

## 1 Laws of Cricket

1.1 Except as varied hereunder, “The Laws of Cricket (2017 Code 3<sup>rd</sup> Edition 2022)” shall apply.

The regulations apply to all matches indicated as ‘Win-Lose-Draw’ on the WCCL fixture lists. In the Premier Division this will be matches 7 to 17; in Divisions 1 to 7 matches 1 to 6 and matches 18 to 22; in Divisions 8 to 10 matches 1 to 4 and matches 14 to 18.

These Conditions apply to all fixtures in Division 11.

1.2 Penalty Runs – Laws 41 and 42

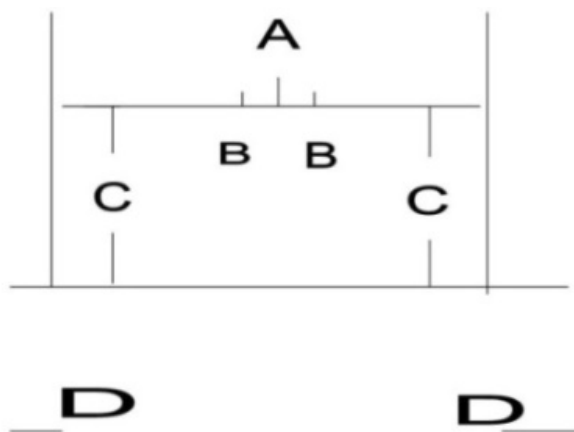
Where there is no WCCL appointed Umpire (an official Umpire or a registered Club Umpire), e.g., where the Umpires are player Umpires (see Playing Regulations section 10)

- Penalty Runs specified in the Code under Laws 41 and 42 shall not apply in matches
- The processes to suspend a player from a match described in Law 42 will not apply but all such offences shall be reported to the management committee.

For avoidance of doubt 5 penalty runs can be awarded for a ball hitting a protective helmet placed on the ground (Law 28.3.3).

1.3 Wides – Law 22 and Crease Markings - Law 7

Umpires have been given guidance to enable them to penalise Wides consistently. It is a WCCL provision that Clubs will be expected to include the markings below:



A - is middle stump

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

D- Two marks 5 feet from the batting crease

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

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

These denote the extremes for off side wide deliveries. For the purposes of determining a Wide, Law 22 shall apply.

1.4 Short Pitched Bowling (Bouncers) –

Law 41.6 shall be supplemented by the following: -

- 1.4.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 1.4.2 A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 1.4.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 1.4.4 In addition, for the purposes of this regulation and subject to condition 1.4.5, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No Ball".
- 1.4.5 For the avoidance of doubt any fast short pitched delivery that is called a "No Ball" under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 1.4.6 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in condition 1.4.2, 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, namely the umpire shall call and signal "No ball" and then tap the top of his head with the other hand.
- 1.4.7 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 batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 1.4.8 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 1.4.9 Should there be any further instance by the same bowler in that innings contravening condition 1.4.8, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to take the bowler off immediately. 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.
- 1.4.10 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 1.4.11 The umpire will report the occurrence to the other umpire, scorers, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.
- 1.4.12 At the end of the match, the umpires will then report the matter to the General Manager who shall take such action as is considered appropriate against the captain and the bowler concerned.
- 1.4.13 The above is not a substitute for Law 41.6 which umpires are able to apply at any time.

### 1.5 Covering the Pitch – Law 10

The procedure for covering pitches prior to the commencement of a match is set out in the Club Standards document.

The procedure for covering pitches following the commencement of a match is as follows:

In Premier Division and Divisions 1 to 7 inclusive, covers are mandated by Club standards, and will be used during an interruption to the match. The home Club will have the responsibility for covering and uncovering the pitch when requested to do so by the Umpires.

- 1.5.1 Should no official Umpires be present the pitch will be covered on the request of either captain and uncovered by mutual agreement between the captains

### 1.6 Non-striker leaving ground early

Law 38.3 will apply in full except that a formal warning must be given on the first occasion of a non-striker leaving his/her ground too early. Even if the wicket is broken in accordance with the law and the batter is out of his/her ground the decision on this first occasion is not out.

The warning is given to the batter concerned but in addition it becomes a team warning that will apply to any other batter in that innings regardless of who is the bowler.

The warning must be made to the batter concerned, the bowler's end umpire and both captains at the time of the first instance where the wicket was legitimately broken with the non-striker out of his/her crease.

It is the batting captain's responsibility on receipt of the formal warning to inform all members of the batting side that it has been made as well as any player umpires that may be required to stand in that innings. A registered club or panel umpire standing will also inform any incoming batter if a formal warning is in place.

After a formal warning has been made any batter in that innings will be dismissed Run Out on appeal if he/she has left their crease as the non-striker and the bowler has broken the wicket in a manner that conforms with the requirements of the law.

Any attempt to run out the non-striker which does not conform to the requirements of Law 38.3 and where the decision is not out will not be eligible to count as a formal warning and nor will any retrospective warning be allowed should the bowler proceed to deliver the ball.

### 1.7 Illegal fielding

Law

28.6 will apply but in the first instance of a fielder moving illegally as defined by the provisions of the law either umpire shall call dead ball immediately they detect such movement. The full provisions of 28.6.3 will only apply where in the opinion of the umpire(s) they are clear that there was an intention to deliberately deceive the batter. Law 28.6 will apply in full, however, if there is a second instance of such movement.

#### 1.8 Concussion Guidance

Players and umpires shall adhere to the ECB Concussion Guidance 2021 the effect of which is that immediately upon a blow to the head being suffered by any batter, bowler, fielder or wicketkeeper either umpire shall call and signal Dead ball. No dismissal can take place and no runs including extras can be scored following the call of Dead ball. Runs completed, plus the run in progress if the batters have crossed, shall be allowed.

## **2 Cancellation**

2.1 The captains (or their nominated representative) when in agreement may call off or abandon a match at any time on the playing day if they agree a ground is unfit for play due to climatic conditions.

2.2 Irrespective of the ownership of a ground, all grounds are subject to the Rules, Playing Regulations, Playing Conditions and Club Standards of WCCL. All Clubs have an obligation to ensure that every effort is made to complete all fixtures, the Club should therefore agree a service level agreement with the landlord to establish the landlord's responsibility to ensure that a suitable pitch is available wherever possible. However, a Club which is a tenant of a third party will not be penalised for the independent cancellation of a match by a landlord on the basis that the pitch is unfit or otherwise unavailable through no fault of the tenant Club.

A match may be cancelled due to unfit conditions on the day of the match as follows:

- The home team must contact the away team after 8am and before 10:30am
  - The away team must acknowledge receipt
  - The umpires must be informed that the match is in doubt at the same time as the away team
  - The away team must agree to the cancellation before 11:30am
  - Agreement can be a text message or an email from an officer of the away club
  - The home team must confirm with the umpires that the match has then been called off
  - Should the umpires travel in good faith the clubs will be liable for 50% of their match fees  
Should an away club not respond or not agree to the cancellation then the duty manager will be informed by a text message or email and all parties shall attend.
- 2.3 Either captain may demand a pitch inspection by a WCCL Panel Umpire not associated with the particular Clubs at which a representative of both teams may attend. If at this inspection the match is not cancelled then both teams are required to attend the ground ready for the scheduled start time.
- 2.4 Should the home team fail to demonstrate that this process was followed, they will be subject to a penalty as outlined in Playing Regulation 12. The league recommends verbal communication between clubs, followed up by confirmatory text messages.

## **3 Matchday Requirements**

### **3.1 Home Club**

The Home Club shall ensure that following occur:

every effort is made to get the game on, or resume play at the earliest opportunity including ensuring the ground and surrounds have been properly protected from inclement weather, including prior to the fixture, in line with the relevant ground standards for the division. Clubs who are tenants of a 3<sup>rd</sup> party must ensure that they have a service level agreement to ensure such requirements are met.

If WCCL appointed umpires feel this has not been met, then penalties will be applied as defined in Playing Regulation 12

the ground and pitch are properly prepared for play, e.g. the pitch and boundaries are marked,

the wickets and sightscreens are in place; and

the match balls (see section 3.3 below), bails, run-up markers and drying cloths are ready for the Umpires in the designated changing area.

### 3.2 Home and Away Clubs

Both Clubs shall ensure that the following occur:

Their opposition is informed in advance if a non-player scorer is to be provided, such that the non-providing club are prepared to pay the appropriate allowance, defined in Playing Regulation 11.

The fees for the Umpires are paid to the Umpires before the start of play, unless agreement to the contrary has been reached with the Umpires (see Playing Regulations section 10 Umpires).

Provision of scorers (see Playing Regulations section 11 Official Scorers).

The teams are entered into Play-Cricket prior to the toss.

Captains present a paper team sheet to the umpires, or the opposing captain where no umpires are appointed, prior to the toss. Players under 19 must be clearly identified.

All online reporting relating to the match is completed.

### 3.3 Match Balls

#### 3.3.1 Only WCCL prescribed balls as specified below shall be used in WCCL matches.

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

For Premier Division matches, 4 new Tiflex Windsor balls 1 for each innings and 1 spare only to be used if the original new ball is lost in the first 5 overs of either innings.

For matches in Division 1 and Division 2, two new Readers Special County Imperial Crown, or two new Tiflex Windsor, one for each innings.

For matches in Divisions 3 to 5, two new Readers Special County Imperial Crown or two new Readers Sovereign 'A', or two new Tiflex Windsor, one for each innings.

For matches in Divisions 6 and 7, two new balls (either Readers Special County Imperial Crown, two new Readers Sovereign 'A', or two new Readers County Match, or two new Tiflex Windsor), one for each innings.

For all other divisions, two new or refurbished Readers Special County Imperial Crown, Readers Sovereign 'A', Readers County Match balls or Tiflex Windsor, one for each innings. If refurbished balls are to be used, the Home Club shall ensure that both balls are of a reasonable and similar standard and shall offer the away team first choice of ball, with which the away team will bowl.

For all matches the Home Club shall ensure that sufficient "spare" balls of a similar grade and colour to the original match balls are provided to allow the match to continue, should the original match ball(s) become unavailable. The "spare" balls shall be of a reasonable standard.

In the Premier division at least 6 spare balls of varying age should be provided. Ideally these will be Tiflex Windsor Pro.

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

#### 4 Duration, Hours of Play

##### 4.1 Duration

Matches shall consist of a maximum of 100 overs in Premier Division to Division 7, and 90 overs in all other divisions. Close of play will be when either a result is reached or the number of overs above adjusted for late starts and interruptions are completed.

In Divisions 1 to 7 the captains by mutual consent at or before the toss may reduce the overs to be played with a lower limit of 90 overs (45 per side). Once agreement has been made to limit the overs it is final and cannot be changed. Should the number of overs be reduced, all consequences flowing from the maximum numbers of overs (e.g. maximum number of overs per bowler) will be amended proportionately.

In Divisions 8 to 11 the captains by mutual consent at or before the toss may reduce the overs to be played with a lower limit of 70 overs (35 per side). Once agreement has been made to limit the overs it is final and cannot be changed. Should the number of overs be reduced, all consequences flowing from the maximum numbers of overs (e.g. maximum number of overs per bowler) will be amended proportionately.

##### 4.2 Scheduled Start Times

In the Premier Division the start times shall be:

Dates	
1 April to 25 August inclusive	12 noon
26 August to 8 September inclusive	11.30 am
9 September onwards	11.00 am

In Divisions 1 to 11 the start times shall be:

Dates	
1 April to 25 August inclusive	12.30pm
26 August to 8 September inclusive	12 noon
9 September onwards	11.30 am

In Divisions 1 to 7 the teams may by mutual agreement to be communicated to the General Manager by both clubs in writing by midnight on the preceding Thursday move the scheduled start time forwards or backwards by up to one hour.

In Divisions 8 to 11 the teams may by mutual agreement to be communicated to the General Manager by both clubs in writing by midnight on the preceding Thursday move the scheduled start time forwards or backwards by up to two hours.

#### 4.3 The Toss

The toss shall be made no later than 15 minutes before the scheduled start of play. A team shall be considered not ready to play unless at least seven players are present at the time of the toss.

The “non-offending” captain may claim the toss should a team have insufficient players at the time of the toss.

### 5 Length of Innings

5.1 The team batting first shall receive no more than 50 overs in the Premier division and divisions 1 to 7, and 45 overs in all other divisions

#### 5.2 Late Starts

5.2.1 The match will not start until both sides have at least 7 players at the ground, changed and ready to play. A team which does not have 7 players present 60 minutes after the scheduled start time shall be deemed to have forfeited the match unless the other team agrees otherwise.

5.2.2 If the start is delayed for climatic reasons or because both teams are not ready to play, the number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum of 20 overs per side). The calculation of the number of overs to be bowled shall be based on one over per side lost for each period of 8 minutes or part thereof lost.

e.g. in a 50 over a side match, 40 minutes lost equals 10 overs and the team batting first shall receive no more than 45 overs. If time for less than 40 overs (20 each side) remain at the start of a match that match is automatically abandoned.

In the Premier Division only, if the start is delayed for climatic reasons (but not if one team is not ready to play), the first 30 minutes of time lost shall be disregarded.

5.2.3 If only one team is not ready to play at the scheduled start time and the conditions are fit to start, the number of overs will be reduced by one over every 4 minutes or part thereof lost. The Umpires shall offer the non-offending captain the option of reducing the overs allocation of the offending team by the total number of overs lost. The non-offending captain shall have the discretion to enforce this option either immediately or at any time during the match. The option shall also remain enforceable in rain-interrupted matches, e.g. should a team be 16 minutes late, the non-offending captain has the option to reduce the offending team’s available overs by 4 overs at any time during the match, even if rain reduces the overs available to both sides. Further penalties may be made against the offending Club by the Management Committee.

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

#### 5.3 Interruptions After the Match Has Started

## WCCL Playing Conditions 2025 (Win Lose Draw format)

- 5.3.1 The team batting first shall retain the opportunity to bat their full quota of overs adjusted for deductions under condition 5.2 (Late starts).
- 5.3.2 The duration of the game will be reduced by one over for every 4 minutes or part thereof lost. Remaining overs will be allocated to the side batting second.
- 5.3.2.1 **In the Premier Division only**, the first 30 minutes of time lost shall be disregarded. This time may be lost in multiple interruptions either before the start (5.2.2) or during the match. For instance if the match is delayed 10 minutes, then interrupted 10 minutes and then sometime later interrupted another 15 minutes; 5 minutes are lost.
- 5.3.3 When a side batting second is left with less than 20 overs then winning and losing draw results are not possible and providing neither side has won the result will be an abandoned game. Play however will continue unless the captains by mutual consent decide to abandon the match.
- 5.3.4 Lost over calculations are to be considered individually, rather than cumulatively. e.g. two interruptions of 9 minutes, would result in 3 overs lost per interruption as opposed to 5 overs lost for an 18 minute cumulative interruption.

### 5.4 Over Loss Rates

1 hour = 15 overs; 2 hours = 30 overs; 3 hours = 45 overs; etc.

5.2.2 Late Start for climatic reasons or both teams not ready		5.2.3 Late start other than climatic reasons or 5.3 Play Interrupted after the match has started			
Mins	Overs	Mins	Overs	Mins	Overs
1 – 8	1 each side	1 – 4	1	37 - 40	10
9 – 16	2 each side	5 – 8	2	41 – 44	11
17 – 24	3 each side	9 -12	3	45 – 48	12
25 – 32	4 each side	13 – 16	4	49 – 52	13
33 – 40	5 each side	17 – 20	5	53 –56	14
41 – 48	6 each side	21 – 24	6	57 – 60	15
49 –56	7 each side	25 – 28	7	61–64	16
57 – 64	8 each side	29 – 32	8	65 – 68	17
65 – 72	9 each side	33 – 36	9		

### 5.5 Overs remaining in the 2<sup>nd</sup> innings

- 5.5.1 If the team batting first declares before it has faced its allotted overs then the side batting second shall bat for the remaining overs in the match
- 5.5.2 If the team batting first is dismissed before it has faced its allotted overs then the captain of the side bowling first shall have the option to:
- Receive the number of overs remaining in match OR
  - Receive the number of overs allocated at the start of the match, as defined in Playing Condition 4.1, 5.1 and 5.2

5.5.2.1 Should the side batting second elect not to receive the full allocation of remaining overs, any excess overs are lost to the game. They cannot be restored in case of further interruptions.

**5.5.2.1.1** The decision must be communicated to the match officials and opposition captain at the break between innings

**5.5.2.1.2** Where no WCCL appointed match officials are present, then the team captain of the side batting second should communicate his / her decision to the WCCL duty manager by SMS, should they choose to not receive the full allocation of remaining overs.

## **6 Slow Over Rates**

6.1 All sides are expected to bowl at the average rate of one over every 4 minutes. If overs are reduced the target time is reduced accordingly such that, for example, 30 overs should take no more than  $30 \times 4 = 120$  minutes – 2 hours. This defines an adjusted target time for the innings in instances where the start is delayed or play interrupted. Umpires will have discretion to allow an extension to the maximum time in respect of major unforeseen events (e.g. a significant injury). During any drinks breaks the players shall remain on the field of play save for toilet visits.

6.2 All teams are expected to be in position to bowl the first ball of the last of their allotted overs within the target time or adjusted target time. In the event of them failing to do so, the full quota of overs will be completed, and the fielding side will be deducted league points as prescribed in Playing Regulations Section 12 “Penalties for Offences against Rules and Regulations”. This will apply to both innings of the match.

6.3 If the innings is interrupted, the over-rate penalty will apply based on adjusted target time for that innings.

6.4 If the innings closes early due to either the batting side being all out or a declaration, no over rate penalty shall apply, unless the time has already expired to bowl all the allocated overs.

6.5 The Umpires shall inform the fielding team captain and the scorers whenever the target time is adjusted.

6.6 Where there are no Level 1 or Level 2 Umpires, penalty points for slow over rates shall not be applied. However, WCCL will monitor over rates based on start and end times submitted by the captains and in cases of patterns of slow play intervene accordingly.

## **7 Tea Interval**

7.1 A tea Interval of 30 minutes shall be taken at the conclusion of the innings of the team batting first. Alternatively, subject to the agreement of the Umpires (or captains where no Level 1 or Level 2 Umpires are present) the teams will commence the second innings and play a minimum of 50 minutes; a tea of 20 minutes duration will then be taken.

If the first innings overruns the allotted time the tea interval will be reduced to a minimum of 20 minutes.

7.2 The time of the tea interval can be varied by the Umpires and captains together using the process in Law 11.

7.3 Individuals will provide their own food and drinks.

## 8 The Result

8.1 Law 16 will apply. All results under Law 16 are possible.

8.2 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

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

In an uninterrupted match points are scored so:

Win by side batting first, or by side batting second not having won or claimed the toss		24 points with no bonus points
Win by side batting second having won or claimed the toss		20 points with no bonus points
Loss		0 points plus bonus points
Tie or Draw with scores equal		10 points plus bonus points.
Winning Draw – side scoring most runs		10 points plus bonus points
Losing Draw - side scoring least runs		Scoring 75% or more of their opponent's total – 4 points plus bonus points Scoring less than 75% of their opponent's total – 2 points plus bonus points
Bonus Points		
Bowling	3 wickets	1 point
	5 wickets	2 points
	7 wickets	3 points
	9 wickets or all out	4 points
Batting	125 – 149 Runs (Level 5 100-124)	1 point
	150 – 174 (Level 5 125-149)	2 points
	175 – 199 (Level 5 150-174)	3 points
	200 (Level 5 175)	4 points

### 8.3 Abandoned and Interrupted Matches

In the case of abandoned and matches interrupted after the start the points systems in condition 8.2 will be amended as follows.

1.	Match not started	4 points each
2.	Match abandoned or curtailed - winning or losing draw	
	Highest average runs per over	10 points plus bonus points
	Lowest average runs per over	Scoring at 75% or more of their opponents run rate - 4 points plus bonus points Scoring at less than 75% of their opponents run rate – 2 points plus bonus points
3.	Match abandoned after fewer than min. overs of 2 <sup>nd</sup> Innings	4 points each plus bonus points
4	Tie or Draw with run rates equal	10 points each plus bonus points

Note in interrupted matches a tie occurs only if run rates are equal. If scores are equal but number of overs available to each side is different the result will be a winning / losing draw.

8.3.1 Bonus points scored in an abandoned match will count.

8.3.2 Except where one side has won, a match shall be declared as “Abandoned” and the points in section 3 of the table in condition 8.2 shall be applied, unless each team shall have completed a minimum number of overs each (in which case the match shall be deemed a winning or losing draw).

The minimum number of overs is for the second innings is 20.

8.3.3 For the purpose of calculating Winning and Losing Draws in section 2 of the table in condition 8.2, the side batting first shall have its run rate calculated by the number of runs scored divided by the number of overs available. If a side has been dismissed, the number of overs scheduled or rescheduled applies and not the number of overs of the duration of the innings. However, in the event of a declaration, the number of overs faced will be used for the run rate calculation. The side batting second shall have its run rate calculated as the number of runs scored divided by the overs bowled.

## 9 Number of Overs per Bowler

9.1 No bowler may bowl more than twelve (12) overs in an uninterrupted 50 over innings , and ten (10) in an uninterrupted 45 over innings

9.2 In a delayed start match or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl the lesser of the number in condition 9.1 or 24% of the total overs allowed (unless such a number has been exceeded before the interruption). Fractions of overs are rounded to the nearest whole number e.g. 5.49 is rounded to 5 and 5.5 is rounded to 6.

- 9.3 If the innings of the side batting first is shortened by declaration **ONLY**, the remaining complete overs of that innings shall be allocated to the side batting second. In such a case, the restriction will be set to 24% of the total numbers of overs available to the nearest whole number; for example, if the first innings finishes at 40 overs, the side batting second will have the remaining 10 overs plus the original 50, a total of 60. 24% of 60 leads to a revised restriction of 14 overs per bowler.
- 9.4 If the innings of the side batting first is shortened by them being all out the restriction will remain as in condition 9.1 provided it is not reduced by condition 9.2.
- 9.5 When an interruption occurs mid-over and on resumption the bowler will have found to be exceeding the revised maximum allocation, the bowler will be allowed to finish the incomplete over.
- 9.6 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only so far as each bowler's limit is concerned.
- 9.7 It shall be the responsibility of the fielding captain to ensure that maximum bowling allocations are not exceeded. Should it be discovered that a bowler has exceeded the original or revised allocation, that bowler shall cease to bowl immediately upon discovery. Any remaining balls in that over shall be bowled by another bowler, provided the replacement shall not be exceeding his own allocation. Any runs scored or wickets taken in the balls bowled prior to the bowler's having been discovered to have exceeded the allocation shall stand.

## **10 Restriction on Placement of Fielders (Premier Division to Division 7 only)**

- 10.1 At the instant of delivery, a maximum of five fielders can be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). i.e. when a side has the full eleven players, 4 plus wicketkeeper and bowler must be within the "circle".
- Note the wording is deliberately based on fielders outside to allow for instances of short-handed teams.
- 10.2 The fielding circle shall be marked by painted white "dots" at five yard intervals, each dot covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 10.3 In the event of an infringement of the above fielding restriction, the striker's end Umpire shall call and signal "No ball".
- 10.4 In the event of the striker's end Umpire failing to call and signal "No ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (i.e. at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal "No ball". If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

## 11 ECB Regulations and Conditions

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

- ECB Recreational Cricket Safety Regulations
- Live Streaming Guidance
- Disparity Regulations
- Extreme heat Guidance 2023
- These can be found at <https://www.ecb.co.uk/about/policies/regulations/recreational-cricket>
- Concussion Guidance 2021 - <https://www.ecb.co.uk/about/policies/concussion>

### 11.2 Unfair Play - Suspect Bowling Actions

11.2.1 Where WCCL appointed umpires stand the following shall apply. If a bowler's action is brought into question, then stage 1 of the ECB guidelines, available at <https://www.warcricicket.org/wcl2018/uploads/Suspectaction.pdf> will be invoked. The Club of the player involved will be informed and asked to take action. If on a subsequent occasion, the bowler is again reported by a WCCL appointed official, then stage 2, a ban from bowling and a review by a Level III coach, will be invoked, with no right of appeal.

11.2.2 Where no WCCL appointed umpires stand the following shall apply. If on two occasions a bowler's action is brought into question by two independent reports in two different matches involving different opposing Clubs, then stage 1 of the ECB guidelines will be invoked. The Club of the player involved will be informed and asked to take action. If on a subsequent occasion, the bowler is again reported by a third independent official, then stage 2, a ban from bowling and a review by a Level III coach, will be invoked, with no right of appeal.

11.2.3 For the avoidance of doubt, in no circumstances may a Level 3 or Level 4 umpire call "no ball" in respect of a bowler because of his action or take any other steps in respect of such action.

11.3 Failure to adhere to these ECB regulations or conditions will be viewed as a disciplinary offence.