



WACC

**WESTERN AUSTRALIAN
COUNTRY CRICKET**

GENERAL RULES AND PLAYING CONDITIONS

COUNTRY MASTERS CARNIVAL

GENERAL RULES FOR COUNTRY MASTERS CARNIVAL

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1. ROLES AND RESPONSIBILITIES ALL CAPTAINS

Are responsible for

- the conduct of their players
- upholding the master's theme of Spirit of Cricket
- the team list entered into my cricket prior to the start of the Carnival and start of play
- **HIGH Priority** - entering the match results into My Cricket by the end of each day's play, Sundays game result needs to be in no later than 30min after the finish of the game

2. PLAYERS CODE OF BEHAVIOUR

- 2.1 Players/Officials must not assault or attempt to assault an umpire, another player, official or a spectator. Players/Officials must not abuse or dispute an umpire's decision or react in an obviously provocative or disapproving manner either towards an umpire, his/her decision, or generally, following an umpiring decision.
- 2.2 Action of the dismissed batsmen - in failing to leave the crease promptly on being given out and any equipment abuse.
- 2.3 Players/Officials must not use crude and/or abusive language, or otherwise engage in conduct known as sledging.
- 2.4 This includes vilification or harassment such as offensive, abusive, belittling, or threatening behaviour directed at a person or people because of a particular characteristic of that person or people (including the person or person's level of empowerment relative to the harasser). The behaviour must be unwelcome and the sort of behaviour a reasonable person would recognise as unwelcome.
- 2.5 Players and officials must not engage in conduct detrimental to the spirit of the game.
- 2.6 Players/Officials must not in any manner use "well-known" crude or abusive hand signals.
- 2.7 Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

3. MATCH RULES AND CONDITIONS OF PLAY

- 3.1 1.1 All matches shall be played in accordance with the Laws of Cricket as recognised by Cricket Australia, except where they are negated or modified by these Rules.
- 3.2 1.2 Matches will consist of one innings per side, each innings being limited to 20 overs. A minimum of 5 overs per team shall constitute a match.
- 3.3 1.3 Any over in progress at the time scheduled for cessation is to be completed.

4. HOURS OF PLAY

4.1 Duration of innings

1 hour and 15 minutes

4.2 Break between innings

15 Minutes

4.3 Interval between Innings

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 correspondingly earlier.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

4.4 Intervals for drinks

No drinks intervals are permitted. (Common sense needs to prevail)

4.5 Starting Times

Starting times for matches will be determined by the Organising Committee.

5. LENGTH OF INNINGS

5.1 Uninterrupted match (i.e. the match is neither delayed nor interrupted):

- 5.1.1 Each team shall bat for 20 overs unless all out earlier.
- 5.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 10 shall apply.
- 5.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 5.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 10 shall apply.

5.2 Delayed or Interrupted Match

- 5.2.1 In all matches, the intention will be to achieve the full 20 overs for each team even if this means amending the hours of play. If achieving 20 overs each is not possible, rules 3.2.1 to 3.2.3 shall apply.
- 5.2.2 If play is not possible on a turf pitch, attempts shall be made to transfer the match to a synthetic pitch.
- 5.2.3 The Duckworth-Lewis method of determining a result or replaying matches will not occur in this competition.

5.3 Delay to the start of the match

- 5.3.1 If the match cannot be commenced at the scheduled time, the umpires may delay the start of the match on the agreement of both captains providing it does not affect the start time of subsequent matches on that day.

5.4 Delay or interruptions to the innings of the team batting first.

- 5.4.1 When playing time has been lost, the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play.
- 5.4.2 When calculating the length of remaining playing time available for the match, the duration of the interval between innings will be taken into account.
- 5.4.3 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- 5.4.4 In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.
- 5.4.5 The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 5.4.6 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.

5.5 Delay or interruptions to the innings of the team batting second.

- 5.5.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time.
- 5.5.2 Should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 5.5.3 Should the calculations result in a fraction of an over the fraction shall be ignored.
- 5.5.4 In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- 5.5.5 If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed overs provided at least 5 overs have been bowled at the side batting second.
- 5.5.6 In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it.
- 5.5.7 If the team batting second has not received 5 overs and a result has not been achieved the match will be a draw.
- 5.5.8 A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.)
- 5.5.9 The calculation at 5.5.8 must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.
- 5.5.10 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- 5.5.11 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.
- 5.5.12 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 11 shall apply.
- 5.5.13 In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of play.

6. THE BALL

- 6.1.1 The approved ball for matches will be determined by the Organising Committee each year.

7. FIELD MARKINGS AND RESTRICTIONS ON THE PLACEMENT OF FIELDERSMEN

7.1 Field & Pitch Markings

7.1.1 A fielding restrictions "circle", as shown in Appendix 1 shall be clearly marked on each ground.

7.1.2 Wide markings, as shown in Appendix 2, shall be clearly marked at each end of the pitch.

7.2 Fielding Restrictions

7.2.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

7.2.2 For the first 6 overs of each innings, herein known as the Fielding Restriction Overs (FROs), only two fieldsmen are permitted to be outside the fielding restriction circle.

7.2.3 For the remaining overs of each innings, only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery

7.3 Team Batting First

7.3.1 In circumstances where the number of overs for the team batting first is reduced, the number of FROs shall be reduced in accordance with table 5.1 below **for that innings only**.

7.3.2 Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

7.3.3 Number of Fielding Restriction Overs in Reduced Matches

Total Overs in Innings	Number of Fielding Restriction Overs (FROs)
5 or 6	1
7 to 9	2
10 to 13	3
14 to 16	4
17 to 19	5
20	6

7.4 Number of Overs Per Bowler

7.4.1 No bowler may bowl more than four (4) overs in an innings.

7.4.2 In a delayed start 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), except that where the total overs are not divisible by five.

7.4.3 An additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 8 overs, rain interrupts play, and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

7.4.4 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

7.4.5 In the event of a bowler breaking down and 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 in so far as each bowler's limit is concerned.

7.4.6 The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

8. NO BALL – PENALTY (LAW 24.12)

8.1 Law 24.12 will apply except that the penalty for a No ball will be 2 runs

9. FREE HIT AFTER FRONT FOOT OR ABOVE THE SHOULDER NO BALL

- 9.1 The delivery following a No ball called for a foot fault (Law 24.5) or If the ball passes, or would have passed, above the shoulder of the batsman standing upright at the crease, either umpire shall call and signal "No Ball".
- 9.2 A No-ball shall be a free hit for whichever batsman is facing the next ball.
- 9.3 If the delivery for the free hit is not a legitimate delivery (e.g. any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- 9.4 The umpire will indicate the free hit delivery by crossing and recrossing his wrists above the head.
- 9.5 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 ball.
- 9.6 Field changes are permitted for free hit deliveries

10. TIMED OUT – LAW 31

- 10.1 Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.
- 10.2 The incoming batsman is expected to be ready to make his way to the wicket as soon as a wicket falls and is expected to jog to the wicket. (Spirit of Cricket applies here)

11. OVER-RATE PENALTIES

- 11.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time.
- 11.2 This is to the umpire's discretion and also in the spirit of cricket
- 11.3 In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 10 runs for every whole over that has not been bowled. This will apply to both innings of the match.
- 11.4 If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.
- 11.5 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 11.6 If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- 11.7 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 11.8 In addition, in all reduced overs matches, the fielding team will be given one over's leeway.
- 11.9 Over-rate penalties apply only to innings of 10 overs or more duration.
- 11.10 In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

12. THE RESULT

12.1 Tied Matches (to be used for a knockout competition)

In the event of a tie occurring in any match, the order of means of determining the winner shall be:

- 12.1.1 Least number of wickets lost.
- 12.1.2 Fewer number of legal deliveries faced.
- 12.1.3 Higher net run rate in the competition prior to the commencement of the match.
- 12.1.4 Toss of coin.

12.2 Net Run Rate (to be used for determining the winner of a round robin competition when two or more teams are equal on points)

In the event of a tie occurring in any match, the order of means of determining the winner shall be:

- 12.2.1 A team's net run rate is calculated by deducting the average runs per over scored against that team throughout the competition from the average runs per over scored by that team throughout the competition.
- 12.2.2 Formula: Net Run Rate = Ave runs per over for / Ave runs per over against
- 12.2.3 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.
- 12.2.4 Net run rate calculations will only apply to matches where a result has been achieved.
- 12.2.5 Least number of wickets lost.
- 12.2.6 Fewer number of legal deliveries faced.
- 12.2.7 Toss of coin.

13. SIZE OF TEAM

- 13.1 A team shall consist of twelve players.
- 13.2 Only eleven fielders shall be allowed on the field at any one time.
- 13.3 Only eleven players are allowed to bat. There is no requirement to nominate the non-batter.
- 13.4 No substitute may be used, unless the team is reduced to 10 fit players. The Substitute must be 40yrs old, they can use the other team's players, in agreement of both captains.

14. BOWLER'S LIMITATION

- 14.1 Any balls bowled by a bowler over his allocated number of overs shall be declared void.
- 14.2 In the event of a fieldsman being forced to leave the field through genuine injury or illness, being replaced by a substitute rather than a member of the twelve.

15. RETIREMENTS

- 15.1 A reminder that batsmen are to retire, following the ball that sees them reach 40 runs (or greater).
- 15.2 Batsmen are NOT to bat on, until the end of the over.
- 15.3 Retired batsmen may return to the crease once every other player has batted and only if less than 10 wickets have fallen.
- 15.4 Retired batsmen must return to the crease, in the exact same order as they retired.

16. WIDE BALL

- 16.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling.
- 16.2 Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a 'wide'.
- 16.3 As per Appendix 2, a Leg side wide is a ball passing outside the Leg Stump.

17. NON-TURF PITCHES

- 17.1 Where matches are played on a non-turf wicket a ball pitched outside the extremity, off the edge of the covered surface of the wicket, or on the joint between sections shall immediately be called & signalled "No Ball". (2 runs and No free hit)

18. QUALIFICATION OF PLAYERS

- 18.1 Over 40s players must be 'Regional' based players and be 40 years of age prior to the start of the Carnival
- 18.2 Over 50s players must be 'Regional' based players and be 50 years of age prior to the start of the Carnival
- 18.3 Each Over 50's Country team can play a maximum of 2 players based in the Metro area, aged 50 years or older as at the start of the Carnival.
- 18.4 Each Over 50's team can play a maximum of 2 players (in addition to their existing players aged 50 years or older), who are aged 47 years or older as at the start of the carnival.

19. POINTS SYSTEM (AS PER PLAYHQ)

- 19.1 Win = 4 points
- 19.2 Tie = 2 points (to be used only in a round robin competition)
- 19.3 Loss = 0 points

20. POLICIES AND PROCEDURES

20.1 Consumption of Alcohol Policy

- 20.1.1 Associations should follow the Liquor Licensing legislation requirements for Responsible Service of Alcohol, even if it is not directly binding on them or in certain unlicensed parts of their premises, such as changing rooms. In particular, Associations should ensure that alcohol is not provided to under-age players and patrons. Where possible, alcohol should be consumed so that players, spectators and officials can consume in a licensed area and not in player change-rooms.

20.2 Smoke Free Environment Policy

- 20.2.1 The CCB recognises that smoke free environments protect non-smokers from the harmful effects of environmental tobacco smoke (ETS) including vapes and e-cigarettes. The CCB will enforce that all indoor areas and outdoor viewing areas at CCB venues are smoke-free and that all official events are smoke-free. This includes the use of vapes and e-cigarettes.

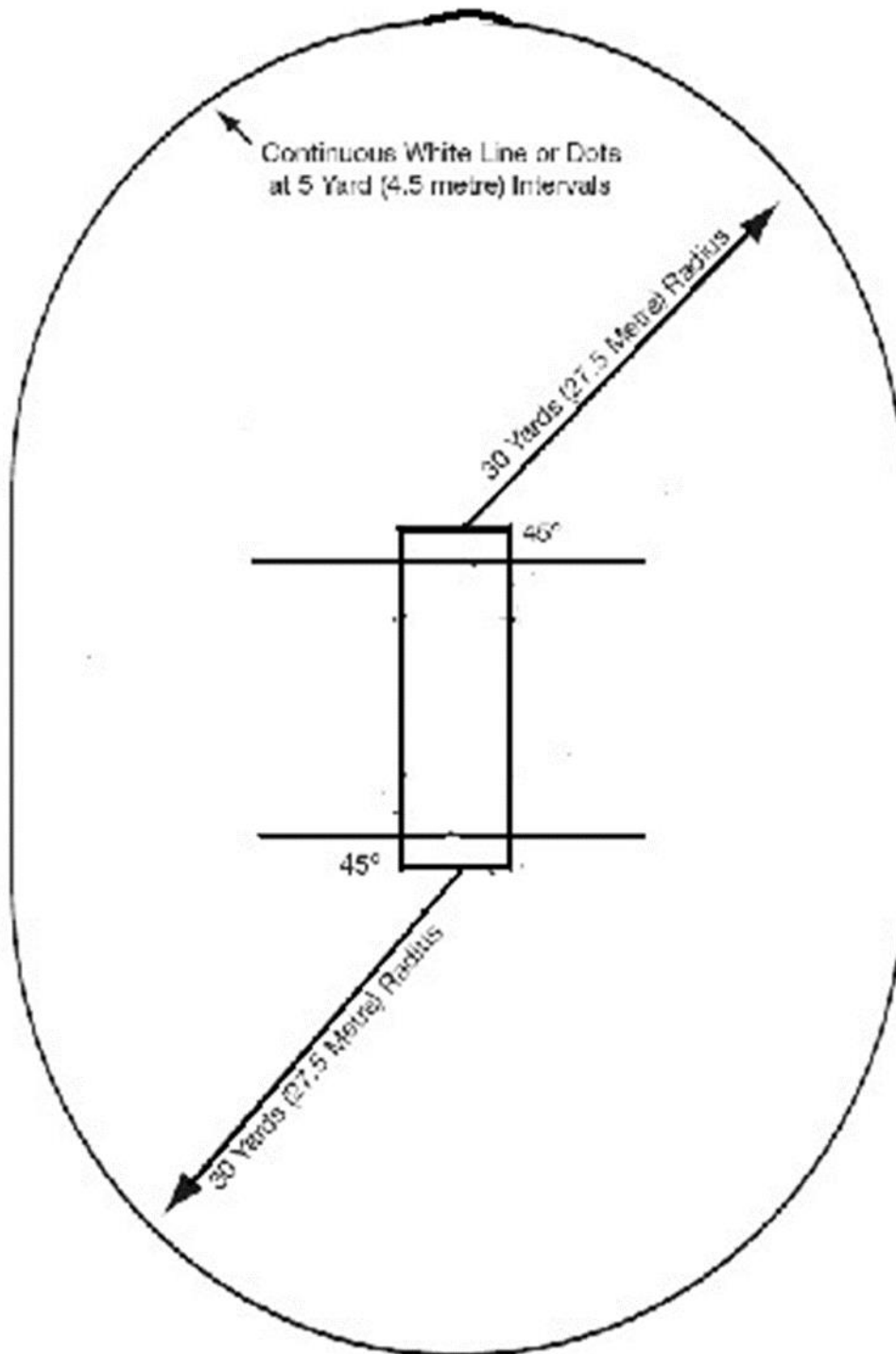
20.3 Extreme Weather Policy

- 20.3.1 The CCB refers Associations to guidelines in relevant documents, such as the Cricket Australia Junior Cricket policy documents.
- 20.3.2 In exceptionally hot weather, Law 15.9 is modified so that drinks breaks may be scheduled as frequently as required subject to the overall minimum period of play between two drinks breaks, or between drinks break and the start or conclusion of an off-the-field interval, being 20 minutes.
- 20.3.3 The additional rules in thunderstorm situations are as follows:
 - 20.3.3.1 If the 'flash to bang' time (the time between the lightning and thunder) is less than 30 seconds leave the field and seek appropriate shelter immediately.
 - 20.3.3.2 Only consider the resumption of play and do not venture outside until there has been a gap of 30 minutes from the last clap of thunder.
- 20.3.4 These general considerations apply to CCB Competitions:
 - 20.3.4.1 There is imminent danger of a lightning strike if you feel your hair standing on end, there is crackling in the air, you see lightning in the clouds or the flash to bang time is 20 seconds or less.
 - 20.3.4.2 Go indoors immediately if you see lightning strike the ground or structure nearby.
 - 20.3.4.3 Do not waste time covering the pitch, go near or move metal framed pitch covers or machinery, bunch together as you leave the field or shelter under a tree.
 - 20.3.4.4 Consider resuming play 30 minutes after the last thunderclap but if in doubt stay indoors and do not leave shelter to inspect the ground.

20.4 Helmet Policy

- 20.4.1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting, regardless of the pace of the bowler.
- 20.4.2 A wicketkeeper must wear a British Standard 7928:2013 when keeping up to the wickets.
- 20.4.3 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 10.4.1 and 10.4.2 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.
- 20.4.4 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.
- 20.4.5 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a British Standard 7928:2013 compliant helmet as required by clause 10.4.1.
- 20.4.6 If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with clause 10.4.1.
- 20.4.7 If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with clause 10.4.1, there shall be no loss of time/overs to the match solely due to this delay. If a batter does not to comply with this direction:
 - 20.4.7.1 The umpire shall call time, if necessary
 - 20.4.7.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause.
 - 20.4.7.3 The umpire shall award 5 penalty runs to the fielding team.
 - 20.4.7.4 The umpires together shall report the occurrence as soon as possible after the match to the CCB, who shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
- 20.4.8 If after the action in clause 10.4.7 the batter continues to not comply with clause, then:
 - 20.4.8.1 The batter will be given out, Timed Out
 - 20.4.8.2 In the event of a Timed-Out dismissal, the bowler does not get credit for the wicket.
- 20.4.9 In the event of an extended delay in which either no batter comes to the wicket wearing a British Standard 7928:2013 compliant helmet or a batter fails to wear a British Standard 7928:2013 compliant helmet and also fails to leave the wicket having been given out in accordance with clause 10.4.12, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 10.4.11.
- 20.4.10 The umpires shall report the occurrence of clause 10.4.12 to the CCB.
- 20.4.11 For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 10.4.8 to 10.4.9.

Appendix 1 - Field Markings



Appendix 2 - Crease Markings

- Wide markings must be the same width as the crease markings.
- The distance of 17 inches (43.18cm) shall be measured from the inside edge of the wide marking to the inside edge of the return crease

