- (2) If both the sides lost all or the same number of wickets, the side with the higher Scoring Rate.
- (3) If still equal, the side with the highest scores at 30 Overs during their innings when Batting.
- (4) If still equal, the side with the highest scores at 20 Overs during their innings when Batting.
- (5) If still equal, the side with the highest scores at 10 Overs during their innings when Batting.

### 12.5.4 Scoring Rate Calculation

The Scoring Rate for a team shall be calculated by dividing the Runs scored by the team by the Actual Overs batted by the team.

$$\text{Scoring Rate for a Team} = \frac{\text{Runs Scored by the team in the game}}{\text{Actual Overs Batted by the team}}$$

The above criteria to determine the Winner in a Tied game shall be adopted for both Regular Season and Play-Off games.

## 12.6 Points

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

Win	Three (3) points
No Result	One (1) point
Loss	Zero (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 only to players from the team that forfeited the match.

### 12.7 Seeding for Play-Offs

In the event of teams finishing on equal points during the group stage, play-offs seeding shall be determined in the below order as follows:

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

### 12.8 Net-run Rate

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.

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.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

Where a match is abandoned, but a result is achieved under DLS method, for net run rate purposes Team One will be credited with Team Two's Par Score on abandonment off the same number of Overs faced by Team Two.

Where a match is concluded with DLS method having been applied at an earlier point in the match, Team One will be credit with one (1) run less than the final Target Score for Team Two off the total number of Overs allocated to Team Two to reach the target.

## 13 Wide Ball

As a guideline for judging a Wide ball, a line shall be marked at each end of the pitch measuring seventeen (17) inches from the inside edge of the return crease or, thirty-five (35) inches from the center of the middle stump and parallel to the return crease.

The Wide line shall be drawn from the popping crease to the bowling crease, thus measuring four (4) feet in length.

Any delivery not being a No ball, shall be a Wide ball if the ball does not make contact with the striker's bat or person and

- passes on the leg side of the striker outside the line of the leg stump
- touches or passes over the Wide line on the Off-side at the intersection of the Wide line and the bowling crease.
- in the opinion of the Official Umpire passes above the head of the striker standing upright at the popping crease.

### 13.1 Striker Position

If the striker is positioned between the off stump and the on side when the ball passes the striker, the position should not be considered for determined a Wide ball.

If the striker moves towards the Off-side and the off stump now in on the leg side of the striker, the delivery must be beyond of the reach for the striker to be a Wide ball.

## 14 Switch Hitting

Whenever the striker changes his/her guard, after the ball has come into the play, the bowler's end umpire, for that delivery shall:

- Treat both sides of the wicket as Off-side for judging a Wide ball.
- Consider the original position of the striker at the time the ball came into play for judging Leg before wicket (LBW).
- Ignore any restrictions on the movement of any Fielder, except, for any power play restriction.
- Ignore the field restrictions outlined in Section 20.2.1.

## 15 Wicket is put down

When using spring loaded stumps, the position of the stumps must be clearly marked at either ends. During play, if the stumps are knocked out of position, the umpire shall not remake the wicket until the ball is Dead.

Any fielder may, however, while the ball is in play may remake the wicket by either

- replacing a bail or bails on top of the stumps.
- putting back one or more stumps into the ground where the wicket originally stood.
- In the situation where spring loaded stumps are used, any fielder may remake the wicket by erecting the stumps in the previously marked position as it stood prior to being put down.

## 16 Bowled

If the Bowler delivers a fair delivery and any single stump is completely knocked out of the ground, the

striker shall be out Bowled even if both the bails remain on top of the stumps.

## 17 Caught

Any fielder who takes a catch in the close proximity of the boundary shall remain still after the catch is completed to the satisfaction of the umpire. Unless the umpire is satisfied that the catch is fair, boundary six (6) shall be awarded to the batting side.

## 18 Timed Out

Unless time has been called, the incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within three (3) minutes of the fall of the previous wicket. He may be dismissed Timed Out for failing to do so, if there is an appeal by the fielding side.

## 19 Dangerous and Unfair Bowling

### 19.1 Fast short-pitched delivery

A fast short-pitched delivery is the one that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

A bowler shall be permitted to bowl one (1) fast short-pitched delivery per Over.

Any fast short-pitched delivery that has been called a Wide shall also count as one (1) permitted fast short-pitched delivery per Over.

In the event a bowler bowls more than one fast short-pitched deliveries in an Over as defined above, either Official Umpire 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.

If a Bowler delivers a second fast short-pitched ball in an Over, the bowler's end umpire, after the call of No ball and when the ball is Dead, shall:

- caution the bowler
- inform the other umpire
- inform the captain of the fielding side
- inform the batters at the wicket of what has occurred.

This caution shall apply throughout the innings.

If there is a second instance of the Bowler bowling more than one (1) fast short-pitched delivery in

another Over in the innings, the Umpire shall repeat the above process and advise the Bowler that this is his final warning for the innings.

Should there be any further instance of the Bowler bowling more than one (1) fast short-pitched delivery in another Over in the innings, the Umpire shall call and signal No Ball and when the ball is Dead, direct the captain to take the bowler off forthwith. The bowler thus taken off shall not be allowed to bowl again in that innings.

If necessary, another bowler shall complete the Over, who shall neither have bowled the previous Over, or part thereof, nor be allowed to bowl the next Over, or part thereof.

The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the WCL Judiciary Committee who shall take such action as is considered appropriate against the captain and the bowler concerned.

## 19.2 High full-pitched delivery

A high full-pitched delivery is one that passes or would have passed on the full above waist height of the striker standing upright at the popping crease, is deemed unfair, whether it is likely or not to inflict physical injury on the striker.

If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

When the ball is Dead, the bowler's end umpire shall, in addition to calling and signaling No ball, may issue a first and final warning. He shall inform the other umpire, captain of the fielding side and the batters at the wicket of what has occurred.

Should there be any further instance where a high full-pitched delivery as defined above is bowled by the same bowler in the innings, either Official Umpire shall call and signal No ball and when the ball is Dead, the bowler's end umpire shall direct the captain to take the bowler off forthwith. The bowler thus taken off shall not be allowed to bowl again in that innings.

If necessary, another bowler shall complete the Over, who shall neither have bowled the previous Over, or part thereof, nor be allowed to bowl the next Over, or part thereof.

The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the WCL Judiciary Committee who shall take such action as is considered appropriate against the captain and the bowler concerned.

## 19.3 Deliberate high full-pitched delivery

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair, either Official Umpire shall call and signal No ball and when the ball is Dead, the

bowler's end umpire shall direct the captain to take the bowler off forthwith. The bowler thus taken off shall not be allowed to bowl again in that innings.

If necessary, another bowler shall complete the Over, who shall neither have bowled the previous Over, or part thereof, nor be allowed to bowl the next Over, or part thereof.

The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to the WCL Judiciary Committee who shall take such action as is considered appropriate against the captain and the bowler concerned.

## 20 Fielding Restrictions and Powerplay

### 20.1 Field Setup for Restrictions

Two (2) semi-circles shall be drawn on the field of play, each having the middle stump at either end of the pitch as their center and with radius of thirty (30) yards or ninety (90) feet. The semi-circles shall be joined by two (2) parallel straight lines.

The field restriction area shall be marked brightly colored paint (other than green, blue, brown, purple or black) or plastic or rubber discs as markers. The discs shall not have any metal or sharp points. The markers may not exceed twelve (12) inches in diameter at their widest points and four (4) inches at their highest point. A minimum of twenty-five (25) markers is recommended.

The Official Umpire(s) shall use their discretion to determine the appropriateness of the markers used.

### 20.2 Restrictions on the placement of fielders

#### 20.2.1 General Game Restrictions

At the instant of delivery, there shall not be more than five (5) fielders on the On-side, and of which there shall not be more than two (2) fielders, other than the wicket keeper, behind the popping crease on the On-side.

#### 20.2.2 Additional Game Restrictions

Additional field restrictions shall apply to certain Overs in each innings. The nature of such field restrictions and the Overs during which they shall apply hereafter referred to as Powerplay Overs are set out in the following paragraphs. Each block of Powerplay Overs must commence at the start of an Over.

#### 20.2.3 Block One of Powerplay Overs

The first block of PowerPlay Overs shall be at the commencement of the innings. During the first block of PowerPlay Overs, only two (2) fielders shall be permitted outside this fielding restriction area at the

instant of delivery. In a 40 Over game, these are Overs 1 to 8 inclusive.

#### 20.2.4 Block Two of Powerplay Overs

During the second block of PowerPlay Overs no more than four (4) fielders shall be permitted outside the fielding restriction area at the instant of delivery. In a 40 Over game, these are Overs 9 to 32 inclusive.

#### 20.2.5 Block Three of Powerplay Overs

During the third block of PowerPlay Overs no more than five (5) fielders shall be permitted outside the fielding restriction area at the instant of delivery. In a 40 Over game, these are Overs 33 to 40 inclusive.

#### 20.2.6 Powerplay for Games with Reduced Overs

The number of Overs in an innings is reduced, the number of PowerPlay Overs shall be reduced in accordance to the table below. The Official Umpire(s) shall so inform both the captains of the revised PowerPlay Overs. The table shall apply to both the teams' innings.

If Play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-Over.

Innings Duration	First PowerPlay 2 fielders	Second PowerPlay 4 fielders	Third PowerPlay 5 fielders	Start of Last Powerplay Block
<b>20 Overs</b>	4 Overs	12 Overs	4 Overs	<b>17</b>
<b>21 Overs</b>	4 Overs	13 Overs	4 Overs	<b>18</b>
<b>22 Overs</b>	5 Overs	13 Overs	4 Overs	<b>19</b>
<b>23 Overs</b>	5 Overs	14 Overs	4 Overs	<b>20</b>
<b>24 Overs</b>	5 Overs	14 Overs	5 Overs	<b>20</b>
<b>25 Overs</b>	5 Overs	15 Overs	5 Overs	<b>21</b>
<b>26 Overs</b>	5 Overs	16 Overs	5 Overs	<b>22</b>
<b>27 Overs</b>	6 Overs	16 Overs	5 Overs	<b>23</b>
<b>28 Overs</b>	6 Overs	17 Overs	5 Overs	<b>24</b>
<b>29 Overs</b>	6 Overs	17 Overs	6 Overs	<b>24</b>
<b>30 Overs</b>	6 Overs	18 Overs	6 Overs	<b>25</b>
<b>31 Overs</b>	6 Overs	19 Overs	6 Overs	<b>26</b>
<b>32 Overs</b>	7 Overs	19 Overs	6 Overs	<b>27</b>
<b>33 Overs</b>	7 Overs	20 Overs	6 Overs	<b>28</b>
<b>34 Overs</b>	7 Overs	20 Overs	7 Overs	<b>28</b>

Innings Duration	First PowerPlay 2 fielders	Second PowerPlay 4 fielders	Third PowerPlay 5 fielders	Start of Last Powerplay Block
<b>35 Overs</b>	7 Overs	21 Overs	7 Overs	<b>29</b>
<b>36 Overs</b>	7 Overs	22 Overs	7 Overs	<b>30</b>
<b>37 Overs</b>	8 Overs	22 Overs	7 Overs	<b>31</b>
<b>38 Overs</b>	8 Overs	23 Overs	7 Overs	<b>32</b>
<b>39 Overs</b>	8 Overs	23 Overs	8 Overs	<b>32</b>
<b>40 Overs</b>	<b>8 Overs</b>	<b>24 Overs</b>	<b>8 Overs</b>	<b>33</b>

## 21 Player Conduct

All reports from the Official Umpire(s) and Player-Umpire(s) shall be filed with the WCL Judiciary Committee as appropriate in writing or filed electronically within two (2) days from the occurrence of the reported incident.

### 21.1 Safety

The league recommends appropriate protective gear for all players participating the league organized games.

All players and officials deemed Minor, on the field must wear internal protective equipment (abdomen guard or box).

Additionally, if a Minor assumes the role of a wicket-keeper, the Minor shall wear a protective helmet. Any Minor fielder closer than twelve (12) feet from the striker standing between the striker's wicket and the bowler's wicket must wear a protective helmet.

#### 21.1.1 Minor

A Minor shall be defined as a person under the age of eighteen (18) at the start of the WCL Season.

### 21.2 Unacceptable Conduct

The umpires shall act upon any unacceptable conduct. For Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, offences in the below Section 21.4 and Section 21.5.

If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, 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.



The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in the below Section 21.4 and Section 21.5 below, and then apply the related sanctions.

For each Level 1 and 2, if the offence is by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this condition, the batters at the wicket may not deputize for their captain.

### 21.3 VIOLENCE

Any player that initiates any physical contact of violence towards any other player or umpire shall be suspended for the rest of the match and no substitute will be allowed. The offending player will be subjected to any WCL Code of Conduct violations.

### 21.4 Level 1 Offences and Action by Umpires

Any of the following actions by a player shall constitute a Level 1 offence:

- Willfully mistreating any part of the cricket ground, equipment or implements used in the match
- Showing dissent at an umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive, or insulting
- Making an obscene gesture
- Appealing excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

#### 21.4.1 Action to be taken for Level 1 Offence

If such an offence is committed, the following steps shall be implemented as appropriate, according to whether or not it is the first offence at any Level.

- The umpire shall call Time, if necessary.
- Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall:
  - issue a first and final warning which shall apply to all members of the team for the remainder of the match.
  - warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of five (5) Penalty runs to the opposing team.
- If this Level 1 offence is subsequent to an offence at any Level, by that team, the umpire shall award five (5) Penalty runs to the opposing team.

- As soon as practicable the umpire shall call Play.
- The umpires together shall report the occurrence as soon as possible after the match to the WCL Executive Committee.

## 21.5 Level 2 Offences and Action by Umpires

Any of the following actions by a player shall constitute a Level 2 offence:

- Showing serious dissent at an umpire's decision by word or action
- Making inappropriate and deliberate physical contact with another player
- Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

### 21.5.1 Action to be taken for Level 2 Offence

If such an offence is committed, the following steps shall be implemented as appropriate:

- The umpire shall call Time, if necessary.
- Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- The umpire shall award five (5) Penalty runs to the opposing team.
- The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of five (5) Penalty runs to the opposing team.
- As soon as practicable the Umpire shall call Play.
- The umpires together shall report the occurrence as soon as possible after the match to the WCL Executive Committee.

## 22 Playing Conditions and Jurisdiction

### 22.1 ICC One-Day International Match Playing Conditions – Latest Edition

Latest Edition of ICC One Day International (ODI) Match Playing Conditions that is effective at the start of the WCL Season shall be applied when any situation is not covered or clearly defined in this current version of the WCL Playing Conditions.

### 22.2 MCC Laws of Cricket – Latest Edition

Latest Edition of MCC Laws of Cricket effective at the start of the WCL Season shall be applied when any situation is not covered or clearly defined in the Latest Edition of ICC One Day International (ODI) Match Playing Conditions specified in Section 22.1.