



WESTERN AUSTRALIAN PREMIER CRICKET

GENERAL RULES ANNEXURE E:

ONE-DAY (U13&U14) JUNIOR COMPETITION
PLAYING CONDITIONS

18 August 2025

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DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs).
- (b) “General Rules” means the “WADCC General Rules for Premier Cricket Competitions (Affiliated Clubs)”.
- (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 in one day, with one innings per side and a maximum of 50 overs in each innings, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to WADCC 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 ‘WADCC’.
- (i) “Fielding Restriction Area” is the area defined in playing condition 28.1 below.

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 Substitution of players by or for Representative Players will be permitted in accordance with the General Rules.
- 1.3 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. The batting team is not required to nominate which 11 players are to bat prior to the match.
 - (iii) All 12 players are allowed to bowl during an innings.
- 1.4 There will be no restriction on the use of appropriately qualified substitute fielders to sub-field for any player who:
 - (a) Is required to leave the field of play for the purposes of participating in a senior WADCC or WA Cricket sanctioned match; or
 - (b) Is substituted with the approval of the umpires for any reason (including injury or illness), with such approval not to be unreasonably withheld.
- 1.5 Players shall wear predominately white cricket clothing as specified in the General Rules.
- 1.6 Law 1.2.2 shall not apply, i.e. an opposition captain shall not have permission to provide consent to change the nomination of the team after the call of play.

2. THE UMPIRES

Law 2 shall apply, subject to the following:

- 2.1 Law 2.1 is modified as follows: The WADCC 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 WADCC umpire is appointed to the match, the fielding side shall provide an umpire for the striker's end. This umpire shall not direct players on the ground but can, through the fielding captain, nominate or direct certain moves between overs provided play is not delayed by doing so.
- 2.3 Law 2.3 is modified as follows: The tea interval cannot be altered and is to be taken between innings.
- 2.4 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.
- 2.5 Within 2 days of the match being completed, umpires shall lodge an umpires' report using the OfficialsHQ system.

3. THE SCORERS

Law 3 shall apply, subject to the following:

- 3.1 Law 3.1 is modified as follows: At least one person not involved in the match should be appointed scorer for the match, but where this is not possible, and players are required to score, the team's captain and Club officials are to supervise the recording of the score in the scorebooks.
- 3.2 Clubs must comply with the WADCC policies and guidelines published from time to time regarding the keeping of scorebooks and the use of electronic scoring software.
- 3.3 In the event of a dispute about the score at the conclusion of the match, the books or electronic score data should be delivered to the WADCC within 2 days of the match to resolve the matter and confirm match points.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1 Approved balls for One Day (U13&U14) Junior Competition Matches are as per clause 5.6.2 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 4.5 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 batters 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 WADCC in accordance with the General Rules.
- 6.2 Law 6.4 shall be replaced by the following:
- (a) In the event of a match being abandoned because of inadequate pitch and/or ground preparation, upon the acceptance of the umpires' report the WADCC will award the match to the visiting team, or refer the matter to the Tribunal for determination on its behalf.
 - (b) For the purposes of this playing condition, the pitch and/or ground preparation will be deemed to have been inadequate if the match is abandoned as a direct or indirect result of the home Club or any of its employees, contractors or agents failing to take proper precautions in the circumstances to ensure that:
 - (i) The pitch was properly prepared; or
 - (ii) The pitch was properly protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.

For the purpose of this rule, a groundsman who is responsible for the preparation of the pitch and who is employed by a body other than the local Club, is deemed to be a contractor or agent of that Club.
 - (c) The WADCC shall arrange and ensure that a thorough investigation of the circumstances into the abandonment of the match is conducted and that a report be presented to the Management Committee or Tribunal for decision and penalty if appropriate.
- 6.3 Law 6.6 (Junior cricket) shall not apply.

7. THE CREASES

Law 7 shall apply, subject to the following:

- 7.1 Law 7.3 (the popping crease) shall apply, except that the reference to "a minimum of 6 ft" shall be replaced by "a minimum of 3.048 metres (10 ft)".

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 If the innings of the team batting first is completed before the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 11.2 The interval between innings will be 30 minutes.
- 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 batters at the wicket), but each drinks break shall not exceed 4 minutes.
- 11.4 Laws 11.2.2, 11.3, 11.5, 11.6 and 11.7 shall not apply.
- 11.5 Law 11.9 shall apply but for only the purpose of the drinks break. Any other intervals shall not be altered.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 There will be two sessions of 185 minutes each for Under 14's and 155 minutes for Under 13's (indicated with "U13:" in the playing conditions that follow), separated by an interval as defined by playing conditions 11.2 between innings.
- 12.2 Unless advised otherwise by the WADCC in the fixtures or otherwise prior to the start of the match, matches will commence at 10.30am for Under 14's & 11:30am for Under 13's and session times will be as follows:

Under 14's	Under 13's		Session #
10.30am 11.35am 12.35pm 1.35pm	11.30am 12.45pm 2.05pm	Start Drinks Drinks (U14's only) Innings 1 Ends	Session 1
Afternoon tea			
2.05pm 3.10pm 4.10pm 5.10pm	2.35pm 3.50pm 5.10pm	Start Drinks Drinks (U14's only) Stumps	Session 2

Note however playing condition 11.3 above.

- 12.3 Laws 12.6, 12.7 and 12.8 do not apply.
- 12.4 Laws 12.9, 12.10 and 12.11 shall apply in so far as they are relevant to a one innings limited overs type match.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

- 13.1 Law 13.1 shall be replaced by the following: All matches shall consist of one innings per side, each innings being limited to a maximum of 50 overs (U13: 40 overs). All matches shall be of one day's scheduled duration.
- 13.2 Law 13.2 (Alternate innings) shall not apply.
- 13.3 Laws 13.3.3 (declaration) and 13.3.4 (forfeit) shall not apply.
- 13.4 Law 13.3.5 shall be modified with the following: the umpires and captains shall have agreed,

- (a) For the innings of the team batting first, if either;
- (i) the team has received the maximum number of overs per playing condition 13.1 above; or
 - (ii) the prescribed time for the interval has been reached,
- whichever occurs first**, the innings shall be closed. In the event (ii) above is achieved before (i), the overs completed, which includes any fraction of an over, shall become the maximum overs target for the purposes of (b) below.

E.g. In an Under 14's match, If the team batting first has received 48.1 overs and the time is now beyond the scheduled or rescheduled cessation which would result in the innings being concluded at the end of the over but play is immediately suspended due to adverse ground, weather or light, the team batting second shall receive 49 complete overs, subject to there being no delay to the start of their innings.

- (b) For the innings of the team batting second, if either;
- (i) the team has received the maximum number of overs per:
 - (A) playing condition 13.1 above; or
 - (B) playing condition (a) above**whichever is the lower maximum overs target**; or
 - (ii) 20 minutes beyond the prescribed time for the cessation of play has been reached,
- for **whichever occurs first**, the innings shall be closed.

The purpose of this playing condition is to make sure that play does not extend beyond the original or rescheduled cessation time due to slow over rate so each side has an equal opportunity to bat and field.

E.g. In an Under 14's match team the fielding first is slow through their overs and only 45 overs are bowled before the interval, the team fielding second in return will now only need to bowl 45 overs.

- 13.5 Law 13.4 shall be replaced with the following: the captains shall toss for the choice of innings on the field of play in the presence of one or both of the umpires not earlier than 45

minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start. Law 13.5 shall apply (notification of decision to bat or bowl).

13.6 Uninterrupted Matches

- (a) Each team shall bat for 50 overs (U13: 40 overs) unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, the over in progress will be completed and then the batting team's innings will be declared closed and tea shall be taken. The team batting second shall then receive the same number of overs as the team batting first received.
- (c) If the team batting first is dismissed in less than 50 overs (U13: 40 overs) the team batting second shall be entitled to bat for 50 overs (U13: 40 overs).
- (d) If the team fielding second fails to bowl 50 overs (U13: 40 overs) by the scheduled cessation time, the hours of play shall be extended in accordance with playing condition 13.4 above until the required number of overs has been bowled or a result is achieved.

13.7 Delayed or Interrupted Matches

- (a) Delay or interruption to innings of team batting first
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on the rate of 16.22 (U13: 15.48) overs per hour in the total remaining time available for play.
 - (ii) 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.
 - (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying the over rate per hour as defined in (i) above. When calculating the length of playing time available for the match (otherwise known as Remaining Playing Time), or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over per team. To constitute a match, a minimum of 14 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - (iv) Remaining Playing Time does not include the time of the interval as calculated per playing condition 11.2.
 - (v) If the team fielding first fails to bowl the revised number of overs by the specified time for the interval, the over in progress will be completed and then the batting team's innings will be declared closed and tea shall be taken. The team batting second shall then receive the same number of overs as the team batting first received.

- (vi) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vii) The umpires shall calculate all details when an interruption or delay occurs to the first innings of the match by using the calculation sheet in Appendix 1.
- (b) Delay or interruption to innings of team batting second
- (i) When playing time has been lost 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 16.22 (U13: 15.48) overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then the Remaining Playing Time shall take into account the time by which the second innings started early.
 - (iii) To constitute a match, a minimum of 14 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
 - (iv) 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.
 - (v) A fixed time will be specified for the close of play by applying a rate of 17.14 (U13: 16.55) overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
 - (vi) 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 in accordance with playing condition 13.4(b) above until a result is achieved. Note playing condition 16.3 below.
 - (vii) The umpires shall calculate all details when an interruption or delay occurs to the second innings of the match by using the calculation sheet in Appendix 2.
- 13.8 No bowler shall bowl more than 10 (U13: 8) overs in an innings. 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, except where the reduction is caused by playing condition 13.4 above. 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. Bowlers shall also be allowed to complete the remaining deliveries in any incomplete over.
- In addition, the maximum overs in which a bowler may bowl is subject to the WADCC Under-Age Player Guidelines policy.
- 13.9 In the event of a bowler breaking down or being suspended and being unable to complete an over, 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.

- 13.10 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply, subject to the following:

- 16.1 Law 16.1 and 16.4 (agreement under Law 13.1.2) shall not apply.
- 16.2 Law 16.2 shall apply in addition to the following:
- (a) A result can be achieved only if both sides have had the opportunity of batting for at least 14 overs, unless one side has been all out in less than 14 overs or unless the team batting second scores enough runs to win in less than 14 overs.
 - (b) All matches in which both teams have not had an opportunity of batting for a minimum of 14 overs, shall be declared a Draw.
- 16.3 If the match is not otherwise decided or remains unfinished, then provided the team batting second has received a minimum of 14 overs, the match shall be awarded to the side scoring the greater number of runs in this comparison:
- (a) The runs scored by the team batting second after the number of completed overs faced when play finished; and
 - (b) The runs scored by the team batting first in the equivalent completed overs from the commencement of its innings.
- In the event the scores are equal at the wholly completed number of over, Law 16.5.1 (a tie) shall apply.
- 16.4 Law 16.5.1 shall apply in addition to the following:
- (a) In matches in which both sides have had the opportunity of batting for the agreed number of overs, the side scoring the higher number of runs shall be the winner.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
 - (b) In a Finals match, if the scores are equal the result shall be a tie with the side finishing higher on the ladder being declared the winner.
- 16.5 For the purpose of the ladder and ranking for Finals, sides may be awarded points for each of the following outcomes:

Result	Result points	Total Points
Win	10	10

Loss	0	0
Draw (abandonment) / Tie	5	5

16.6 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: 0.2 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, subject to the following:

19.1 Law 19.1.1 shall be modified by the following:

The boundary shall be:

- (a) **Under 14's:** 55 metres from the centre of the pitch.
- (b) **Under 13's:** 50 metres from the centre of the pitch.

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, subject to the following:

22.1 Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the popping crease shall be called a wide.

23. BYE AND LEG BYE

Law 23 shall apply.

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

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

- 24.1 There shall be no penalty time incurred for on & off field rotations of any of the 12 named players or any other substitute fielders, and they shall be entitled to their full participation as per playing conditions 1.3 & 1.4 above.

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, subject to the following:

- 28.1 The ground shall be marked with a single fielding restriction area (Fielding Restriction Area) as follows:
- (a) Two semi-circles are drawn on the field of play, with their semi-circles centred on the middle stump of each end of the pitch;
 - (b) The radius of each of the semi-circles is 23 metres;
 - (c) The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.
- 28.2 In Under 13's, the following fielding restrictions shall apply at the instant of delivery:
- (a) PowerPlay 1: During Overs 1-10 there shall be at least two (2) fielders within 4 metres of the boundary.

- (b) PowerPlay 2: During Overs 11-40 there shall be at least five (5) fielders on the boundary or in the gully & slips.

In the event of a breach occurring the umpires shall before a delivery is bowled immediately call and signal “dead ball” and advise the captain to comply with the fielding restriction.

28.3 In Under 14’s, the following fielding restrictions shall apply at the instant of delivery:

- (a) PowerPlay 1: During Overs 1-15 there shall be at least two (2) fielders outside the fielding restriction area. No stationary catchers are required.
- (b) PowerPlay 2: During Overs 16-50 there shall be at least five (5) fielders outside the fielding restriction area. No stationary catchers are required.

In the event of a breach occurring the umpires shall before a delivery is bowled immediately call and signal “dead ball” and advise the captain to comply with the fielding restriction.

28.4 No player shall field less than 10 metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side. Where this area is not marked the umpires shall be the sole judges of the length. In the event of a breach occurring the umpires shall before a delivery is bowled:

- (a) Immediately call and signal, dead ball.
- (b) Advise the player to move to a safe distance.

Play shall not be allowed to continue until the umpires are satisfied of the distance of the player. The umpires’ decision on a safe distance shall be final.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS BROKEN

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 one fast short pitched delivery 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 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 the one allowable short pitched delivery in that over.
- (f) In the event of a bowler bowling more than one fast short pitched delivery 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 a second 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 batters 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 one 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 batters 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 batters 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 batters 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 batters 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 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.
- (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.

APPENDIX 1 – IN EVENT OF DELAY OR INTERRUPTION TO FIRST INNINGS

A. Net playing time available at start of match?	370 (U13: 310)
B. Time innings in progress?	_____
C. Playing time lost?	_____
D. Extra time available?	0
E. Time made up from reduced interval?	_____
F. Effective playing time lost $\{C - (D+E)\}$	_____
G. Remaining playing time available $\{A-F\}$	_____
H. 1 - Minutes per over?	3.7 (U13: 3.88)
H. 2 - Overs calculated to two decimal places $\{G \setminus H1\}$	_____
I. 1 - Max overs per team $\{H2 / 2, \text{rounded up}\}$	_____
I. 2 - Max overs per bowler $\{I1 / 5\}$	_____
J. First session to commence or recommence?	_____
K. Length of innings $\{I1 * H1\}$	_____
L. Rescheduled first innings cessation time $\{J + (K-B)\}$	_____
M. Length of Interval?	_____
N. Second innings commencement time $\{L + M\}$	_____
O. Rescheduled second innings cessation time $\{N + K\}$	_____

Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, use add an additional over or more to $\{I1\}$.

Check whether an interruption during the First Innings should terminate the innings:

P. Proposed re-start time {Same as J}	_____
Q. Rescheduled cut-off time allowing for full use of any extra time	_____
R. Remaining playing time $\{P \text{ to } Q\}$	_____
S. Potential overs to be bowled $\{R / H[1]\}$	_____
T. Number of completed overs faced to date in first innings	_____

If S is less than or equal to T, terminate first innings and begin with second innings. Complete calculation sheet below.

Calculation sheet for the start of the Second Innings:

A. 1 - Overs to be bowled {Same a S}	_____
B. Scheduled length of innings in minutes $\{S \times H[1], \text{rounded up}\}$	_____
C. Start time {Same a J and P}	_____
D. Scheduled cessation time $\{W + V\}$	_____
A. 2 - Max overs per bowler $\{U / 5\}$	_____

APPENDIX 2 – IN EVENT OF DELAY OR INTERRUPTION TO SECOND INNINGS

A. Time at start of innings	_____
B. Time at start of interruptions	_____
C. Time innings in progress in minutes {A to B}	_____
D. Restart time	_____
E. Length of interruptions {D - B}	_____
F. Additional time available:	_____
G. Total playing time lost {E - F}	_____
H. 1 - Maximum overs at start of innings	_____
H. 2 - Minutes per over	3.7 (U13: 3.88)
I. Overs lost {G / H[2], rounded down}	_____
J. Adjusted maximum over length of innings {H[1] - I}	_____
K. Rescheduled length of innings {J x H[2], rounded up}	_____
L. Amended cessation time of innings {D+(K-C)}	_____
M. Maximum overs per bowler {J/5}	_____

APPENDIX 3 – LATEST POSSIBLE START TIMES

The following appendix uses the original cessation times as defined in playing condition 12.2 above. In the event the WADCC changes the times of play, appropriate changes must also be made to this appendix.

The latest a match can start or restart:

Under 14's:

- In the event a delayed start to the match:
 - 104 minutes of **Remaining Playing Time** is available for use. The match shall begin {104 minutes + 30 minutes for interval} before the scheduled cessation time of 5.10pm. i.e. 2.56pm for a 14 over a side match.
- In the event a delayed start to the side batting second:
 - 52 minutes of **Remaining Playing Time** is available for use. The match shall restart before the scheduled cessation time of 5.10pm. i.e. 4.18pm for the side batting second to receive 14 overs.

Under 13's:

- In the event a delayed start to the match:
 - 109 minutes of **Remaining Playing Time** is available for use. The match shall begin {109 minutes + 30 minutes for interval} before the scheduled cessation time of 5.10pm. i.e. 2.51pm for a 14 over a side match.
- In the event a delayed start to the side batting second:
 - 54 minutes of **Remaining Playing Time** is available for use. The match shall restart before the scheduled cessation time of 5.10pm. i.e. 4.16pm for the side batting second to receive 14 overs.

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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