

PLAYING CONDITIONS

1 Laws of Cricket

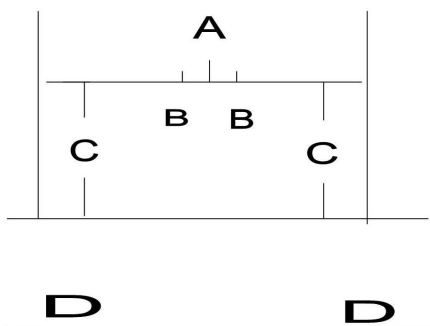
1.1 Except as varied hereunder, “The Laws of Cricket” (2000 Code 3rd Edition - 2008) shall apply.

1.2 Penalty Runs – Law 42

Where there is no League appointed umpire (an official umpire or a registered club umpire), i.e. where the umpires are player umpires (see Playing Regulations section 10), Penalty Runs specified in the Code under Law 42 shall not apply in matches, with one exception: the 5 penalty runs awarded by Law 41.2-41.4 inclusive, i.e. where the fielder has attempted to field the ball illegally or the ball has struck a fielder’s helmet while not being worn.

1.3 Wides – Law 25 and Markings - Law 9

Umpires have been given guidance to enable them to penalise wides consistently. The ICC recommendation for marking the wickets proposes markings at both wickets to assist the umpire in detecting wides. It is a WCL provision that Clubs will be expected to include the markings below:



A - is middle stump

B - Two marks 1 foot either side of middle stump on the batting crease

D- Two marks 5 feet from the batting crease

These two sets of markings are to show the protected area for the bowlers follow through

C – Two sets of marks 9 inches long on both return and batting crease 35 inches from middle stump on both sides of the wicket.

These denote the extremes for off side wide deliveries

PLAYING CONDITIONS

- 1.4 Short Pitched Bowling (Bouncers) – Law 42.7
- 1.4.1 In addition to the provisions under the laws, if a delivery, which has pitched, passes or would have passed over shoulder height of the striking batsman standing upright at the crease, in the first instance, the umpire at the bowler's end shall indicate to the bowler and striker that the bowler has bowled a short pitched delivery (bouncer) and that the bowler is only allowed one such delivery per over. Should the bowler repeat such a delivery in the same over, the bowler's umpire shall call and signal "No Ball" and, when the ball is dead, shall caution the bowler that this is a final warning and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. Should the bowler deliver a third such ball in the same over, the umpire shall:
- a) call and signal "No Ball".
 - b) direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
 - c) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - d) Report the occurrence to the other umpire, the batsmen, and, as soon as practicable, the captain of the batting side
 - e) Report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to the WCL Disciplinary Chairman, who shall take such action as is prescribed in the Disciplinary Procedures.
- 1.4.2 Should the bowler, having been given a final warning, repeat the bowling of two such deliveries in a subsequent over, the umpire shall invoke the procedure in 1.4.1 a) to e) above.
- 1.5 Covering the Pitch – Law 11
- In Premier division and Division 1 to 6 inclusive, covers are mandated by Club standards, and will be used during an interruption to the match. The home club will have the responsibility for covering and uncovering the pitch when requested to do so by the Umpires.
- 1.5.1 Should no official umpires be present the pitch will be covered on the request of either captain and uncovered by mutual agreement between the captains.
- 1.6 Fitness of the Pitch – Law 3.8 and Law 3.9

PLAYING CONDITIONS

For the avoidance of doubt the umpires are the final judges of fitness of the pitch or ground. The umpires according to the laws may determine a pitch or ground dangerous. In this case play will not commence or continue. The umpires may also determine a pitch or ground unsuitable in which case the captains may by mutual consent decide to play in such unsuitable conditions. The exception to this is unsuitable light when the batting side captain alone determines if play should commence or continue.

This condition 1.6 does not replace the Laws and is included here only for information of players.

2 Cancellation

- 2.1 The captains (or their nominated representative) when in agreement may call off or abandon a match at any time on the playing day if they agree a ground is unfit for play due to climatic conditions.
- 2.2 Either captain may demand a pitch inspection by a Panel Umpire unassociated with the particular teams at which a representative of both teams may attend. If at this inspection the match is not cancelled then both teams are required to attend the ground ready for the scheduled start time.

3 Pre-match Requirements

3.1 Home Club

The Home Club shall ensure that following occurs:

- a) the ground and pitch are properly prepared for play, e.g. the pitch and boundaries are marked, the wickets and sightscreens are in place
- b) the match balls (see section 3.3 below) , bails, run-up markers and drying cloths are ready for the umpires in the designated changing area

3.2 Home and Away Clubs

Both Clubs shall ensure that the following occurs:

- a) The fees for the umpires are paid to the umpires before the start of play, unless agreement to the contrary has been reached with the umpires (see Playing Regulations section 10 Umpires)
- b) Provision of scorers (see Playing Regulations section 11 Official Scorers)

PLAYING CONDITIONS

- c) The Match Report Form is completed with the players' names and registration numbers and with the properly signed declarations about young players

3.3 Match Balls

3.3.1 Only League prescribed balls as specified below shall be used in WCL matches.

3.3.2 The Home Club shall provide all balls for the match, as follows:

- a) For first team matches in the Premier, 1 and 2 Divisions inclusive, two new Dukes special crown match, one for each innings
- b) For first team matches in Divisions 3 to 6 inclusive, two new balls (either two Dukes special crown match, or two Dukes special crown), one for each innings
- c) For second team matches in the Premier Division and Divisions 1 to 6 inclusive and for all matches in division 7 and the Single Team Divisions, two new or refurbished Dukes special crown match or Dukes special crown balls, one for each innings. If refurbished balls are to be used, the Home Club shall ensure that both balls are of a reasonable and the same standard and shall offer the away team first choice of ball, with which the away team will bowl
- d) For all matches the Home Club shall ensure that sufficient "spare" balls are provided to allow the match to continue, should the original match ball(s) become unavailable. The "spare" balls shall be of a reasonable standard
- e) The league will allow clubs to use their remaining stocks of league stamped, Lords International County and Lords Ashes balls purchased in 2008 providing that 2 balls of the same make are used in all games and the Lords Ashes ball can not be used in Premier, Division 1, or Division 2 first team fixtures.

Any Club proved to have transgressed the above Playing Condition shall be liable to forfeiture of 5 League points as prescribed in Playing Regulations Section 12 "Penalties for Offences against Rules and Regulations".

4 Duration, Hours of Play

4.1 Duration

Matches shall consist of;

PLAYING CONDITIONS

Division	Maximum overs
Premier, 1,2,3,4,5,6,7	A maximum of 100 overs
Single Teams Divisions	A maximum of 90 overs

Close of play will be when either a result is reached or the number of overs above adjusted for late starts and interruptions are completed.

4.2 Scheduled Start Times

The start times shall be:

Dates	Start times
2 May to 8 Aug inclusive	1.30pm
15 Aug to 22 Aug inclusive	1.00pm
29 Aug to 5 Sept inclusive	12.30pm
12 Sept	12.00pm

4.3 The Toss

The toss shall be made no later than 15 minutes before the scheduled start of play. A team shall be considered not ready to play unless at least seven players are present at the time of the toss. The “non-offending” captain may claim the toss should a team have insufficient players at the time of the toss.

5 Length of Innings

5.1 Premier Division and Divisions 1 to 6 inclusive

The team batting first shall receive no more than 50 overs. If the team batting first is dismissed or declares before it has faced 50 overs then the side batting second shall bat for the remaining overs provided that the total number of overs for the match does not exceed 100 overs. The fielding side in both innings shall have a maximum time of 3 hours to bowl its overs, with allowable delays which may extend the above time, e.g. loss of ball, etc.

5.2 Single Teams Divisions

The team batting first shall receive no more than 45 overs. If the team batting first is dismissed or declares before it has faced 45 overs then the side batting second shall bat for the remaining overs provided that the total number of overs for the match does not exceed 90 overs. The fielding side in both innings shall have a maximum time of 2 hours 45

PLAYING CONDITIONS

minutes to bowl its overs, with allowable delays which may extend the above time, e.g. loss of ball, etc.

5.3 Late Starts

5.3.1 The match will not start until both sides have at least 7 players at the ground, changed and ready to play.

5.3.2 If the start is delayed for climatic reasons or because both teams are not ready to play, the number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum of 25 overs per side in Premier and Divisions 1 to 6 inclusive, and minimum 20 overs per side in Single Team divisions). The calculation of the number of overs to be bowled shall be based on one over per side lost for each period of 7 minutes or part thereof lost.

e.g. 35 minutes lost equals 10 overs and the team batting first shall receive no more than 45 overs in Premier Division and Divisions 1 to 6 and 40 overs in Single Team Divisions.

If 50 or more overs are lost at the start of a match that match is automatically abandoned.

5.3.3 If only one team is not ready to play at the scheduled start time, and the conditions are fit to start the number of overs will be reduced by one over every 3.5 minutes or part thereof lost. The umpires shall offer the non-offending captain the option of reducing the overs allocation of the offending team by the total number of overs lost. The non-offending captain shall have the discretion to enforce this option either immediately or at any time during the match. The option shall also remain enforceable in rain-interrupted matches, e.g. should a team be 14 minutes late, the non-offending captain has the option to reduce the offending team's available overs by 4 overs at any time during the match, even if rain reduces the overs available to both sides. Further penalties may be made against the offending club by the Management Committee.

If a team arrives late and no League appointed umpires are present, both captains shall be responsible for agreeing the enforcement of this Late Start condition.

5.4 Interruptions After the Match Has Started

5.4.1 The team batting first shall retain the opportunity to bat their full quota of 50 or 45 overs adjusted for deductions under 5.3 (Late starts).

PLAYING CONDITIONS

5.4.2 The duration of the game will be reduced by one over for every 3.5 minutes or part thereof lost. Remaining overs will be allocated to the side batting second.

5.4.3 When a side batting second is left with less than 25 overs in Premier and Divisions 1 to 6 inclusive, or less than 20 overs in Single Team divisions then winning and losing draw results are not possible and providing neither side has won the result will be an abandoned game. Play however will continue unless the captains by mutual consent decide to abandon the match.

5.4.4 Over Loss Rates

1 hour = 17 overs; 2 hours = 34 overs; 3 hours = 51 overs; etc.

5.3.2 Late Start for climatic reasons or both teams not ready		5.3.3 Late start other than climatic reasons or 5.4 Play Interrupted after the match has started			
Mins	Overs	Mins	Overs	Mins	Overs
1 – 7	1 each side	1 – 4	1	33 - 35	10
8 – 14	2 each side	5 – 7	2	37 – 39	11
15 – 21	3 each side	8 -11	3	40 - 42	12
22 – 28	4 each side	12 – 14	4	43 – 46	13
29 – 35	5 each side	15 – 18	5	47 – 49	14
36 – 42	6 each side	19 – 21	6	50 – 53	15
43 – 49	7 each side	22 – 25	7	54 – 56	16
50 – 56	8 each side	26 – 28	8	57 - 60	17
57 – 63	9 each side	29 – 32	9		

6 Slow Over Rates

6.1 All sides are expected to bowl at the average rate of one over every 3.5 minutes. There is a 5 minute leeway allowed such that 50 overs should take no more than $50 \times 3.5 + 5 = 180$ minutes = 3 hours. This defines the target time for the innings.

If overs are reduced the target time is reduced accordingly such that, for example, 30 overs should take no more than $30 \times 3.5 + 5 = 110$ minutes – 1 hour 50 minutes. This defines an adjusted target time for the innings in instances where the start is delayed or play interrupted.

6.2 All teams are expected to be in position to bowl the first ball of the last of their allotted overs within the target time or adjusted target time. In the event of them failing to do so, the full quota of overs will be completed, and the fielding side will be deducted one League point for every whole

PLAYING CONDITIONS

over that has not been bowled as prescribed in Playing Regulations Section 12 “Penalties for Offences against Rules and Regulations”. This will apply to both innings of the match.

- 6.3 If the innings is interrupted, the over-rate penalty will apply based on adjusted target time for that innings.
- 6.4 If the innings closes early due to either the batting side being all out or a declaration, no over rate penalty shall apply.
- 6.5 The umpires shall inform the fielding team captain and the scorers whenever the target time is adjusted. The umpire at the bowler’s end will inform the fielding captain, the batsmen and the other umpire of any time allowances as and when they arise.
- 6.6 Where there are no Official and/or Club Umpires, Penalty Points for slow over rates shall not be applied. However, captains who are dissatisfied with slow over rates may note their dissatisfaction on the match result sheet and/or report the matter to the Disciplinary Chairman.

7 Tea Interval

- 7.1 A Tea Interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first. This timing shall be conditional on local circumstances (for example tea may not be ready for some reason) and subject to the agreement of the umpires (or captains where no League appointed umpires are present).
- 7.2 Note - The Time of the tea interval can be varied by the umpires and captains together using the process in Law 15.
- 7.3 The cost of teas shall be met by the home club.

8 The Result

- 8.1 Law 21 will apply. All results under Law 21 are possible.
- 8.2 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.

NOTE: In interrupted matches, there shall be no adjustment to the target number of runs to win, based on run rate or any other system.

PLAYING CONDITIONS

8.3 Scoring of Points

In an uninterrupted match points are scored so:

Win by side batting first, or by side batting second not having won or claimed the toss		24 points with no bonus points
Win by side batting second having won or claimed the toss		20 points with no bonus points
Loss		0 points plus bonus points
Tie or Draw with scores equal		10 points plus bonus points.
Winning Draw – side scoring most runs		10 points plus bonus points
Losing Draw - side scoring least runs		Sides scoring 75% or more of their opponents total – 4 points plus bonus points Sides scoring less than 75% of their opponents total – 2 points plus bonus points
Bonus Points		
Bowling	3 wickets	1 point
	5 wickets	2 points
	7 wickets	3 points
	9 wickets or as many are available	4 points
Batting	125 – 149 Runs in Premier division and divisions 1 to 6 100 – 124 Runs in Single Team Divisions	1 point
	150 – 174 Runs in Premier division and divisions 1 to 6 125 – 149 Runs in Single Team Divisions	2 points
	175 – 199 Runs in Premier division and divisions 1 to 6 149 – 174 Runs in Single Team Divisions	3 points
	200 Runs and over in Premier division and divisions 1 to 6 175 Runs and over in Single Team Divisions	4 points

PLAYING CONDITIONS

8.4 Abandoned and Interrupted Matches

In the case of abandoned and matches interrupted after the start the points systems in 8.3 above will be amended as follows.

1.	Match not started	4 points each
2.	Match abandoned or curtailed - winning or losing draw	
	Highest average runs per over	10 points plus bonus points
	Lowest average runs per over	Sides scoring at 75% or more of their opponents run rate - 4 points plus bonus points Sides scoring at less than 75% of their opponent run rate – 2 points plus bonus points.
3.	Drawn Match abandoned after fewer than minimum overs of Second Innings	4 points each plus bonus points

8.4.1 Bonus points scored in an abandoned match will count.

8.4.2 Except where one side has won, a match shall be declared as “Abandoned” and the points in section 3 of the table in 8.4 above shall be applied, unless each team shall have completed a minimum number of overs each (in which case the match shall be deemed a winning or losing draw).

For Premier Divisions and Divisions 1 to 6 inclusive the minimum number of overs is for the second innings is 25. For Single Team Divisions the minimum number of overs for the second innings is 20.

8.4.3 For the purpose of calculating Winning and Losing Draws in section 2 of the table in 8.4, the side batting first shall have its run rate calculated by the number of runs scored divided by the number of overs available. If a side has been dismissed, the number of overs scheduled or rescheduled applies and not the number of overs of the duration of the innings. However, in the event of a declaration, the number of overs faced will be used for the run rate calculation. The side batting second shall have its run rate calculated as the number of runs scored divided by the overs bowled.

PLAYING CONDITIONS

9 Number of Overs per Bowler

- 9.1 Divisions Premier and 1 to 6 inclusive first and second team
 - 9.1.1 No bowler may bowl more than fifteen overs in an uninterrupted match
 - 9.1.2 In a delayed start match or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than 30% of the total overs allowed (unless such a number has been exceeded before the interruption).
 - 9.1.3 If the innings of the side batting first is shortened by declaration or dismissal, the remaining complete overs of that innings shall be allocated to the side batting second. In such a case, the restriction will be set to 30% of the total numbers of overs available to the nearest whole number; for example, if the first innings finishes at 40 overs, the side batting second will have the remaining 10 overs plus the original 50, a total of 60. 30% of 60 leads to a revised restriction of 18 overs per bowler.
 - 9.1.4 In a delayed start match or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than 30% of the total overs allowed (unless such a number has been exceeded before the interruption).
 - 9.1.5 When an interruption occurs mid-over and on resumption the bowler will have found to be exceeding the revised maximum allocation, the bowler will be allowed to finish the incomplete over.
 - 9.1.6 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only so far as each bowler's limit is concerned.
 - 9.1.7 It shall be the responsibility of the fielding captain to ensure that maximum bowling allocations are not exceeded. Should it be discovered that a bowler has exceeded the original or revised allocation, that bowler shall cease to bowl immediately upon discovery. Any remaining balls in that over shall be bowled by another bowler, provided the replacement shall not be exceeding his own allocation. Any runs scored or wickets taken in the balls bowled prior to the bowler's having been discovered to have exceeded the allocation shall stand.
- 9.2 Single Team Division only
 - 9.2.1 No bowler may bowl more than nine overs in an uninterrupted match.
 - 9.2.2 If the innings of the side batting first is shortened by declaration or dismissal, the remaining complete overs of that innings shall be allocated to the side batting second. In such a case, the total numbers of overs will

PLAYING CONDITIONS

be divisible by five to the nearest next divisible whole number; for example, if the first innings finishes at 33 overs, the side batting second will have the remaining 12 overs plus the original 45, a total of 57. The next whole number divisible by 5 is 60 and each bowler shall be allocated a maximum of 12 overs each.

- 9.2.3 In a delayed start match or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption).
- 9.2.4 Where the total remaining overs are not divisible by five, an additional over shall be allowed to the minimum number of overs per bowler necessary to make up the balance – e.g. if the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
- 9.2.5 When an interruption occurs mid-over and on resumption the bowler will have found to be exceeding the revised maximum allocation, the bowler will be allowed to finish the incomplete over.
- 9.2.6 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only so far as each bowler's limit is concerned.
- 9.2.7 It shall be the responsibility of the fielding captain to ensure that maximum bowling allocations are not exceeded. Should it be discovered that a bowler has exceeded the original or revised allocation, that bowler shall cease to bowl immediately upon discovery. Any remaining balls in that over shall be bowled by another bowler, provided the replacement shall not be exceeding his own allocation. Any runs scored or wickets taken in the balls bowled prior to the bowler's having been discovered to have exceeded the allocation shall stand.

10 Restriction on Placement of Fieldsmen (Premier Division First and Second Teams only)

- 10.1 At the instant of delivery, a minimum of four fielders plus the wicket-keeper and bowler shall be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).

PLAYING CONDITIONS

10.2 The fielding circle shall be marked by painted white “dots” at five yard intervals, each dot covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

10.3 In the event of an infringement of the above fielding restriction, the striker’s end umpire shall call and signal “No ball”.

11 ECB Conditions

11.1 All member clubs are expected to abide by ECB directives including but not limited to

- a) ECB Fast bowling directives
- b) The wearing of helmets by players under 18 on the day of the match
- c) Fielding restrictions for U18 players
- d) The procedure for registering players Under 13 to play in adult cricket

11.2 Failure to adhere to these directives will be viewed as a disciplinary offence