

SENIOR GENERAL PLAYING CONDITIONS SEASON 2026/27

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Rule 1 - Application of Laws and Rules

1.1 Laws of Cricket

The Laws of Cricket (2017 Code – 4th Edition 2026) shall apply to all matches, except as hereinafter modified, or included in another of the individual format playing rules.

1.2 Match Committee Powers and Emergency Rulings

The Match Committee shall have the power to take any action deemed appropriate against a club or player breaking a WMDCA rule or a Law of Cricket. Subject to the By-Laws of the WMDCA the Match Committee shall have the power to decide all questions arising out of WMDCA matches not provided for in these Rules.

Rule 2 - Programmes of Matches

2.1 Determination of Programmes

All clubs shall compete in programmes as arranged by the Match Committee and approved by the Board of Management of the WMDCA prior to the commencement of the season.

2.2 Variation to the Programme

The Match Committee has the authority to change a scheduled venue at short notice.

2.3 Duration of Season

Play will commence on the first convenient Saturday in October each year and will conclude no later than the thirty first of March.

Rule 3 - Points and Team Rankings

3.1 Allocation of Match Points

3.1.1 Premiership Series

a) Two Day Matches

Win outright and first innings lead	10
Win outright and first innings tie	8
Win outright and behind on first innings	6
Win on first innings - no further points result	6
Tie outright - each team	5
Tie on first innings, or Draw - no further points result	3
Tie on first innings with outright loss	2
Loss outright after first innings lead	4
Loss outright or on first innings	0

Bonus Points of 0.2 for each wicket and 0.01 for each run scored are applied to both innings.

b) One Day Matches (Premier and Championship Division Only)

Win	6
Tie or no result	3
Loss	0

Bonus Points will be awarded in One Day matches, see One Day rule 5.4

c) One Day/Twenty20 Matches (Division 2 & 3)

Win	6
Tie or no result	3
Loss	0

d) Twenty20 Matches

Win	6
Tie or no result	3
Loss	0

e) Bye (all Divisions)

Where every team has equal number of byes	0

In the event of unequal number of byes in the Division during the season, each team with the bye will receive the average number of match points gained by the winning teams in the Division during the round. Where a round is abandoned by the association no points will be allocated to teams who have been rostered a bye.

3.1.2 Forfeit

In the event of a match being forfeited through any cause, the opposing team shall receive the average number of match points gained by winning teams in that division.

The offending club shall be fined as follows, unless a satisfactory explanation is provided and accepted by the match committee.

- First forfeit in the season - **$250**
- Each subsequent forfeit in the same season – increase by **$50** per forfeit.

Where a team forfeits more than twice the team will not be automatically suspended.

Any forfeit must be the lowest division team of that club.

3.1.3 Penalty Points Deduction

Match Series points gained under ***Rule 3.1.1*** are subject to reduction for any penalties incurred for contravention of ***Rules (8.9.8 and 8.13)*** or ***ByLaws (19.3)*** and Over Rate Penalties as listed in any individual format playing rules. Match point fines to be deducted from the game they were incurred along with the overall premiership ladder.

3.2 WMDCA Premiership Series Rankings: TEAM AVERAGES

3.2.1 All match points obtained in ***Rule 3.1.1*** count towards the WMDCA Premiership Series ladder.

3.2.2 Application and Calculation of Team Averages
Should there be equality in aggregate match points the team higher on the ladder shall be the one with the better team average. Team averages shall be calculated by:

a) dividing total runs scored by total wickets lost (batting average);

b) dividing total runs scored against by total wickets taken (bowling average); and

c) dividing the batting average ***a)*** by the bowling average ***b)***.

3.2.3 Determination of Wickets Lost
A wicket shall be recorded as lost or taken when an innings terminates with any batsman unable to commence, continue, or resume his innings within the scheduled playing time or compulsory number of overs; but a team declaring an innings closed or having it terminated under error or forfeiting an innings shall be deemed to have lost only those wickets which have actually fallen.

3.3 WMDCA One-Day Series Rankings (Premier & Championship Divisions)

3.3.1 Deleted

3.3.2 Team ranking on ladder
Teams shall be ranked in the order of points gained under ***Rule 3.1.1 b)*** but if there is equality in points the team to be ranked higher on the ladder shall be the one with the better net run rate.

3.3.3 Net Run Rate - Definition and calculation
Run rate is the average per over of runs scored in an innings. Net run rate is the difference between the average runs per over scored by a team and the average runs per over scored against it.

3.3.4 Run Rate calculation
The calculation of net run rate must include details of no result matches and include the full entitlement of overs of a team that has been dismissed in fewer overs.

3.4 WMDCA Twenty20 Standalone Competition

3.4.1 All affiliated clubs may participate in the T20 competition subject to eligibility and approval by the match committee.Twenty20 Ladder

3.4.2 A separate overall competition T20 ladder will contain the points and results from all 4 pools derived from the fixtured T20 matches ranking teams 1 to 16.

3.4.3 Team ranking on ladder
Teams shall be ranked in the order of points gained under ***Rule 3.1.1 d)*** but if there is an equality in points the team ranked higher on the ladder shall be the one with the better net run rate (refer ***Rules 3.3.3 and 3.3.4***).

3.4.4 The format of the T20 competition involves all 16 teams in 4 pools of 4 teams. Each team plays 3 pool matches and they are played across 3 consecutive Thursday nights in December.

3.5 Division 2, 3 and 4

3.5.1 Team ranking on ladder
Teams shall be ranked in the order of points gained under ***Rule 3.1.1 c)*** but if there is equality in points the team to be ranked higher on the ladder shall be the one with the better net run rate.

3.5.2 Net Run Rate - Definition and calculation
Run rate is the average per over of runs scored in an innings. Net run rate is the difference between the average runs per over scored by a team and the average runs per over scored against it.

3.5.3 Run Rate calculation
The calculation of net run rate must include details of no result matches and include the full entitlement of overs of a team that has been dismissed in fewer overs.

Rule 4 - Programmes for Finals Rounds

4.1 Programmes for Finals Rounds

All WMDCA Premiership two-day Finals matches shall be played under the WMDCA Two Day Matches Rules for Premier and Championship Divisions with one end of season ladder incorporating one-day and two-day ladder.
The WMDCA has formulated two options for the Competition final series-
(a) a 4 team finals series which includes a semi final and final or
(b) a six team final series which involves a quarter final, semi final and the final.

Semi Finals

At the conclusion of the home and away season and a 4 team finals series is opted for the semi final matches will listed as follows 1V4, 2V3. Should there be a tie, a draw or an abandonment without play the best performed team as per Rule 3.2 will continue on.
The two winning teams will proceed to the Grand Final. Losers will be eliminated

Quarter Finals

Where a six team final series is employed Quarter finals will occur where teams 1 and 2 will first be accredited with a bye. Team 3 will play team 6 and Team 4 will play Team 5. The two winning teams will then move onto the Semi Finals. The configuration will be Team 1 will play the lowest ranked Quarter final winner, Team 2 will play the other qualifier. The two Semi Final winners will then proceed to contest their respective Division Grand Final. The two losing teams will be eliminated.

Should there be a tie , a draw or abandonment without play the best performed team as per Rule 3.2 in the home and away season will be declared the winner of the match.

Grand Final

The Two winning Semi Finalists will play off for the Division premiership.

If any finals match is abandoned, drawn or tied the higher ranked team is deemed to be the winner.

4.2 Removed

4.3 T20 MATCHES

All WMDCA T20 Finals matches will be played under WMDCA T20 Matches Rules at grounds determined by the match committee.

The format for the finals is under a top 8 system.

The top four receive a double chance via the Qualifying final Teams finishing 5th to 8th face elimination.

1st v 4th Qualifying Final (winner advances to Preliminary Final)
2nd v 3rd Qualifying Final (winner advances to Preliminary Final)
5th v 8th Elimination Final (winner plays lowest loser of Qualifying Final)
6th v 7th Elimination Final (winner plays highest loser of Qualifying Final)

Semi finals will be played between losers of Qualifying Finals v winners of Elimination Finals.

The Preliminary Finals will be between the highest placed winner of Qualifying Final and the lowest placed winner of the Semi Finals. The other Qualifying Final winner will play the remaining Semi Final winner.

Should there be a tie in any of the finals then a One1 eliminator will take place. In the event of a draw or abandonment without play, the best-performed team as per ***Rule 3.4*** in the home and away matches shall be declared the winner.

4.4 Finals Venues

Quarter Finals and Semi Finals Venue Selection Criteria

The WMDCA Match Committee will select the best performed turf wickets for Quarter Final and Semi Final Matches based on the data received from the seasonal club captains and official umpire reports. A short list of preferred suitable grounds will be published by the WMDCA Match Committee three weeks prior to the Finals to enable the Clubs to decide on their preferred finals venue.

The approved criteria is as follows;

Premier Division. The highest ranked team playing the quarter finals and semi finals in this Division will have first choice of their preferred turf wicket venue;
Team 2 on the Premier Division ladder will choose the next most suitable venue for their game;
Championship Division. A similar process will apply to the highest ranked teams in this Division, each having a choice of the remaining listed venues;
Division 2. A similar process will apply to the highest ranked teams in this Division, each having a choice of the remaining listed venues;
Division 3. Likewise, Clubs that are the highest ranked teams at the end of the Division 3 season will have the choice of the nominated hard wicket venues;
Division 4. A similar process will apply to the highest ranked teams in this Division, each having a choice of the remaining listed hard wicket venues;

The Match Committee will determine grounds available for the quarter and semi finals.
Venues for all grand final matches shall be determined by the Match Committee.

Please refer to WMDCA Finals Arrangements Policy on the WMDCA website for match day requirements in finals.

Rule 5 - Ground and Turf Pitch Preparation and Maintenance

5.1 Preparation of Turf Pitches

The ground may be rolled, watered, mown, or beaten prior to each days play except for matches played on consecutive days as stated in ***Rule 5.3***.

5.2 Maintenance of Turf Pitches During Play

During play on any day a batsman may beat the pitch with his bat and players may secure their footholds by the use of sawdust provided that no damage to the pitch is caused.

5.3 Matches of Consecutive Days

5.3.1 Pitch Care Between Days
Between the completion of play and the start of play on the immediately following day the pitch may be rolled, beaten, swept, and mown at any time but under no circumstances is the pitch to be watered.

5.3.2 In matches other than the Premier Division Grand Final the outfield shall not be mown between the completion of play and the commencement of play on the immediately following day. In a Premier Division Grand Final the outfield shall be mown completely between the completion of play and the commencement of play on each consecutive day but if this is not possible because of weather, ground conditions or council limitations, the umpires may allow play to proceed after partial mowing or without mowing.

5.4 Changing or Re-Using Pitch During Match

5.4.1 Changing Pitch During Match
The pitch used for the commencement of a match shall be used until the match is completed unless the approval to change the pitch is obtained from the Match Committee. In such an event the opposing club shall be notified of the change as soon as possible. Any club changing a pitch during a match without approval shall be fined and/or the Match Committee shall have the power to award points to the opposing club.

5.4.2 Re-Using Pitch During Match
A current WMDCA match pitch in use may be re-used for another match up to and including Tuesday providing prior approval of the Match Committee is obtained.

5.5 Use of Covers

The pitches for all turf matches shall be covered subject to the following conditions laid down for the use of covers.

5.5.1 Covers must be a minimum 8 x 25 meters. Refer ***ByLaws 3.1.3.11***

5.5.2 Covering Prior to Match Day

a) Match Committee approved covers, properly laid and pegged, shall be laid by 6:30pm on the day preceding a match day. The use of underlay material shall be optional but its use shall be the same in the period prior to each day of a two day match. Where rain episodes are forecast on the Thursday prior to the match, the covers are to be placed on the wicket by the host club by 6:30pm on that day, or earlier if required.

b) At all other times the curator shall be permitted to use the cover at his discretion to obtain the best possible conditions for play on a match day.

c) The Match Committee shall have power to waive the provision in ***Rule 5.5.2 a)*** and instruct clubs that covers need not be laid on any specific day.

5.5.3 Removing Covers on Match Day
In good conditions the covers shall be removed no later than 8.30am. Otherwise removal shall be at the discretion of the curator or ground manager having regard to prevailing weather conditions and may be re-laid if necessary.

5.5.4 Umpires' Control of Covers
The umpires shall assume control 30 minutes prior to the scheduled start of each day's play and make all decisions regarding the use of the covers until the end of play. At all interruptions they shall direct and supervise the laying and removal of covers and report any failure of either side to comply with ***Rule 5.5.5***.

5.5.5 Labour for Laying or Removing Cover
Until the scheduled starting time the home club shall provide any labour required for the laying or removal of the cover. After that time both sides shall assist with the laying and removal.

5.5.6 Conditions for Final Series Matches
The provisions of ***Rule 5.5*** shall apply to final series matches in the absence of any specific direction from the Match Committee. The Committee shall be empowered to inspect finals venues and monitor prevailing and predicted weather conditions and to direct the home or host clubs to use covers at any time in the week preceding any day of a match. At any stage in the week preceding a finals match the host club must be prepared to cover the wicket with covers as determined by the match committee instructions in compliance with By Law 3.1.3.11. The pitch and surrounds must be covered in the week preceding the finals match if rain or poor weather is forecast. Failure to do so by an allocated club will incur a maximum fine of$500.00.

5.5.7 Failure to Comply with Directions
A club failing to comply with the directions in ***Rule 5.5*** may be dealt with under ***Rule 1.2***.

Rule 6 - Grounds and Pitches

6.1 Match Day

6.1.1 Grounds must be properly prepared by the home club for each days play to the satisfaction of the umpires and captains.

6.1.2 Boundaries must be clearly defined with flags, cones or other appropriate methods and such boundary must be at least two meters inside any arena fence, fixed structure or other obstacle.

6.1.3 All turf and hard wicket creases must be correctly marked before the commencement of each days play.

6.1.4 Hard wicket stump cavities must be completely filled with damp earth before the commencement of each days play.

6.1.5 On all grounds, the home club must supply:

a) A fully equipped first aid kit;

b) Two sets of stumps and bails and shall place them at the pitch, with a spare set available; and

c) A broom and sawdust. Umpires may request the use of any of the aforementioned at any time. Players may request the use of any of the aforementioned at reasonable intervals.

6.1.6 In all grades the home captain, in consultation with the away captain, must complete the Marsh ground condition report in a scorebook and have the officiating umpire verify and sign off on the entry. The umpire still retains discretion to determine the safety of the ground for play.

Rule 7 - Adverse Pitch, Ground, Weather, Lightning & Light Conditions

7.1 Wet Weather OR EXTREME HEAT

All association decisions as to the fitness of play are to be made no later than one and a half hours before the scheduled time of play and the decision of the abandonment of play are to be announced over local radio station, official Facebook page and SMS message to clubs. WCUA also to be notified at this time. Decisions made by the match committee are final.
Extreme heat and lightning protocols for individual games as per appendix A - Extreme Weather Policy.

7.2 Determining Fitness for Play

If the Match Committee has not cancelled all matches the fitness of conditions shall be determined as below.

7.2.1 The Umpires shall be the sole judges of the fitness of the ground, weather and light for play.

7.2.2 Before commencement of play on any day the umpires shall ensure that all possible steps are taken to improve the ground or pitch to expedite play and shall not abandon play before the scheduled cessation time unless the conditions make play impossible.

Rule 8 - General Provisions

8.1 The Toss, Nomination of Team, Player Participation

8.1.1 Toss for Choice of Innings

Captains shall toss on the field of play no earlier than 30 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. Immediately after the toss the winning captain must notify the other captain of his decision to bat or field. The winner of the toss may not alter his decision to bat or field once it has been notified to the opposing captain.

8.1.2 Nomination of Teams

At a time no later than 10 minutes prior to scheduled commencement, the captain shall nominate his 12 players. The nominations shall be in writing, in the hard copy scorebook signed by both Captains and Umpires, and may not thereafter be changed without the consent of the opposing captain, they must also be entered on the Competition Management Platform at this time. More than 12 entered (excluding subs) will incur a penalty as per 8.13 b) iv)

In completing team sheets, Captains must include:

(a) The full first and last names of all registered players participating in the match;

(b) The age category of any Junior Players (Under 19, 17, 15 & 13) as at 1st September of the current season; and

(c) Designation of any permit players participating in the match.

(d) The captain is to be nominated in each of the selected teams.

In completing team sheets, Captains must remember that:

(e) A suspended player cannot be named on any team sheet.

(f) A suspended player cannot play in any Division until the suspension expires.

(g) A player named on a team sheet must be ready and available at the ground to play at some stage during the game.

(h) Umpires are to sign the team sheets after all names are entered and underline the last entry

8.1.3 Teams in More Than One Division

Where a club's higher team isn't playing (ie, bye, forfeit or Sunday game) 2 players who played in a higher grade previously (ie prior week, or Saturday) are eligible to play. These players are only permitted to drop back to the

clubs next lowest grade.
These 2 players can bat no higher than 7 and can only bowl after the first 10 overs.
This rule does not apply in any finals matches, any number can drop back if qualified.

8.1.4 Player Participation

In all matches a captain shall have the option to nominate twelve players. The following conditions shall apply:

(a) One player in each side shall not bat, and another not bowl. Only eleven fieldsmen shall be on the field at any one time. With the consent of the umpires unlimited interchange of fieldsmen from the twelve nominated players shall be allowed between overs or after intervals and interruptions.

(b) The bowling restriction under ***Law 24.2*** and batting restriction under ***Law 25.3 (MCC Laws of Cricket)*** shall not apply to a nominated player returning to the field to replace another nominated player. However, the restriction shall apply to a returning nominated player for whom a substitute other than one of the nominated twelve has been used.

(c) The wicket keeper and captain need to be one of the 12 named players but do not necessarily need to bat nor bowl.

(d) If a second innings occurs the batters and bowlers must be the same as per the first innings

8.1.5 Substitutes

Substitutes may be used if the umpires are satisfied that the player has been injured or become ill during the match, or for any other wholly acceptable reason. Substitutes may not bat or bowl but may keep wickets. Substitutes must be named on the team sheet and designated as such as soon as practical. Umpires are to be advised immediately.
Where a substitute takes the field and replaces a player, that player has an immediate penalty of time (ie no grace period) off the ground (maximum of 90 minutes) in which he cannot bowl, nor bat until the penalty has been served, unless their team has lost 5 wickets. Suspended players cannot be a substitute.
A substitute must not be a registered player from another WMDCA club.

8.1.6 Covid Related Replacement Process

A player affected by coronavirus may be replaced in a two day match if unable to play or continue to play in the match due to ;

- Illness suffering the effects from a proven Covid related episode

A club must take all reasonable steps to replace a Covid effected player with a like- for- like player. An opposing team shall not be unfairly disadvantaged by the chosen replacement.

The WMDCA Match Committee must be notified at the earliest opportunity of this occurrence. A nominated replacement cannot play unless Match Committee approval is obtained.
The requirement of the replacement will be subject to the compliance of the rules and playing conditions of the WMDCA applicable to the player replaced if that player had continued playing in the match.
A signed declaration with details of the effected player is to be provided by the players Club outlining reasons and justifications for seeking a replacement. This advice will include the players name and documentary evidence that the player is impacted by the coronavirus. This documentation must be received by the WMDCA General Manager at least 24 hours before the scheduled days play.
If a replacement player is required to backfill in a lower grade this will be permitted under this provision and details of that replacement player must also be communicated to the Match Committee. Captain of the opposing team/s must be notified prior to the match of a replacement player approved under these rules.
Umpires will note all replacement player/s participating in the days play in their Match Report.

8.1.7 Concussion substitute rule
Please see Cricket Victoria and Cricket Australia guidelines that will apply in the WMDCA.

8.2 Delay in Start or Continuation

If for any reason for which a club is responsible, play on any day does not start within 30 minutes of the time appointed or cannot be continued during the match the umpires, on appeal, shall award the match to the other side if play cannot proceed immediately following the appeal. The Match Committee shall determine the points to be awarded.

8.3 Insufficient Players: Forfeiture of Match

A side which has fewer than seven players in attendance at 30 minutes after the time appointed for a match to commence shall be deemed to have forfeited.

8.4 Late Start Report by Umpires

At the conclusion of each match the umpires shall, by the approved WMDCA reporting means, complete a match report stating the time the match commenced on each day of play. If play did not commence within 30 minutes of the time appointed and there is no explanation deemed satisfactory by the Match Committee, an offending club shall be fined an amount not exceeding $250.00.

8.5 Placement and Movement of Sightscreens

(a) No part of any sightscreen is to be within the field of play and boundary lines shall be marked so that sufficient space is provided for screens to be repositioned when required.

(b) The batting team will be responsible for positioning the sightscreens at the commencement of its innings.

(c) The fielding team will be responsible for moving the sightscreen should it be requested by the batsmen at the crease when a new bowler is brought on to bowl.

(d) The movement of the sightscreen as a result of a single incidence of a bowler choosing to change his line of attack (from over the wicket to round the wicket or from round the wicket to over the wicket) will be the responsibility of the fielding team.

(e) Movement of the sightscreen for a bowler alternating between over and round the wicket will be the responsibility of the batting team.

8.6 Use of Balls

8.6.1 Each team shall supply one new ball (to the satisfaction of the umpire) for each match. A new ball may be taken at the beginning of an innings or after eighty overs have been bowled with that ball. Further, in any Division, the captain of the bowling team will decide whether or not to use a new ball at the beginning of the second innings.

8.6.2 Four-piece red WMDCA stamped Kookaburra balls must be used in club matches in Premier and Championship divisions. Division Two, Three and Under 17 shall use WMDCA stamped two-piece balls. If a non WMDCA stamped Kookaburra ball has been produced for the commencement of an innings, then the umpire will halt the game until the correct ball is provided. In the event of this occurring, clubs may be fined an amount up to $250.00.

8.6.3 If required by either captain, the umpire shall determine whether the ball in play is unfit and whether a substitution ball is necessary. Any substituted ball is to be of similar, or lesser condition.

8.6.4 White 2 piece Kookaburra balls will be trialled in three (3) specified matches during the season in Divisions 3 and 4.

8.7 Unauthorised Person Within the Field of Play

If an unauthorised person enters the playing area and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance shall be scored, the ball be treated as still in play or be called "dead ball".

8.8 Umpires Unavailable: Five Run Penalty

8.8.1 Only officially approved umpires appointed to a match shall have sole responsibility for the awarding of all 5 runs penalties under ***Laws 18, 24, 28 & 41 (MCC Laws of Cricket).***

8.8.2 If no officially approved umpires are appointed all provisions in the Laws for the award of 5 penalty runs, except in ***Laws 28.2 (Fielding the ball) & 28.3 (Protective helmets belonging to the fielding side) (MCC Laws of Cricket),*** shall be disregarded.

8.9 Overs Limit for Underage Bowlers of Medium and Fast Pace

8.9.1 Bowling Type Definition
Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicketkeeper would normally stand back or as any bowler who is not considered to be a spinner.

8.9.2 Age of Player
A player's age shall be determined as that at 1st September preceding a cricket season and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

8.9.3 Bowling Limitations

a) Bowlers shall be limited to a maximum of consecutive overs in any one spell and to a maximum daily quota as follows:

Age Group	Consecutive Overs	Daily Quota
Under 19	7	20
Under 17	6	16
Under 15	5	12
Under 13	4	8

b) A part of an over bowled under the provisions of ***Law 17.8 (MCC Laws of Cricket)*** shall be treated as one full over in the limit for any underage bowler concerned in the over.

8.9.4 Break Between Spells: Length of Break

a) The break between spells shall be a minimum of 60 minutes in a match of two or more days and 30 minutes in a match of one day, including scheduled intervals and any unscheduled breaks in play.

b) A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined in ***Rule 8.9.3***) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break between spells as in (a) shall apply with the break within the spell to be disregarded.

c) If a change of innings occurs, and a bowler commences bowling in the new innings within 60 minutes of bowling in the previous innings, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.

d) If any break in play or the end of a day's play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limit. If this over is completed at the start of a new day the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limit.

8.9.5 Change of Bowling Type

a) If a bowler begins with medium pace or faster and changes to slow bowling during a day's play that bowler remains subject to the playing condition throughout the day.

b) If a bowler begins with slow bowling and changes to medium pace or faster the playing condition applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

8.9.6 Underage Bowling Statement

Underage bowlers of fast or medium pace intending to bowl in scheduled Junior & Senior Competition matches on the same day, must submit to the Captain of the Senior team, a completed Underage Bowling Statement which has been signed by the player's Junior coach and the Coach of the opposing Junior club.

8.9.7 Responsibility of Captains

a) It is the responsibility of the captains to ensure that this playing condition is upheld.

b) It is the responsibility of the captains to deliver to the officiating umpire(s) the Underage Bowling Statements of any Junior Players, playing in a Senior match. Failure to lodge the completed form with the officiating umpire(s) prior to the commencement of play will prohibit the player from bowling on that day.

c) Where umpires become aware of breaches of this playing condition they are to direct the captain to take the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over, and shall not bowl the subsequent over.

d) Should a dispute or uncertainty regarding the application of this playing condition occur during play the umpires shall make the final decision on its application based on information available from the scorers or other sources.

8.9.8 Penalties

Penalties for bowling in excess of the number of overs permitted per spell or for daily limits by underage players regardless of the competition level shall be .05 match points per over or part thereof for each over in excess of the spell or daily limits. For finals matches the penalty shall be 5 runs per over, or part thereof. The Match Committee shall be notified by the umpires in the match report following the completion of the match.

8.10 Helmets

Players under the age of 19 at 1 September in the current season must wear a cricket helmet with a faceguard when batting, fielding close to the bat (defined as closer than 10 metres to the stumps except slips, gully and wicketkeeper), or when wicket keeping up to the stumps.
The WMDCA strongly recommends for safety reasons that all senior players wear approved helmets when batting, by wicket keepers standing up to the stumps and by close in fielders to the batter.

8.11 Counting of Over Bowled in Parts

An over bowled in accordance with Law 22.8 (MCC Laws of Cricket) and treated under 8.9.3 (b) or 12.6.4 as one full over for each bowler concerned, shall be counted as a single over for all other over requirements.

8.12 Lodgement of Results and Reports

a) The home team in all divisions is to live score the game, the visiting side still to use score book. Match results must be logged on to the Competition Management Platform immediately after the match or up to 48 hours after the completion of the match for all senior men's and women's divisions, the game will then be locked. Authority from the WMDCA Match Committee is required to reopen the game or any amendments. Complete score including full batting, bowling and fielding details must be entered on to the Competition Management Platform for all Divisions.

b) The home team will enter progress scores at end of day's play and at completion of game will enter unconfirmed results. This must be completed immediately at conclusion of day's play. Provision to dispute a game is still able to be done.

c) All Captains must lodge on the Competition Management Platform an appraisal of the umpires and of their performance with comments and also complete a ground condition report after the match or up to 48 hours after the completion of the match for all senior men's and women's divisions. This report must be lodged under the Captain's own login account on the Competition Management Platform.

8.13 Non-Compliance with Requirements 8.12

Where a club and/or captain fails to comply with any regulation requiring the submission of a report or submitting of an incomplete or incorrect report the club shall:

a) Receive a warning if the failure occurs in either of the first 2 games.

b) Lose match points thereafter as follows.

   i) Failure to correctly enter player scores and details a 0.125 penalty
   ii) Failure to complete any captain's report, or late submission of report, a 0.125 penalty
   iii) Fail to properly complete online team selection, or nominate the team captain, as per 8.1.2 nomination of teams, a 0.125 penalty

c) Any of the above reports not completed by the commencement of the next game will incur a 0.5 match points penalty.

d) Where genuine efforts have occurred to comply but these efforts have failed, the chairman of the match committee must be notified in a timely manner.

Clubs shall be notified within 4 working days of all penalties incurred.
Finals matches shall incur a $50 fine for each breach of ***i), ii), or iii)*** above.

8.14 On-Field Attire

8.14.1 All players must wear approved coloured club playing shirts and trousers in one day and T20 cricket. In Two day games playing tops and trousers are approved primarily white. A cricket pullover is the only acceptable outer garment to be worn. Division Three and Four are encouraged to wear club playing shirts but some leeway will be granted.

8.14.2 White or club colour cricket sunhats or caps in club colours apply in all Divisions.

8.14.3 The wearing of any cricket attire that does not meet the above description will be reported to the Match Committee by the umpires and a penalty of $30 per offence may apply. The team concerned may appeal to the WMDCA Board of Management within seven days of the umpires report being received.

8.15 Scoreboard

Batting sides in all senior grades that do not display scores on an appropriate scoreboard, updated at five over intervals during each match, shall be fined $30 per occurrence as per umpires reports.

8.16 Scorebook

8.16.1 Each team shall keep in its scoring medium the full match details (batting & bowling) of both competing teams. Premier and Championship Divisions must have 1 iPad and 1 hard copy scorebook, the home club is responsible for supplying the iPad.
Umpires are to ensure teams are entered in the scorebook used for the match. Umpires to sign off on the teams, once submitted.

8.16.2 At the completion of each days play the umpires shall inspect all the scoring medium and sign as correct.

8.16.3 Duckworth Lewis Stern system will be used to calculate interrupted games for T20 and One Day matches in all divisions applied through the online scoring link on the iPad

Appendix A – Extreme Weather Policy

P2025.02

SUMMARY

Cricket is a summer sport and as such it is inevitable that at times, matches will be scheduled for play during extreme weather and extreme heat conditions. All captains, officials, team managers, coaches and umpires owe a duty of care to players and officials, and should take all reasonable steps to minimise foreseeable risks which may result in injury or ill-health. Physical activity in a hot environment can lead to dehydration, heat exhaustion and heat stroke.

POLICY

EXTREME WEATHER

As per the WMDCA Playing Conditions, the Match Committee may consider a full or partial cancellation in advance and may seek guidance from the Bureau of Meteorology and/or selected medical and/or legal practitioners. Any alteration to the playing schedule will result in all clubs being notified via email or text message, the WMDCA website and/or any other electronic mediums as deemed necessary.
If the Match Committee's decision is "report to grounds", the officiating umpire(s) shall have the power to abandon or suspend play as the rules permit.

EXTREME HEAT

WMDCA scheduled matches will be subjected to the attached flow chart for clarity of matches being cancelled or continuing as scheduled. All references of temperature are to ***actual temperature***, rather than apparent or "feels like" temperatures.
It shall be the responsibility of each Member Club and the umpires to monitor ***every 5 overs***, current temperatures via the free smartphone weather app "Weatherzone". The official weather station closest to the where the game is being played is the determinant for the temperature as per this policy.



Weatherzone App logo

All players and officials should hydrate with water in the days leading up to matches on high forecast days, during the match, and also post-match to help avoid heat related illness.
All participants and officials should exercise caution and hydrate with water regularly, and comply with the WMDCA SunSmart Policy.
Any player experiencing dizziness, headaches, nausea, confusion, or an increased heart rate should immediately cease participation and rest; ideally in shade with a fan. Players with medical conditions such as asthma, diabetes or heart conditions may be more susceptible to heat related illness.
No person is forced by the WMDCA to participate in any match and Member Clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.

THUNDERSTORMS AND LIGHTNING

The 30/30 rule is the guideline to ensure player safety during thunderstorm occurrences. If thunder is heard within 30 seconds of a lightning flash play is immediately suspended and players and officials must leave the field and seek shelter.
Play cannot resume until at least 30 minutes after the last lightning flash is observed.

WARRNAMBOOL MOYNE & DISTRICT CRICKET ASSOCIATION

TEMPERATURES AFFECTING PLAY

TIME	JUNIOR AND WOMENS TEMPERATURES	SENIOR TEMPERATURES	ACTION
Start of Play	am < 27.9°C pm < 34.9°C	< 37.9°C	Commence Match
	am 28.0°C + pm 35.0°C +	38.0°C +	Abandon Match
During Play	35.0°C	38.0°C	Suspend Play
Suspended Play	33.0°C	36.0°C	Resume Play