



WACC

**WESTERN AUSTRALIAN
COUNTRY CRICKET**

**SENIOR MEN'S COUNTRY WEEK
GENERAL RULES
ANNEXURE A:**

**ONE-DAY SENIOR COMPETITION
PLAYING CONDITIONS**

14th July 2023

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DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the General Rules for Senior Men's Country Week.
- (b) "General Rules" means the "General Rules for Senior Men's Country Week".
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) "One Day Match" means a match played over one day, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to One Day Matches except as altered by these Playing Conditions.
- (f) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the General Rules.
- (g) A footnoted reference to or summary of one of more Laws of Cricket is for the assistance of the Players and umpires only, and at all times reference should be made to the text of the Laws of Cricket.
- (h) All references to "Governing Body" within the Laws of Cricket shall be replaced by "CCB".

PART A – SETTING UP THE GAME

1. THE PLAYERS

Law 1 shall apply, subject to the following:

- 1.1 All Players in the match must be qualified to play under the General Rules.
- 1.2 Law 1.1 shall be replaced by the following:
 - (a) A team shall consist of 12 players. Throughout the match:
 - (i) Only 11 players shall be allowed to field at any one time during an innings.
 - (ii) Only 11 players shall be allowed to bat during an innings.
 - (iii) All 12 players are allowed to bowl during an innings.
- 1.3 A substitute fielder may not be used until there are only 10 uninjured players.
- 1.4 Players shall wear predominately white cricket clothing as specified in the General Rules.

2. THE UMPIRES

Law 2 shall apply, subject to the following:

- 2.1 Law 2.1 is modified as follows: The CCB shall appoint all umpires. The umpires shall be present at the ground at least 60 minutes before the scheduled start of play.
- 2.2 Law 2.2 is modified as follows: The captains cannot authorise the replacement umpire to stand at the bowler's end.

In the event only one CCB umpire is appointed to the match, the batting side shall provide an umpire for the striker's end.
- 2.3 Law 2.7 and 2.8 shall apply subject to the following:
 - (a) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
 - (b) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal "dead ball" if he/she considers the striker has been disadvantaged by the action.

3. THE SCORERS

Law 3 shall apply.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1 Approved balls are as per clause 5.6 of the General Rules.
- 4.2 Law 4.2.2 shall be replaced by the following: During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.
- 4.3 Law 4.3 shall be replaced with the following: A new ball must be used in the first innings of both sides in the match. In the second innings, a good used ball may be used at the option of the fielding side.
- 4.4 Law 4.5 shall apply with the following appendage: In the event of a ball becoming wet and soggy as a result of play continuing during inclement weather or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear. Either bowler or batsmen may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply, subject to the following:

- 6.1 Matches shall be played on such grounds as arranged by the CCB in accordance with the General Rules.
- 6.2 Law 6.4 shall be replaced by the following: If a match is abandoned, the matter will be investigated by the CCB in accordance with the procedures for protests against match results.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply, subject to the following:

- 8.1 Law 8.4 (Junior cricket) shall not apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply, subject to the following:

- 11.1 Law 11.2.1 shall be replaced by the following: the durations for intervals for a day's play shall be:
- (a) 30 minutes for the lunch interval; and
 - (b) 20 minutes for the tea interval.
- 11.2 Laws 11.6 and 11.7 shall not apply.
- 11.3 The provisions of Law 11.8 (Intervals for drinks) apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 4 minutes.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 Unless advised otherwise by the CCB in the fixtures or otherwise prior to the start of the match, matches will commence at 10.00am and session times will be as follows:

A-B Sections	C and Below Sections	Session #
10.00am – 12.00pm	10.00am – 12.00pm	Session 1
12.30pm – 3.40pm	12.30pm – 3.40pm	Session 2
4.00pm – 6.00pm	4.00pm – 5.00pm	Session 3

- 12.2 At 2.00pm (A-B Sections) and 1.30pm (C and Below Sections) the number of overs bowled by the team bowling first shall be noted. The balance of allowable overs shall then be delivered. In addition a penalty of 6 runs per over will be awarded to the batting side.
- 12.3 The team bowling second, regardless of the starting time, has 210 minutes (A-B Sections) and 180 minutes (C and Below Sections) to bowl the 360/300 balls required. If they do not complete the balls within the required time a penalty of 6 runs per over still to be bowled applies.
- 12.4 Upon completion of both teams first innings, and provided that both captains agree that insufficient balls remain in the match to affect an outright result, stumps may be drawn.
- 12.5 In a match where no more than 30 minutes of playing time is lost due to GWL or for other wholly acceptable reasons that are no fault of either team, then that same amount of time shall be added to the scheduled close of play.
- 12.6 In a match where there is an interruption of more than 30 minutes of play due to GWL or for other wholly acceptable reasons that are no fault of either team, the Required Balls will be reduced by 6 balls for every 3 minutes or part thereof of playing time lost.
- 12.7 Where play is interrupted for a total period of more than 30 minutes in the batting period of either or both teams then use the method in Appendix 1 to calculate a target score.

- 12.8 In matches that are reduced in length due to GWL or for other wholly acceptable reasons that are no fault of either team additional incentive points will be awarded as per Appendix 2.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

- 13.1 For the purpose of Law 13.1.2 and Law 13.3.5 the umpires and captains shall have agreed that that the first innings of each team will be completed after 360 balls (60 overs) for A-B Sections and 300 balls (50 overs) for C and Below Sections if not otherwise completed earlier.
- 13.2 Should the team batting first close its innings or be dismissed before facing the required number of balls, the team batting second shall then be entitled to receive their maximum number of legitimate balls before completion of the first innings.
- 13.3 Either team is entitled to claim the balance of the number of maximum balls scheduled for the match (720/600) in the second innings in order to achieve an outright result.

14. THE FOLLOW-ON

Law 14 shall apply, subject to the following:

- 14.1 For a two innings, one day match: the team with a lead of at least 75 runs has the option of requiring the other side to follow their innings.

15. DECLARATION AND FORFEITURE

Law 15 shall apply, subject to the following:

- 15.1 The side batting first will be deemed to declare its first innings closed upon facing the Required Balls.

16. THE RESULT

Law 16 shall apply, subject to the following:

- 16.1 All matches not played out shall be decided on the result of the first innings and any matches not decided in the time allotted for play shall be considered as drawn.

16.2 For the purpose of the ladder and ranking for Finals, sides may be awarded points for each of the following outcomes:

First innings	First innings points	Outright result	Result points	Total Points
Leading	6	Win	4	10
Leading	6	Loss	0	6
Leading	6	Tie	2	8
Trailing	0	Win	6	6
Trailing	0	Loss	0	0
Trailing	0	Tie	2	2
Tie	3	Win	6	9
Tie	3	Loss	0	3
Tie	3	Tie	2	5
		Tie on 1st innings	3	3
		Draw/No Result	3	3
		Win on 1 st innings	6	6

16.3 In addition to the points tabled above, the following incentive points shall be gained as follows:

- (a) For each run scored: 0.01 points
- (b) For each wicket taken: 0.20 points

PART C: THE OVER, SCORING RUNS, DEAD BALL AND EXTRAS

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply, subject to the following:

21.1 Law 21.10 shall not apply.

22. WIDE BALL

Law 22 shall apply.

23. BYE AND LEG BYE

Law 23 shall apply.

PART D: FIELDERS AND SUBSTITUTES, BATSMEN AND RUNNERS, PRACTICE ON THE FIELD, WICKET-KEEPER

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

25. BATTER'S INNINGS; RUNNERS

Law 25 shall apply.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply.

28. THE FIELDER

Law 28 shall apply.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS DOWN

Law 29 shall apply.

30. BATTER OUT OF HIS/HER GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

PART F: UNFAIR PLAY

41. UNFAIR PLAY

Law 41 shall apply, subject to the following:

- 41.1 Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) shall be replaced by the following:
- (a) A bowler shall be limited to two fast short pitched deliveries per over.
 - (b) A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
 - (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
 - (d) In addition, for the purpose of this playing condition and subject to playing condition (f) below, a ball that passes above head height of the batter, that prevents him/her from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
 - (e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
 - (f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in playing condition (b) above, the umpire at the bowler's end shall call and signal "No Ball" on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal "No Ball" and then tap the head with the other hand.
 - (g) If a bowler delivers another fast short pitched ball in an over, the umpire, after the call of "No Ball" and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
 - (h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

- (i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “No Ball” and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the WADCC using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.

41.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall be replaced by the following:

- (a) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, shall be a No ball.
- (b) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the batter on strike.
- (c) In the event of a bowler bowling a dangerous and unfair nonpitching delivery as defined in (b) above, the umpire at the bowler’s end shall:
 - (i) If the umpire considers that the delivery was accidentally bowled:
 - (A) in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred; and
 - (B) should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - (ii) If the umpire considers that the delivery was deliberately bowled:
 - (A) the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith with no first and final warning. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

- (f) The umpires will then report the matter to the CCB using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.
- (g) The warning sequences in 41.7 are independent of the warning and action sequences in 41.6.

42. PLAYERS' CONDUCT

Law 42 will apply, subject to the following:

- 42.1 Laws 42.4.2.3.1 and 42.4.2.3.2 shall vary as follows. The player shall be suspended for 15 overs.

MATCHES AFFECTED BY MORE THAN 30 MINUTES TIME LOSS

1. Number of overs to bowl

- 1.1. If more than 30 minutes lost in innings of team batting first:
 - 1.1.1. Allow extra 30 minutes for their innings.
 - 1.1.2. Adjusted time lost becomes amount minus 30 minutes.
 - 1.1.3. Adjusted innings time becomes 180 minutes minus adjusted time lost.
 - 1.1.4. Adjusted innings time divided by 3.5 becomes the number of overs required to be bowled.
 - 1.1.4.1. Example Adjusted innings time is 160 minutes, then number of overs is $160/3.5 = 45$ overs
 - 1.1.4.2. Ignore fractions.
 - 1.1.4.3. This becomes the number of overs required to be bowled in the second team's first innings.
- 1.2. If there is no need to adjust the length of the innings of the team batting first but there is for the team batting second then the Target Score is activated.

2. Result

A result can be achieved only if both teams have batted for at least 15 overs.

3. Target Score

- 3.1. Use the tables on the next 2 pages to calculate the Target Score.
- 3.2. Last 2 pages include an example

Match: _____ v _____ Section: _____

Team batting first: _____ Date: _____

Runs per over	0	1	2	3	4	5	6	7	8	9	10	Other	
Over Number													

														TOTAL
TOTAL Overs														
TOTAL Runs														

This form is to be completed by Scorer's during the interval

All Sections

TARGET SCORE – DISCOUNTED TOTAL RUNS (DTR) + 1

That is runs scored from the equivalent number of highest scoring overs plus One.

Overs	Runs	x .5%	DTR
15		82.5%	
16		83.0%	
17		83.5%	
18		84.0%	
19		84.5%	
20		85.0%	
21		85.5%	
22		86.0%	
23		86.5%	
24		87.0%	
25		87.5%	
26		88.0%	
27		88.5%	
28		89.0%	
29		89.5%	
30		90.0%	
31		90.5%	
32		91.0%	

Overs	Runs	x .5%	DTR
33		91.5%	
34		92.0%	
35		92.5%	
36		93.0%	
37		93.5%	
38		94.0%	
39		94.5%	
40		95.0%	
41		95.5%	
42		96.0%	
43		96.5%	
44		97.0%	
45		97.5%	
46		98.0%	
47		98.5%	
48		99.0%	
49		99.5%	
50		100.0%	

Note: Byes and leg byes to be included in determining highest scoring overs (PLEASE NOTE THAT FRACTIONS ARE TO BE IGNORED)

Match: Australia v England Section: A1

Team batting first: Australia Date: 3.1.98

Runs per over	0	1	2	3	4	5	6	7	8	9	10	Other	
Over Number	1	6	3	4	10	16	9	33	21	31	22	44 (12)	
	2	7	8	5	17	34	23	47		32		45 (16)	
	12	11	14	18	35	40	36			46			
	19	13	15	24	39	41	48			50			
	29	28	20	25	43	42							
		30	26	37	49								
			27	38									

													TOTAL
TOTAL Overs	5	6	7	7	6	5	4	2	1	4	1	2	50
TOTAL Runs	0	6	14	21	24	25	24	14	8	36	10	28	210

This form is to be completed by Scorer's during the interval

TARGET SCORE – DISCOUNTED TOTAL RUNS (DTR) + 1

That is runs scored from the equivalent number of highest scoring overs.

Overs	Runs	x .5%	DTR
15	125	82.5%	103
16	130	83.0%	107
17	135	83.5%	112
18	140	84.0%	117
19	145	84.5%	122
20	149	85.0%	126
21	153	85.5%	130
22	157	86.0%	135
23	161	86.5%	139
24	165	87.0%	143
25	169	87.5%	147
26	172	88.0%	151
27	175	88.5%	154
28	178	89.0%	158
29	181	1. 89.5%	161
30	184	90.0%	165
31	187	90.5%	169
32	190	91.0%	172

Overs	Runs	x .5%	DTR
33	192	91.5%	175
34	194	92.0%	178
35	196	92.5%	181
36	198	93.0%	184
37	200	93.5%	187
38	202	94.0%	189
39	204	94.5%	192
40	205	95.0%	194
41	206	95.5%	196
42	207	96.0%	198
43	208	96.5%	200
44	209	97.0%	202
45	210	97.5%	204
46	210	98.0%	205
47	210	98.5%	206
48	210	99.0%	207
49	210	99.5%	208
50	210	100.0%	210

Note: Byes and leg byes to be included in determining highest scoring overs

(PLEASE NOTE THAT FRACTIONS ARE TO BE IGNORED)

APPENDIX 2 – INCENTIVE POINTS

The aim is to equalize teams access to incentive points.

1. Number of overs allowed

- 1.1. Number of completed overs bowled divided by number of wickets in those overs.
- 1.2. Multiply by 10.
- 1.3. If less than required overs see “Example 1”.
- 1.4. If more than required overs see ‘Example 2’.

2. Example 1

- 2.1. 7 for 50 after 10 completed overs translates to 10 for 72 after 14 overs and two balls.
- 2.2. Thus bowling side scores 1.5 incentive points, batting side 0.72 incentive points.

3. Example 2

- 3.1. 2 for 140 of 26 completed overs
- 3.2. For a 50 over game multiply all numbers by 50/26. Hence score for incentive points will be 4 for 270.
- 3.3. Batting side 2.70 incentive points, bowling side 0.6 incentive points.

4. Example 3

- 4.1. 3 for 53 of 8 completed overs
- 4.2. For a 20 over game multiply all numbers by 20/8. Hence score for incentive points will be 7 for 132.
- 4.3. Batting side 1.32 incentive points, bowling side 1.05 incentive points.

NB: Ignore fractions.

SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

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

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

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

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