

Washington Cricket League

T20 Playing Conditions



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PLAYING CONDITIONS

1. THE PLAYERS

1.1. Number of players

- 1.1.1. A match is played between two sides, each with a minimum of 8 players and a maximum 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 a printed list (minimum 2 copies) from the WCL website to the umpire(s) before the toss (Refer 1.3.3). The printed nomination list shall have a photo and full name of all the nominated and substitute players. 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. 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.
- 1.2.3. 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.
 - 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. The umpire(s) shall report the infraction along with any available evidence to the WCL Executive Committee after the conclusion of the match who will make the appropriate decision.
 - After the game, Captain of the opposing team shall report the infraction to the WCL Executive Committee as soon as applicable.
- 1.2.4. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match.
- 1.2.5. All nominated players including substitutes must be WCL registered players as per WCL-BY-Law.
- 1.2.6. 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 particularly the WCL Code of Conduct.
- 1.2.7. 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:
- Be nominated as or carry out any of the duties or responsibilities of a substitute fielder.



- Enter any part of the playing field at any time, including any scheduled or unscheduled interval.

1.3. Captain

- 1.3.1. 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.
- 1.3.2. If at any time the captain is not available, any nominated player can act as a captain.
- 1.3.3. 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.
- 1.3.4. 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.

1.4. Players Registration

- 1.4.1. Team shall register their players as per WCL By-Law.. By such nomination the nominees shall warrant that they are so eligible.

1.5. Ineligible player

- 1.5.1. A player is deemed ineligible for a match as explained in WCL By-Law.

1.6. Player Attire & Protective Equipment

- 1.6.1. Each player participating in WCL T20 matches shall wear appropriate cricket attire. Players who are not wearing the appropriate cricket attire shall not be allowed to play (refer 1.6.3)
- 1.6.2. WCL defines proper cricket attire as follows.

No.	Category	White Ball	Comments
1	Long Trousers	Colored Team Uniform	
2	Shirt with Collar	Colored Team Uniform	Mandatory: WCL Logo Optional: Sponsor Logo
3	Shoes	Any colored	No restrictions
4	External Protective Pads	Colored	Any color except white. Including Pads for wicket keeper.

- 1.6.3. All the players on the team shall wear the matching uniform while participating in a match. Player shirt:
 - Has no WCL logo – player will not be allowed to participate in the match.
 - Has WCL logo but shirt is of entirely different color – player is not allowed to participate in the match.
 - Has WCL logo but shirt is of predominantly similar color – take the picture, inform the captain that player will be reported to the league and there may be monetary fines involved. However, the player is allowed to participate in the match.

Trousers must be either the same color or predominantly similar color for a player to be able to participate in the match.

2. THE UMPIRE(S)



MCC Law shall apply when applicable. In addition to the MCC Law the following shall apply:

2.1. Appointment and Attendance

- 2.1.1. Neutral umpire(s) are appointed for each T20 match by WCLUA. The umpire(s) thus appointed, shall be the Official Umpire(s) for the entire duration of the match.
- For the regular league matches at least one (1) on-field umpire will be appointed by WCLUA.
 - For WCL Play-off matches, two (2) on-field umpires will be appointed by the WCLUA.
 - For WCL Finals, two (2) on-field umpires and one (1) match referee will be appointed by WCLUA.
- 2.1.2. 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.
- 2.1.3. Neither team shall have a right of objection to the appointment of any umpire(s).
- 2.1.4. When only one (1) official Umpire has been appointed by the WCLUA., the Official Umpire shall act as the bowler's end umpire for both ends.

2.2. Signals

MCC Law shall apply. In addition to MCC Law, the following shall apply:

- 2.2.1. Free Hit – after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- 2.2.2. Powerplay Over – by rotating his arm in a large circle.

2.3. Player-Umpire

- 2.3.1. When only one (1) umpire is appointed to the match, any nominated player or substitute from the batting side shall act as the striker's end umpire, who will be referred to as Player-Umpire. However, limitations shall apply to the role of player-umpire as described in Limitations on role of player-umpire.
- 2.3.2. Nominated players or substitutes from the batting side may take turns for the role of Player-umpire. However, such a change of player-umpire shall take place at the end of the over, at the fall of a wicket or at any interval or interruption. The umpire shall be informed of this change.

2.4. Limitations on role of player-umpire

- 2.4.1. Player-umpire shall perform the following duties when standing at normal position of striker's end umpire.
- Wear a fluorescent vest or a different attire from the fielders and wear proper footwear.
 - May provide water for batsmen at the wicket, with the umpire(s) consent.
 - Answer appeals for hit-wicket, stumping, and run-out at the striker's end.
- 2.4.2. Assist the umpire with the following:
- Counting the balls, and reconfirming balls remaining whenever required.
 - Signaling dead ball, no ball or wide ball.
 - Assisting the bowler's end umpire with leg bye.
 - Signaling short runs when required under the playing conditions.
 - Batsmen crossing when required under the playing conditions.
 - Any other time when official umpire seek assistance with any incident during the game.

2.4.3. The umpire shall replace the Player-umpire immediately and take action as in clause 41 (Fair and unfair play) in the following circumstances, when the player-umpire

- Uses smartphone on the field, phone ring on the field or wear headphones of any kind.
- Coaches batsmen at the wicket, or “have a go” at the fielding side.
- Causes frequent and unjustified disruptions to the match.
- Provides misleading information to the official 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. Also, the official umpire shall override the decision made by the player-umpire to make the correct decision.
- Causes deliberate distraction, or obstruction to the fielding side when the ball is in play. Clause 37 (Obstructing the field) shall apply.

3. THE SCORER(S)

MCC Law shall apply. In addition to MCC Law the following shall apply:

- 3.1. Participating teams shall appoint one scorer each to record all runs scored, all wickets taken, and number of overs bowled in the match. In the situation where both the teams have a scorer for the same innings, the scorer whose team is batting shall score using the CricClubs app. The other scorer may score using paper scoresheets.
- 3.2. Normally, the score recorded on the CricClubs App shall be considered official. In a situation where CricClubs scoring is not possible, the paper scoresheet recorded by the home team scorer shall be considered official. Only in the absence of the home team scorer, the paper scoresheet recorded by the away team shall be considered official.
- 3.3. When an official scorer is appointed by WCLUA, the score recorded by the appointed scorer shall be considered official.
- 3.4. It will be the responsibility of the Home Team to ensure that complete score cards for both innings are recorded and submitted on the WCL website.

4. THE BALL

- 4.1. Each team shall provide an approved new WCL white cricket ball. No other cricket balls shall be used unless there is prior approval by WCL EC. After the toss, the fielding side captain or his nominee shall provide the umpire(s) with one (1) new WCL approved ball.
- 4.2. The umpire(s) shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.3. During the match, 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.
- 4.4. One new ball approved by WCL shall be used at the start of each inning.
- 4.5. If during the play, the ball cannot be found or recovered, or the Umpire(s) agree that it has become unfit for play, the Umpire(s) shall replace it with a ball, which in the opinion of the official umpire(s) 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 team when the ball has been replaced.

If the ball is lost during the play, teams have a maximum of 4 minutes to recover it. Meanwhile, a fielder should have a replacement ball ready to minimize delays. If no comparable used ball is available, a new ball must be kept on standby.

- A recovered or replacement ball must be ready within 4 minutes.
- After 4 minutes, the team will start losing overs as per the team delay table (Appendix-D).
- Failure to provide a replacement ball within 30 minutes will result in match forfeiture.

To avoid delays, teams are advised to keep 3-4 replacement balls readily available at certain fields (e.g. Metro, Hyattsville, Galway) for quick retrieval.

- 4.6. 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.
- 4.7. If the match ball were to be replaced in the first six (6) Overs of an inning, the Umpire(s) shall use a new match ball.
- 4.8. The fielding side is responsible for providing a replacement ball of WCL approved brand and color. The batting team can provide a replacement ball to the fielding team if the fielding team made a request.
- 4.9. Either batter or bowler may request the umpire(s) to replace the ball. However, the umpire(s)' decision to replace the ball or not shall be final.

5. THE BAT

The MCC Law Apply.

6. THE PITCH and FIELD

The MCC Laws Apply. In addition to the MCC Law the following shall apply:

- 6.1. If using a matting, the piece of nail tab extending beyond the edge of the mat shall not be considered as a part of the pitch.
- 6.2. 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.
 - Provide a broom and sweep the Pitch when needed.
 - Ensure that the Creases and wide Guidelines to judge Wide Balls are clearly marked on the Pitch.
 - Re-draw the creases, when necessary, as directed by the Umpire(s)
 - Provide Chalk at both ends of the pitch.
 - Provide and set-up 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 end.
 - Provide boundary cones or flag and infield thirty (30) yard markers.
- 6.3. 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.
- 6.4. No one shall be permitted to bounce a ball on the pitch or strike it with a bat in such a manner that it will cause damage.



- 6.5. Opposition team shall have access to the pitch, but they shall not interfere with pitch preparation.
- 6.6. No player with spiked footwear shall be permitted on matting or non-turf pitch. Pitch, in this case includes complete matting or astro turf and is not limited to 22 yards. Umpire will award 5 penalty runs to the opposite team each time a player is in violation of this rule.
- 6.7. In the event of any dispute, the umpire(s) decision shall be final.
- 6.8. If the umpire(s) decide that it is dangerous or unreasonable for play to continue, they shall stop play and immediately advise and consult with both the captains.
 - If the decision is not to resume play, the 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.
- 6.9. If the decision is that the existing pitch cannot be repaired, then the match shall be determined based on DLS Method, only if the required number of minimum overs to constitute a match has been completed.
- 6.10. In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned with no result. (Refer 12.1.2 and 16.2)

7. THE CREASES

The MCC Law Apply. In addition to MCC law the following shall apply:

- 7.1. The positions of the creases and the two wide guidelines shall be marked by white lines, clearly visible appropriate colored lines, or visible tapes at each end of the pitch.
- 7.2. As a guideline to the umpires for the calling of Wides on the offside, the wide guideline crease shall be marked parallel to the return creases and perpendicular to the bowling crease and the popping crease and at a distance of 35 inches from the middle of the middle stump at either side.

8. THE WICKETS

The MCC Laws Apply. In Addition to MCC Laws the following shall apply:

- 8.1. Spring stumps are permitted only when there are no placeholders for wickets to be pitched. However, the position of the spring stumps must be clearly marked with paint or tape at either end and shall not be changed thereafter. They shall be positioned, such that the stumps are aligned at the middle of the back edge of the bowling crease.
- 8.2. When using spring stumps, the whole of the stump set including the metal base will be considered as wicket for the purpose of breaking the wicket fairly.
- 8.3. The use of LED Wickets approved by WCL Executive Committee is permitted.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

The MCC Laws apply when applicable.

- 9.1. Only when matting is used, the home team is responsible for rolling the pitch underneath the mat before the scheduled or rescheduled start time of the match
- 9.2. Prior to the scheduled time for the toss, the home team is responsible for any artificial drying of the area underneath the mat and outfield. 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).
- 9.3. 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.
- 9.4. The pitch shall be cleared of any debris between innings by sweeping or by hand, whenever either umpire considers it is necessary.
- 9.5. During play, umpire(s) shall allow the bowlers 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.
- 9.6. The home team is responsible for clearing up the field, including but not limited to removing matting, nails, wickets, cones etc. The home is responsible for removing all equipment from the field after the match.
- 9.7. In the event of rain, if the matting needs to be spread on the field for drying the home team shall return the matting to the storage area as soon as conditions permit.
- 9.8. The home team is responsible for preparing the field ready for play by the latest time for toss. (Refer 13.2.3 and 13.2.5 for penalties to be applied).

10. COVERING THE PITCH

- 10.1. The use of a cover before the match is the responsibility of the home team (providing that the league has provided one). The pitch shall be entirely protected against rain up to the commencement of play. The home team shall follow any instruction from the official umpire(s). Covering the Pitch shall be done with plastic, or any appropriate material provided.
- 10.2. However, before the match, the umpire(s) shall have full access to inspect the pitch and playing area. Away captain may inspect the pitch and the playing area without interfering or obstructing the pitch preparation by the home team.
- 10.3. After the toss and till the conclusion of the match, the Umpire(s) shall have the sole authority of administering the application and removal of covers.
- 10.4. During the match, both teams are responsible for covering the pitch. Teams shall follow umpire's instruction to protect the pitch against rain up to the commencement of play, and for the duration of the period of the match.
- 10.5. The covers must totally protect the pitch and if possible, the bowlers' run-ups, in order to keep them dry.
- 10.6. The umpire(s) shall notify one or both the captains when the covers should be removed.
- 10.7. Failure to follow the umpires' instructions to cover or remove the covers from the pitch shall incur penalties against the offending team, as in clause 13.7.2 (Delays – Team Penalties).

11. INTERVALS

- 11.1. The following shall be classified as intervals:
- Intervals between innings.
 - Any other agreed interval.
- 11.2. Only these intervals shall be considered as scheduled intervals for the purpose of calculating penalty time incurred by fielder.
- 11.3. There shall be a maximum of 10 minutes interval between innings, taken from the call of Time until the call of Play.
- 11.4. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence after the interval.
- 11.5. 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.
- 11.7. There is no drink break allowed.
- 11.11. 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.
- 11.12. If a WCL appointed scorer is scoring, then the umpire(s) shall ensure that such official scorer(s) are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause. (Refer 3.3).

12. START OF PLAY, CESSATION OF PLAY

12.1. Start of Play

- 12.1.1. Hours of play are determined by WCLEC subject to there being 2 sessions of 90 minutes each, separated by a 10 minute interval between innings (Refer 11.3). The detailed schedule of the matches shall be made available on the league website at www.wclinc.com. However, the WCLEC and/or the umpire(s) may reschedule the start time for any match based on permit restrictions, field availability, and weather conditions.
- 12.1.2. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
- 12.1.3. When the match is rescheduled due to any WCL approved reasons:
- The home team shall not be held responsible and assessed penalties against for delayed start of the match.
 - The rescheduled start time shall be no later than 2 hours and 15 minutes from original schedule time.
 - At the start of the match, the number of overs shall not be reduced to less than 5 overs each inning.

12.1.4. Notwithstanding the above, if the field is not ready by scheduled start time due to circumstances beyond control of the home team:

- The umpire(s) may reschedule the start time.
- Only for this reason, both captains may agree on the rescheduled start time, when umpire is not present.

12.1.5. 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.

12.2. Minimum Over Rate

12.2.1. The minimum over rate to be achieved in a T20 Over Matches shall be 4.5 mins per over.

12.2.2. The actual over rate shall be calculated at the end of each innings by the umpire(s).

12.2.3. In calculating the actual over rate for the match, allowances shall be given as follows:

- The time lost as a result of treatment given to a player 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 lost as a result of ball lost or to retrieving a ball.
- The time lost as a result of time wasting by the batting side; and
- The time lost due to all other circumstances that are beyond the control of the fielding side.

12.2.4. In the event of any time allowances being granted to the fielding team under the above clause 'time wasting by batting side', then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.2.5. In addition to the allowances as provided for above, 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.

12.2.6. 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. (Refer 13.3 for penalties for slow over rate).

13 INNINGS

13.1. Completed Inning

13.1.1. A match shall be one inning for each side, each inning being limited to a maximum of T20 overs.

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

- the side is all out.
- at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
- the prescribed number of overs have been bowled to the batting side.

13.2. TOSS

13.2.1. The captains or a deputy (any nominated player) 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. (Refer 1.2.1).

- 13.2.2. 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.
- 13.2.3. The umpire(s) shall award toss to the opposing team, if:
- The home team fails to prepare the field ready for play (Setting up the field) by the latest time for toss. (Refer 9.9).
 - 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.
- 13.2.4. When both teams do not have a minimum of eight (8) nominated players - not including substitutes, by scheduled or rescheduled start time, overs are reduced for each team until the team is ready to take the field.
- 13.2.5. A side that is not ready for play at the scheduled or rescheduled start time of the match shall lose overs when batting. One (1) over will be deducted from their allotted overs for delay of every four and half (4.5) Minutes. See Appendix C.5 for more details.

For ease of calculation, it is advised to use the time remaining method to calculate the number of overs to be reduced.

Illustration:

- 13.2.6. A nominated player who is not present at the start of a match shall not be allowed to participate in the match if a player is late by more than 30 mins after the start of the match. No substitute will be allowed for such players (Refer to Appendix C.1 and Appendix C.2).

13.3. Over Rate Penalties

- 13.3.1. 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. At the end of the cessation time, 5 run penalty will be awarded to the batting side for every over the fielding team is slow, up to the maximum of 25 runs.
- 13.3.2. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall not be extended. At the end of the cessation time, 5 run penalty will be awarded to the batting side for every over the fielding team is slow.
- 13.3.3. The maximum over-rate penalty that can be awarded for, as in the above cases, is 25 runs. This over rate penalty is independent of any other penalty runs that are applicable as per these playing conditions.

13.4. Delayed or Interrupted Matches

- 13.4.1. 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 nine (9) minutes of time lost or, part thereof.

For ease of calculation, it is advised to use the time remaining method to calculate the number of overs to be reduced.

- 13.4.2. 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 four minute thirty seconds (4.5) minutes of time.

- 13.4.3. The revision of the number of overs should ensure, whenever possible, that both teams have the 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.

13.5 Extra Time

- 13.5.1 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, only in playoff matches, after the main match is not to be considered as permitted extra time available.

13.6 Number of Overs per Bowler

- 13.6.1. In an uninterrupted match, no bowler shall bowl more than 4 overs in an innings.
- 13.6.2. 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.
- For innings of rescheduled length of at least 10 overs, 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.
 - for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 13.6.3. In the event, a bowler unable to continue the over because of injury, 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.

13.7. Delays – Teams penalties

- 13.7.1. Penalties for delays shall apply, if a team is deemed responsible for the following delays by the umpire(s):

Delay at start of the match by scheduled or rescheduled start time for the following reasons:

- Home team fails to prepare the field ready for play as in Clause 9.8 (Setting up the field).
- Either team does not have a minimum of eight (8) nominated players - not including substitutes. (Refer 13.2)
- Either team is not ready with printed lists from WCL website (minimum 2 copies). (Refer 1.2.1)
- Either team does not provide a new ball. (Refer 4.1, 4.4)

Deduct 1 over for every 4 mins 30 seconds of delay for the team. Refer appendix C.5.

- 13.7.2 Delay after the start of the match for the following reasons:

- Delay in providing a new and replacement ball. (Refer 4.5-4.8)
- Delay at restarting the match after an interval or interruption.
- Delay in completing the overs of an innings when fielding. (Refer 13.3)

Five (5) Penalty runs shall be awarded to the opposing side for delay of every four minute thirty seconds (4.5), or part thereof.

14. THE FOLLOW-ON

Shall not apply.

15. DECLARATION AND FORFEITURE

- 15.1. The batting side cannot declare its innings.
- 15.2. A team responsible for delaying the start of the match by more than 30 minutes from scheduled or rescheduled start time shall be deemed to have forfeited the match.
- 15.3. In addition to the above, the team responsible for any of the following situations shall also be deemed to have forfeited the match.
- Either team that notify the WCLEC that they are forfeiting the match.
 - Either team that concede the match.
 - Either team that plays an ineligible player in a match. (Refer 1.2.3)
 - Either team that adjusts the condition of the pitch, after the start of the game without umpire's permission.
 - Either team that refuses to play, requiring the umpire(s) to award the match.
- 15.4. The match and points resulting from a forfeited match shall be awarded to the non-offending team, regardless of the 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.
- 15.5. 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.
- 15.5. A team that has forfeited three (3) games in one season shall be automatically expelled from WCL.

16. THE RESULT

16.1 Results – Win

MCC Law Apply where applicable. In Addition to MCC Law the followings hall apply:

- 16.1. Unless the winner is determined by DLS method 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.
- 16.2. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, a result can be achieved only if team batting second had the opportunity of batting for at least 5 overs, unless the team has been all out in less than 5 overs or scores enough runs to win in less than 5 overs. (Refer 12.1.2 and 13.4.3)
- 16.3. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, all matches in which the team batting second did not had an opportunity of batting for a minimum of 5 overs shall be declared a No Result.
- 16.4. Either team that refuses to play, requiring the umpire(s) to award the match shall be deemed to have forfeited the match.

16.2. All other matches - A Tie or No Result

- 16.2.1. If the teams' scores are equal after both innings have been completed in a regular season match, the result of the match will be Tie.
- 16.2.2. If the teams' scores are equal after both innings have been completed in a playoff match, then a Super Over shall be played (Appendix A) . If the Super Over is a tie, then unless exceptional circumstances arise subsequent Super Overs shall be played until there is a winner. Should it not be possible to play or to complete the Super Overs needed to determine a winner, the match shall be tied.

16.3. Calculation of the Target Score in an Interrupted Matches

- 16.3.1. 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 CricClubs DLS method. The target set will always be a whole number and one run less will constitute a Tie.

16.4. Calculation of the Target Score in a Prematurely Terminated Matches

- 16.4.1. 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. Points

- 16.5.1. In a competition with three or more teams, WCL shall institute the points system as follows:
- Win - 3 points.
 - Tie/No Result - 1 point
 - Loss - 0 points
- 16.5.2. In the event of teams finishing on equal points during the group stage, play-offs seeding shall be determined 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 is determined shall advance to play-offs.

16.6. Net run-rate

- 16.6.1. 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.
- 16.6.2. 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.
- 16.6.3. Only those matches where results are achieved will count for the purpose of net run rate calculations.
- 16.6.4. 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.



- 16.6.5. 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.
- 16.6.6. Where a match is concluded with DLS method having been applied at an earlier point in the match, Team 1 will be credited 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

MCC Law Apply except below

In league games, 5-over blocks will be bowled from each end. If the total overs are reduced, overs will be divided into equal blocks from each end to ensure fairness and eliminate any advantage or disadvantage caused by factors such as wind, sun or any natural factors. Refer to Appendix E for table of detailed breakdown.

18. SCORING RUNS

MCC Law Apply

19. BOUNDARIES

MCC Law Apply (Note: see exception 19.4 below). In addition to MCC Laws the following shall apply:

- 19.1. Before the toss, the home team is responsible for setting up the boundary of the field of play, which shall be fixed for the duration of the match. The boundary can be marked by tall cones, flags, or rope. The recommended distance between boundary markers is maximum of 12 feet.
- 19.2. 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. The 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). However, any ground 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.
- 19.3. A boundary that cannot be identified shall be determined by the umpires and both the captains before the toss.
- 19.4. In exception to MCC Law, a fielder is considered to be grounded beyond the boundary if some part of his/her person is in contact with another fielder or any object who is grounded beyond the boundary.

20. DEAD BALL

MCC Law Apply

21. NO BALL

MCC Law Apply with the exception of the following.

- 21.1. Should a bowler deliver a ball from behind the umpire, the umpire will immediately call and signal dead ball and the ball will be rebowled. Should this practice by the bowler be repeated, the umpires should consider following the protocols for time wasting. This would involve a warning after the first instance.
- 21.2. The first bouncer for the over, which passes over the head is not a No ball. Any **second or subsequent** bouncer over the shoulder for the over shall be called No ball (see clause 22.1.1). When signaling a no ball in this case, the umpire should tap their head while signaling a no ball.

In addition to the MCC law the following shall be apply:

21.1. Free Hit

- 21.1.1. In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit delivery for whichever batter is facing it. If the free hit delivery is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever batter is facing it.
- 21.1.2. 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).
- 21.1.3. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- There is a change of striker, or
 - 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.
- 21.1.4. Wicket-Keeper standing up to the wicket when a no ball was delivered cannot stand away from the wicket on a free hit delivery or vice versa.
- 21.1.5. 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.
- 21.1.6. The bowler can change his mode of delivery for the free hit delivery.
- 21.1.7. 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

MCC Law Apply except for the following:

22.1. Judging a Wide Ball

- 22.1.1. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if
- The ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal batting position.
 - The ball passes above the head height of the striker standing upright at the popping crease.
 - 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.

22.2. Leg side

- 22.2.1. All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his/her normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”. However, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide” for the purposes of this Playing Condition as there has been a reasonable opportunity for the batter to score.

The only two exceptions to this directive are as follows:

- It is not a “wide” when the batter moves across to the off stump from his/her original stance and the ball just misses the leg stump. Had the batter not moved towards the off stump but remained in his/her normal batting stance the ball would have struck him/her, thereby negating any wide call.
- Batter attempts a reverse sweep or switch hit.
 - By the batter playing the switch hit or the reverse sweep or getting in a position to play the shot, striker is deemed to bring the ball sufficiently within his/her reach on the leg side as well.
 - Consequently, in these circumstances, the 35-inch wide guidelines used shall apply on the off side and the leg side.
 - Simply, when the batter plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

22.3. Offside

- 22.3.1. Any delivery that passes outside the wide guideline, with the batter in a “normal” batting stance, should be called “wide”. (Refer 7.2). There are three exceptions to this directive as follows:

- If the batter brings the ball sufficiently within reach and the ball passes outside the wide “guideline” then it is not wide.
- In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if the striker brings the ball within reach, if the striker makes no contact with the ball, then this delivery shall be called “wide”.
- When a right arm bowler is bowling around the wicket to a right-hand batter or left arm bowler bowling around the wicket to a left-hand batter and bowls full yorkers on the offside just on the marked “guideline”, this is deemed a negative tactic, and the delivery should be called “wide”.

22.4. Switch Hit

- 22.4.1. The batter’s grip and stance should be the same from the start of the bowler’s run up until the beginning of the bowler’s delivery stride. The batter can utilize any grip, as long as the striker does not change it while the bowler is running in to bowl.
- 22.4.2. From the beginning of the delivery stride, defined as the moment that the bowler’s back foot lands in the delivery stride, the batter, if chooses, may start to play the switch-hit stroke.
- 22.4.3. If the bowler sees the batter alter his/her grip or stance before the bowler enters his/her delivery stride, the bowler is not compelled to deliver the ball.
- 22.4.4. If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.



22.4.5. The second time this happens, the striker should be formally warned that the striker is wasting time under Law 41.10 (Batter wasting time). This shall constitute a first and final warning and be applicable to any batter in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.

22.4.6. The bowler, having seen the batter change his/her grip and/or stance, may decide to bowl at the batter, and is entitled to do so. The umpires should allow that option.

NOTE: In short, the batter is still entitled to play the switch-hit stroke, but the striker is only allowed to alter from one stance or grip to another once the bowler has entered the delivery stride.

23. BYE AND LEG BYE

MCC Laws Apply.

24. FIELDER'S ABSENCE; SUBSTITUTES

MCC Laws Apply.

24.1. However, a player will start incurring penalty time when absent from the field for longer than 8 minutes.

24.2. The maximum penalty time capped to 40 minutes. Also refer 13.2.6 and Appendix C.2

In addition to MCC Laws the following shall apply:

24.3. Any registered or nominated players (except batters and fielders) of any side who enters the field of play without the consent of the official umpire shall be regarded as unauthorized. The official umpire shall issue a first and final warning. Should there be any further breach by the same side, the umpire shall award five (5) Penalty runs to the non-offending side.

25. BATTER'S INNINGS

MCC Laws Apply.

Note: However, Runners for injured batter shall not be permitted.

25.1. The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder. However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch. Should no part of the striker's bat or person remain within the pitch, while the striker is playing the ball, umpire(s) shall immediately call and signal Dead ball.

25.2. Where a no ball or wide is relevant, this will necessitate the ball being re-bowled. However, the striker cannot manufacture this no ball by leaving the pitch deliberately despite the ball being within the pitch. This will still result in a Dead Ball, but umpire will not follow it with a call of no ball.

Note: At the fall of a wicket, it becomes possible for the next batter to step into the playing area only to be called back by Coach/Captain/Team Members and replaced by another batter whom they feel may be more appropriate for the situation. This should not be allowed as the previous batter had commenced his/her innings.

26. PRACTICE ON THE FIELD

MCC Laws Apply.

27 THE WICKET-KEEPER

MCC Laws Apply. In addition to MCC Law the following shall apply:

- 27.1. When using a spring stump set, the Wicket-Keeper shall remain wholly behind the wicket and shall not come in contact with the metal base of the spring stumps at the striker's end from the moment the ball comes into play until a ball delivered by the bowler
- Touches the bat or person of the striker; or
 - Passes the wicket at the striker's end; or
 - The striker attempts a run.

28. THE FIELDER

MCC Law Apply. In Addition to MCC Law the following shall apply:

- 28.1. 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.
- 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 (Appendix D).
 - The field restriction area shall be marked with brightly visible colored paint 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-four (24) markers is recommended. The Official Umpire(s) shall use their discretion to determine the appropriateness of the markers used.
 - 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.

SEE APPENDIX B for POWERPLAY TABLE

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 T20 game, these are Overs 1 to 6 inclusive.

Block Two of Powerplay Overs

- During the second 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 T20 Over game, these are Overs 7 to 20 inclusive.

Powerplay for Games with Reduced Overs

- If the number of Overs in an inning is reduced, the number of PowerPlay Overs shall be reduced in accordance with the table below. The Official Umpire(s) shall so inform both the captains of the revised PowerPlay Overs. The table (Appendix B) 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.

28.2. At the commencement of the next PowerPlay of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal No ball.

29. THE WICKET IS BROKEN

MCC Laws Apply. In addition to MCC Law the following shall apply:

- 29.1. If using a spring stump, if the position of the metal base is changed the wicket will be considered as broken, even if the bail is not completely removed from the top of the stumps.
- 29.2. When the match is being played with a spring stump, the whole of the spring stump set, including the metal base shall be considered as part of the wickets.
- 29.3. When the match is being played with spring stumps, to remake the wicket, replace a bail or bails on top of the stumps and return the metal base of the spring stumps to its original marked position, in original orientation.

30. BATTER OUT OF HIS GROUND

MCC Laws Apply.

Note: Runner for injured batter is not allowed.

31. APPEALS

MCC Laws Apply. In addition to MCC Law the following shall apply:

- 31.1. However, when the player-umpire violates clause 2.4.3. the official umpire shall override the decision made to make the correct decision.

32. BOWLED

MCC Laws Apply

33. CAUGHT

MCC Laws Apply. In addition to MCC Laws the following shall apply

- 33.1. 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.



NOTE: The non-striker shall return to his/her original end.

34. HIT THE BALL TWICE

MCC Laws Apply.

35. HIT WICKET

MCC Laws Apply.

36. LEG BEFORE WICKET

MCC Laws Apply.

37. OBSTRUCTING THE FIELD

MCC Laws Apply.

38. RUN OUT

MCC Laws Apply.

Note: Runner for an injured striker is not applicable.

39. STUMPED

MCC Laws Apply.

40. TIMED OUT

After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball or for the other batter to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out upon appeal.

41 UNFAIR PLAY

MCC Laws Apply. In addition to MCC law following shall apply:

41.3 The match ball – changing condition, MCC Laws apply

41.3.6 – **No saliva**

Any use of saliva on the ball will attract five penalty runs without warning.

41.5 Deliberate distraction, deception or obstruction of batter

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.

Any member of the fielding side, misleading the batting side into belief that the fielder 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.

The protected area is not applicable on Matting and non-turf pitch. However, the umpire(s) shall intervene and take necessary actions if in their opinion, the actions of any players actions are likely to cause damage to conditions of the pitch.

- First Instance:
 - If it's the first occurrence, the umpire will not award 5 penalty runs.
 - However, the umpire will still take an action according to the full provisions of Law 41.5, which are likely to involve warnings and other corrective measures.
- Second and Subsequent Instances:
 - For the second and any further instances of such unfair play within the same match, the umpire will:
 - Award 5 penalty runs to the opposing team.
 - Also, carry out the other procedures detailed in Law 41.5.

In essence, the first offense is treated with a warning and procedural actions, while repeat offenses result in a penalty of runs in addition to those procedural actions. Most importantly, no batter can be dismissed off this delivery.

42. PLAYERS' CONDUCT

42.1 Unacceptable Conduct

- 42.1.1. 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 sub-sections.
- 42.1.2. 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.
- 42.1.3 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 sub-sections.
- 42.1.4. 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.

42.2 Violence and Physical Contact

- 42.2.1. 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.

42.3. Level 1 Offences

42.3.1. 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.

42.4. Action to be Taken by Umpire(s) for Level 1 Offence

42.4.1. 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.

42.5. Level 2 Offences

42.5.1 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.

42.6. Action to be Taken by Umpire(s) for Level 2 Offence

42.6.1. 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 WCLEC.

43. Safety

43.1. Safety of Players

- 43.1.1. The league recommends appropriate protective gear for all players participating in the league organized games.
- 43.1.2. If a player or an umpire is seriously hurt/injured (the head and neck not included) while on the field of play and the ball does not become dead for any reason, the umpire shall call and signal Dead ball at the completion of the first run. The ball shall count as one of the overs. (e.g., broken leg, arm, or sprained joints).
- 43.1.3. If a player or an umpire is seriously hurt/injured from a neck or head injury the ball shall automatically be dead. The ball shall count as one of the overs. (e.g., the individual cannot stand or walk, not responsive or is in severe pain)

43.2. Minor

- 43.2.1. A Minor shall be defined as a person under the age of eighteen (18) at the start of the WCL Season.
- 43.2.2. All players and officials that are deemed a Minor, on the field must wear internal protective equipment (abdomen guard or box) at all times while on the field of play.
- 43.2.3. If a Minor assumes the role of a wicket-keeper, the Minor shall wear a protective helmet.
- 43.2.4. 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.



Appendix A - 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 unless otherwise determined by the umpire(s) in consultation with the WCLEC.
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 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 match 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 shall select the ball with which the fielding team shall bowl their over in the Super Over. 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, 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.

Ball #	Run Scored Team 1	Run Scored 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

Appendix B – Power Play

Innings Duration	First Power Play 2 fielders	Second Power Play 5 fielders	Start Over # of 2 nd Power Play
5 Overs	2 Overs	3 Overs	3
6 Overs	2 Overs	4 Overs	3
7 Overs	2 Overs	5 Overs	3
8 Overs	2 Overs	6 Overs	3
9 Overs	3 Overs	6 Overs	4
10 Overs	3 Overs	7 Overs	4
11 Overs	3 Overs	8 Overs	4
12 Overs	4 Overs	8 Overs	5
13 Overs	4 Overs	9 Overs	5
14 Overs	4 Overs	10 Overs	5
15 Overs	5 Overs	10 Overs	6
16 Overs	5 Overs	11 Overs	6
17 Overs	5 Overs	12 Overs	6
18 Overs	5 Overs	13 Overs	6
19 Overs	6 Overs	13 Overs	7
20 Overs	6 Overs	14 Overs	7

Illustrations:

A T20 over innings is interrupted after 4.4 overs and reduced to 13 overs. The new Power Play overs are 4+9. Therefore, power play 1 is deemed to be completed. Power play 2 field restrictions take effect for rest of the inning when play resumes.

Appendix C – Definitions and Clarifications

1. Late arrival of a player:

A player who arrives late as defined in playing conditions section 13.2.6, applies to both fielding and batting side. 30 minutes time counter begins when the umpire calls 'play' or the actual start time of match. A player can be part of the match if a player arrives in 30 minutes. A player cannot participate after 30 minutes.

Once they arrive at the field, a player must be in fully or partially in cricket clothes. Partially means either shirt or trousers as mentioned in 1.6.2.

A player who arrives late from the fielding side must take the field of play within 30 minutes of the start of the match. The captain of the fielding side must inform the umpire about this player.

A player who arrives late from the batting side must inform the umpire at the end of the over that is ready to take the field. When the ball is dead, or at the end of the over, the captain of the batting side must inform the umpire about this player.

2. Penalty time for late arrived player:

A player who arrives late to the field must serve penalty time, regardless of whether they are from the batting or fielding side. A player who arrives at the field late, the player must serve penalty time before that player is eligible to bat or bowl. A player who briefly leaves the field during their team's batting innings does not have to serve penalty time.

Example 1: Game scheduled start time is 11:00 AM

Match starts at 11:00AM. Nominated player arrives at the field at 11:20AM. This nominated player must serve a penalty time of 20 minutes before this player can bowl.

Example 2: Game scheduled start time is 11:00 AM

Match begins at 11:05AM. Nominated player arrives at the field at 11:30AM. This nominated player must serve a penalty time of 25 minutes before this player can bowl.

Example 3: Game scheduled start time is 11:00 AM

The match begins at 11:05AM. Nominated player from batting side arrives at the field at 11:30AM. This nominated player must serve a penalty time of 25 minutes before this player can bat or the team is 5 wickets down, whichever is earlier.

Example 4: Game scheduled start time is 11:00 AM

The match begins at 11:20AM due to weather delay or for any other reason. A nominated player arrives at the field at 11:50 AM with his/her team is batting and player is fully or partially in cricket clothes. This nominated player is eligible to participate in the match. If a late player is from fielding side and takes the field at 11:50AM, player is eligible to participate in the match. Penalty time must be served.

Example 5: Game scheduled start time is 11:00 AM

Match begins at 11:05AM. Nominated player arrives at the field at 11:36 AM. This nominated player is not eligible to participate in the match.

Also refer 24.2 for maximum cap on penalty time.

3. Player not on the field for the purposes of wicket down in DLS method

A player who was named in the playing XI but never took the field is considered a wicket down for the purposes of calculations. Additionally, if a player was on the field but later left and did not return—except



in cases of injury or any wholly acceptable reason—they are also considered a wicket down in the DL method calculations. This approach ensures that the revised target fairly accounts for the available batting resources at the time of interruption.

For e.g. if a team plays the match with 10 players and bats second. They begin their batting inning with 1 wicket down for the purposes of DL calculation.

4. Lightning and weather

First and foremost, follow local county and park rules when it comes to lightning. Safety of umpires and players is paramount. If you think that lightning is close proximity, general guidelines are 30-30 rules. If you see lightning and hear thunder within 30 seconds, you are in danger and should seek shelter immediately. Wait at least 30 minutes after the last thunder before going back into the field. Avoid standing around trees, poles or bodies of water.

5. Reducing overs based on time remaining method.

- The general principle is to round fractions up to get in more overs.
- However, we may need to round down to get an even number when reducing overs for the whole match to ensure both teams get equal number of overs.

a) One team is not ready to start the play

Assume the start time of the game is 11:00 AM

T20 inning lasts 1 hour and 30 minutes ($4.5 * 20 = 90$ minutes)

Team batting first is not ready to start the match until 11:10 AM

Calculate time remaining: 11:00AM – 12:30PM First innings.

90 Mins – 10 Mins = 80 Mins.

$80/4.5 = 17.77$. Round this up to next full number = 18.

Total overs to be bowled in first innings are 18. The number of overs lost is 2.

The first inning is reduced to 18 overs. The second inning plays full 20 overs.

First inning end time is 12:30PM.

Team fielding first is not ready to start the match until 11:10 AM

The fielding team will bowl all 20 overs

Calculate time remaining: 11:10AM – 12:40PM First innings.

90 Mins – 10 Mins = 80 Mins.

$80/4.5 = 17.77$. Round this up to next full number = 18.

The fielding team will get to bat a total of 18 overs. Total overs lost is 2.

Second inning hours would be 12:50-02:10PM.

b) Both teams are not ready to start the play or delay due to the weather.

Since the start of the play is delayed due to weather or any other reason not due to a team's fault, follow time remaining based on the entire game.

Assume the start time of the game is 11:00 AM

T20 inning lasts 3 hours excluding all breaks ($4.5 * 40 = 180$ minutes)

T20 game end time is 02:10PM.

Umpire determines that play can be started at 11:30 AM

Calculate time remaining:

Total available time is:

180 Mins – 30 Mins = 150 Mins available.

$150/4.5 = 33.33$. Round this up to next full (even) number = 34.

Total overs to be bowled for each inning is 17.

First inning end time is 12:46PM.

Inning Break: 12:46PM – 12:56PM.

Second inning: 12:56PM – 02:12PM

- c) Weather stops the play during first innings.

Play starts at 11:00 AM

Rain stops the play at 11:45 AM,

Number of overs bowled: 10

The Umpire determines that play to be resumed at 12:15PM

Time remaining in the match: $180 - 45 - 30 = 105$ mins

Over to be bowled = $105/4.5 = 23.33 = 24$ overs (even number).

Total over = 10 (already bowled) + 24 (to be bowled) = 34

Over per inning = $34/2 = 17$ overs

Overs First inning to be bowled = $17 - 10$ (already bowled) = 7 overs.

Overs remaining to be bowled in second 17 overs.

- d) Weather stops the play during second innings

Play starts at 11:00 AM

The second inning begins at 12:40PM

Interruption at 01:05PM

Number of overs bowled: 5

The Umpire determines that play to be resumed at 01:30PM

Time left in first innings = $90 - 25$ mins (interruption) = 65

Total play time in second innings = 65 minutes

Total overs can be bowled = $65/4.5 = 14.44 = 15$ overs.

*** Round up the fractions to gain more play time*

Overs remaining to be bowled = $15 - 5$ (bowled) = 10 overs.

The game will overshoot by 5 minutes due to rounding that we need to manage.

Appendix D – Reduction in Overs Tables

D.1- Over Reduction due to Delay at Start by a Team

Time Lost (Mins)	Maximum Overs for Inning	Total Overs Lost
0-4	20	0
4.5-8	19	1
9-13	18	2
13.5-17	17	3
18-22	16	4
22.5-26	15	5
27-30	14	6
More than 30 min	Match Forfeited	

D.2 - Over Reduction due to Interruption

Total Play Time: 90+ 90 = 180 min

Inning Break: 10 mins

D.2.1 - Interruption in the First Inning

Time Lost (Mins)	Maximum Overs for Match	Maximum Overs per Team	Total Overs Lost
0-8	40	20	0
9-17	38	19	2
18-26	36	18	4
27-35	34	17	6
36-44	32	16	8
45-53	30	15	10
54-62	28	14	12
63-71	26	13	14
72-80	24	12	16
81-89	22	11	18
90-98	20	10	20
99-107	18	9	22
108-116	16	8	24
117-125	14	7	26
126-134	12	6	28
135-143	10	5	30
144 mins or more	Match Abandoned		

D.2.2 - Interruption in the Second Inning

Total Inning Time: 90 mins

Time Lost (Mins)	Maximum Overs for Inning	Total Overs Lost
0-4	20	0
4.5-8	19	1
9-13	18	2
13.5-17	17	3
18-22	16	4
22.5-26	15	5
27-31	14	6
31.5-35	13	7
36-40	12	8
40.5-44	11	9
45-49	10	10
49.5-53	9	11
54-58	8	12
58.5-62	7	13
63-67	6	14
67.5-71	5	15
72 mins or more	Match Abandoned	

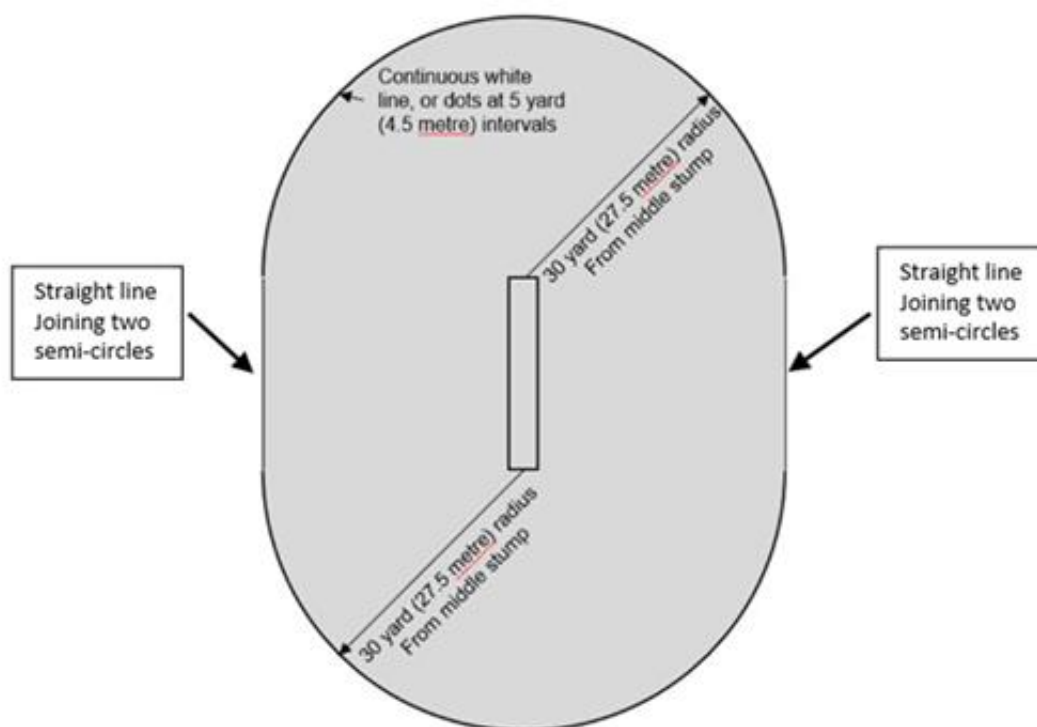


Appendix E– Bowling End Switching Table

The following is the table that indicates how many overs are bowled from each end before switching end.

Total Overs	Block 1	Block 2	Block 3	Block 4
20	5	5	5	5
19	5	5	5	4
18	5	5	4	4
17	5	4	4	4
16	4	4	4	4
15	4	4	4	3
14	4	4	3	3
13	4	3	3	3
12	3	3	3	3
11	3	3	3	2
10	5	5	-	-
9	5	4	-	-
8	4	4	-	-
7	4	3	-	-
6	3	3	-	-
5	3	2	-	-

Appendix F— 30-yard (inner) circle





Revision History

2025

- 6.6** - Penalty runs for metal spikes
- 13.2.5** - deducting overs, 1 over every 4.5 minutes
- 13.2.6** - Added appendix C for player's late arrival.
- 13.4.1** - Reduction of overs is 1 over for every 9 minutes (4.5*2).
- 13.4.2** - Reduction of over is 1 over for every 4.5 minute.
- 13.7** - Team penalties (4.5 minutes)
- 24.2** - Reference to Appendix C.2
- 1.6.2** - Shoe color – any color
- 41.3** - No saliva
- 41.5** - Added further details about warning
- 1.6.3** - Added details on player uniforms
- Appendix C.3** – DLS calculation
- Appendix C.4** - Lightening
- Appendix C.5** – Reduction of overs examples
- Appendix D** – Reduction in overs tables
- Appendix E** – Inner circle
- Appendix F** – Bowling end switching table
- Document – Removed references to he/she