

The Western District Junior Cricket Union

League rules, 2017



General provisions

Teams

Participation in The Western District Junior Cricket Union (“WDJCU”) leagues is open to all member Clubs of the WDJCU.

A Club may, subject to any limitations and/or prohibition imposed by the WDJCU Committee, enter a Team in one, more, or all, leagues.

Where a league has more than one division, a Club may, subject again to any limitations and/or prohibition imposed by the WDJCU Committee, enter a Team in each division.

A Club unable to enter a Team in a league may, subject to permission by the WDJCU Committee, enter a combined Team with another member Club in any league.

A combined Team must include at least two Players from either of the member Clubs combining to field the Team.

For the avoidance of doubt, references in these League rules to “Team” or “Teams” also include, unless otherwise noted, to “combined Team” or “combined Teams”.

Players

A Player must be a bona fide, registered, member of a member Club to play in the WDJCU leagues.

Unless granted dispensation by the WDJCU Committee, a Player must only play for a Team or Teams (or a combined Team or Teams) representing one Club in any season, that Club being the one of which they are a bona fide, registered, member.

Dispensation may be given by the WDJCU Committee, on a case-by-case basis, for a Player to play for a Team or Teams (or a combined Team or Teams) of a Club other than the one of which they are a bona fide, registered, member where their Club has not entered a Team or combined Team at a particular age-group in which the Player is eligible to participate. Dispensations must be requested, and granted, before a Player plays for a Team or Teams (or a combined Team or Teams) of a Club other than the one of which they are a bona fide, registered, member.

No Player may play in any game for which they are not eligible, whether because of age, not being a bona fide, registered, member of a member Club, or any other reason. For the avoidance of doubt, this rule cannot be set aside by agreement between Team Managers or Captains. The participation of an ineligible Player in a game will result in that game being deemed a defeat for the Player's Team (or combined Team).

Where a Team includes a Player or Players with disability and/or special educational needs and disabilities, Team Managers are encouraged to consider and agree appropriate adaptations to these rules to facilitate the fullest participation in, and enjoyment of, a game by all Players.

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Under 18 League

1. A Player may qualify to play in the Under 18 League if he is under eighteen (18) years of age or she is under nineteen (19) years of age at midnight on 31 August 2016.
2. The length of the pitch will be 22 yards.
3. A 5.5 ounce red or pink ball shall be used.
4. All games should commence at 6pm on the date scheduled by the Secretary, normally Mondays.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat (unless bowled out earlier) for twenty overs. The Team batting second (unless a result is achieved earlier) shall also bat for twenty overs. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. A Team shall comprise a maximum of eleven Players, and a minimum of eight Players. A game played where one Team has fewer than eight Players will result in that game being deemed a defeat for the Team with fewer than eight Players.
10. No Player will bowl more than four (six ball) overs, and at least five bowlers must be used even in the event of a reduced overs game. In addition, in the event of a reduced overs game, the number of Players who can bowl the maximum limit of four overs will be reduced as follows:

19 overs per Team: four Players can bowl four overs, with at least one more Player bowling;
18 overs per Team: three Players can bowl four overs, with at least two more Players bowling;
17 overs per Team: two Players can bowl four overs, with at least three more Players bowling; and
16 or fewer overs per Team: one Player can bowl four overs, with at least four more Players bowling.
11. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
12. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply to a no

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ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
14. The use of an artificial pitch is permitted, provided that the visiting Team agrees to this and is notified at least 24 hours in advance of it being used. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
15. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
16. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
17. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
18. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under

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- this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following season.
19. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
 20. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
 21. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
 22. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
 23. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
 24. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
 25. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
 26. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
 27. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.
 28. No league game may take place after 15 September 2017.

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29. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
30. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).

Adherence to the rules is a necessity. Failure to do so may result in loss of points.

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Under 16 League

1. A Player may qualify to play in the Under 16 League if he is under sixteen (16) years of age or she is under seventeen (17) years of age at midnight on 31 August 2016.
2. The length of the pitch will be 22 yards.
3. A 5.5 ounce red or pink ball shall be used.
4. All games should commence at the start time, and on the date, agreed between the Teams in the calendar week scheduled by the Secretary.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat (unless bowled out earlier) for twenty overs. The Team batting second (unless a result is achieved earlier) shall also bat for twenty overs. Should a Team lose seven wickets in their innings, the remaining not out batter will be permitted to continue their innings, with the seventh batter to be dismissed continuing to bat with the not out batter, but always as the non-striker. A Team's innings will close upon the fall of the eighth wicket. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. A Team shall comprise a maximum of eight Players, and a minimum of six Players. A game played where one Team has fewer than six Players will result in that game being deemed a defeat for the Team with fewer than six Players.
10. No Player will bowl more than four (six ball) overs, and at least five bowlers must be used even in the event of a reduced overs game. In addition, in the event of a reduced overs game, the number of Players who can bowl the maximum limit of four overs will be reduced as follows:

19 overs per Team: four Players can bowl four overs, with at least one more Player bowling;
18 overs per Team: three Players can bowl four overs, with at least two more Players bowling;
17 overs per Team: two Players can bowl four overs, with at least three more Players bowling; and
16 or fewer overs per Team: one Player can bowl four overs, with at least four more Players bowling.
11. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
12. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball

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or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
14. The use of an artificial pitch is permitted, provided that the visiting Team agrees to this and is notified at least 24 hours in advance of it being used. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
15. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
16. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
17. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
18. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points

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remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following season.

19. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
20. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
21. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
22. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
23. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
24. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
25. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
26. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
27. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.

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28. No league game may take place after 15 September 2017.
29. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
30. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
31. In all games no fielder, except the wicket-keeper, shall be allowed to field nearer the batter than ten yards, as measured from the middle stump, except behind the wicket on the off-side. Umpires are expected to enforce this rule.

Adherence to the rules is a necessity. Failure to do so may result in loss of points.

The Western District Junior Cricket Union

League rules, 2017



Under 15 League

1. A Player may qualify to play in the Under 15 League if he is under fifteen (15) years of age or she is under sixteen (16) years of age at midnight on 31 August 2016.
2. The length of the pitch will be 22 yards.
3. A 5.5 ounce red or pink ball shall be used.
4. All games should commence at 6pm on the date scheduled by the Secretary, normally Fridays.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat (unless bowled out earlier) for twenty overs. The Team batting second (unless a result is achieved earlier) shall also bat for twenty overs. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. A Team shall comprise a maximum of eleven Players, and a minimum of eight Players. A game played where one Team has fewer than eight Players will result in that game being deemed a defeat for the Team with fewer than eight Players.
10. No Player will bowl more than four (six ball) overs, and at least five bowlers must be used even in the event of a reduced overs game. In addition, in the event of a reduced overs game, the number of Players who can bowl the maximum limit of four overs will be reduced as follows:

19 overs per Team: four Players can bowl four overs, with at least one more Player bowling;
18 overs per Team: three Players can bowl four overs, with at least two more Players bowling;
17 overs per Team: two Players can bowl four overs, with at least three more Players bowling; and
16 or fewer overs per Team: one Player can bowl four overs, with at least four more Players bowling.
11. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
12. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

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13. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
14. The use of an artificial pitch is permitted, provided that the visiting Team agrees to this and is notified at least 24 hours in advance of it being used. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
15. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
16. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
17. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
18. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any

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season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following season.

19. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
20. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
21. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
22. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
23. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
24. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
25. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
26. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
27. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.
28. No league game may take place after 15 September 2017.

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29. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
30. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
31. In all games no fielder, except the wicket-keeper, shall be allowed to field nearer the batter than nine yards, as measured from the middle stump, except behind the wicket on the off-side. Umpires are expected to enforce this rule.
32. Provided that both Teams agree, and the Secretary is notified accordingly, any game in the Under 15 League may be rescheduled from the original date of the fixture and played as a one innings 30 overs per Team game and Rule 7 shall be construed accordingly. Further, Rule 10 shall be amended so that no bowler shall bowl more than six (six ball) overs in such a game and that subject to the ECB Fast Bowling Directive of October 2009.

Adherence to the rules is a necessity. Failure to do so may result in loss of points.

The Western District Junior Cricket Union

League rules, 2017



Under 14 League

1. A Player may qualify to play in the Under 14 League if he is under fourteen (14) years of age or she is under fifteen (15) years of age at midnight on 31 August 2016.
2. The length of the pitch will be 22 yards.
3. A 5.5 ounce red or pink ball shall be used.
4. All games should commence at the start time, and on the date, agreed between the Teams in the calendar week scheduled by the Secretary.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat (unless bowled out earlier) for twenty overs. The Team batting second (unless a result is achieved earlier) shall also bat for twenty overs. Should a Team lose seven wickets in their innings, the remaining not out batter will be permitted to continue their innings, with the seventh batter to be dismissed continuing to bat with the not out batter, but always as the non-striker. A Team's innings will close upon the fall of the eighth wicket. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. A Team shall comprise a maximum of eight Players, and a minimum of six Players. A game played where one Team has fewer than six Players will result in that game being deemed a defeat for the Team with fewer than six Players.
10. No Player will bowl more than four (six ball) overs, and at least five bowlers must be used even in the event of a reduced overs game. In addition, in the event of a reduced overs game, the number of Players who can bowl the maximum limit of four overs will be reduced as follows:

19 overs per Team: four Players can bowl four overs, with at least one more Player bowling;
18 overs per Team: three Players can bowl four overs, with at least two more Players bowling;
17 overs per Team: two Players can bowl four overs, with at least three more Players bowling; and
16 or fewer overs per Team: one Player can bowl four overs, with at least four more Players bowling.
11. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
12. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball

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or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
14. The use of an artificial pitch is permitted, provided that the visiting Team agrees to this and is notified at least 24 hours in advance of it being used. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
15. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
16. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
17. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
18. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points

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remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following season.

19. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
20. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
21. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
22. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
23. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
24. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
25. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
26. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
27. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.

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28. No league game may take place after 15 September 2017.
29. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
30. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
31. In all games no fielder, except the wicket-keeper, shall be allowed to field nearer the batter than ten yards, as measured from the middle stump, except behind the wicket on the off-side. Umpires are expected to enforce this rule.

Adherence to the rules is a necessity. Failure to do so may result in loss of points.

The Western District Junior Cricket Union

League rules, 2017



Under 13 League

1. A Player may qualify to play in the Under 13 League if he is under thirteen (13) years of age or she is under fourteen (14) years of age at midnight on 31 August 2016.
2. The length of the pitch will, wherever possible and other than in exceptional circumstances, be 21 yards. In the event a game is played on a pitch of other than 21 yards this should only be with both Team Managers' agreement and must be notified to the Secretary after the game.
3. A 5.5 or 4.75 ounce red or pink ball shall be used.
4. All games should commence at 6pm on the date scheduled by the Secretary, normally Mondays.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat (unless bowled out earlier) for twenty overs. The Team batting second (unless a result is achieved earlier) shall also bat for twenty overs. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. A Team shall comprise a maximum of eleven Players, and a minimum of eight Players. A game played where one Team has fewer than eight Players will result in that game being deemed a defeat for the Team with fewer than eight Players.
10. No Player will bowl more than four (six ball) overs, and at least five bowlers must be used even in the event of a reduced overs game. In addition, in the event of a reduced overs game, the number of Players who can bowl the maximum limit of four overs will be reduced as follows:

19 overs per Team: four Players can bowl four overs, with at least one more Player bowling;
18 overs per Team: three Players can bowl four overs, with at least two more Players bowling;
17 overs per Team: two Players can bowl four overs, with at least three more Players bowling; and
16 or fewer overs per Team: one Player can bowl four overs, with at least four more Players bowling.
11. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
12. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

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For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
14. The use of an artificial pitch is permitted, provided that this is notified at least 24 hours in advance of it being used. A visiting Team shall be obliged to play on an artificial pitch, or be deemed to have conceded the fixture and suffer a deduction of one point. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
15. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
16. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
17. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
18. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points

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remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following season.

19. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
20. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
21. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
22. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
23. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
24. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
25. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
26. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
27. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.

The Western District Junior Cricket Union League rules, 2017



28. No league game may take place after 15 September 2017.
29. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
30. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
31. In all games no fielder, except the wicket-keeper, shall be allowed to field nearer the batter than eleven yards, as measured from the middle stump, except behind the wicket on the off-side. Umpires are expected to enforce this rule.
32. All batters must retire on reaching or exceeding 30 runs. Any batter so retiring may not return to bat at any time during the game.
33. A wide will count as two (2) runs to the batting Team in addition to any runs scored, but, unless it is the last over of the innings, no additional ball will be bowled in the over. A no ball will count as two (2) runs to the batting Team in addition to any runs scored but, unless it is the last over of the innings, no additional ball will be bowled in the over. An additional ball will be bowled for every wide and every no ball delivered in the last over of each innings of the game.
34. All Team Managers are requested to promote the aim of involving all their Players in games and, where practicable, to operate a rotation batting order and rotation bowling order throughout the season. Players should also be given the opportunity to field in a variety of positions throughout the season but, to keep the game running smoothly, Team Managers are encouraged to keep field changes to a minimum during each game. In this regard, other than in instances of injury, it is not permitted to change wicket-keeper during a game.
35. All Team Managers are requested to promote the aim of involving all their Players in games and, to that end, each Team in a game should bat for its full allotted overs in any innings, irrespective of (i) in either innings of the game, the Team having been bowled out in less than its allotted overs, or (ii) in the last innings of the game, the Team batting second having achieved its victory target in less than its allotted overs. The result of the game shall be calculated and recorded in the normal way with no account being taken of any runs scored or wickets taken after, in circumstance (i) above the batting Team has been bowled out, or, in circumstance (ii) above the batting Team has achieved its victory target.
36. With regard to Rule 12, and given that under Rule 6 of these rules no additional ball will be bowled in the over in the event of a no ball unless it is the last over of the innings, should a no ball be called for a foot fault on the last ball of an over the first delivery of the next over shall be a free hit.

Adherence to the rules is a necessity. Failure to do so may result in loss of points.

The Western District Junior Cricket Union

League rules, 2017



Under 11 League

1. A Player may qualify to play in the Under 11 League if he is under eleven (11) years of age or she is under twelve (12) years of age at midnight on 31 August 2016.
2. The length of the pitch will be twenty (20) yards.
3. A 4.75 ounce red or pink ball shall be used.
4. All games should commence at 6pm on the date scheduled by the Secretary, normally Fridays.
5. A coin will be tossed to decide which Team will bat first.
6. Any Team not ready to bat by 6.30pm will be deemed to have lost the toss.
7. Each game shall consist of one innings per Team. The Team batting first will bat for twenty overs. The Team batting second shall also bat for twenty overs. Notwithstanding this Rule, if both Team Managers agree before the commencement of the game that prevailing conditions are likely to prevent a game of twenty overs per Team duration being completed, then the game may be reduced to a lower, but still equal, number of overs per Team as the Team Managers shall agree. No game shall commence if fewer than fourteen overs per Team is agreed. In the interests of saving time during games, the fielding Team may elect to bowl their overs in sequences of up to five consecutive overs from the same end of the pitch, rather than bowling each successive over from alternate ends of the pitch.
8. In no circumstances are declarations permitted.
9. Each Team shall comprise either eight or ten Players at the discretion of the Team Manager, with a minimum of six Players. A game played where one Team has fewer than six Players will result in that game being deemed a defeat for the Team with fewer than six Players. In the event that any game takes place between a Team comprising eight Players and a Team comprising ten Players, then the Team comprising ten Players shall rotate Players on and off the field between overs such that only eight Players are fielding at any point in time. No Team may field more than ten Players in a game.
10. Each Team shall commence its innings with a credit of 200 runs.
11. Batsmen will bat in pairs, each pair batting for five overs (if the batting Team comprises eight Players) or four overs (if the batting Team comprises ten Players), irrespective of the number of runs scored by each batter, and irrespective of any wickets falling. On the fall of a wicket, 5 runs shall be deducted from the score of the batting Team, and the batters shall change ends, except that no changing of ends shall take place if a wicket falls on the last ball of an over, such that the dismissed batter does not face the next delivery. In the event that both Team Managers have agreed that a reduced overs game shall be played, there will be a pro-rata reduction in the number of overs to be faced by each pair of batters.
12. No Player will bowl more than four (six ball) overs. All bar one Player in each Team must bowl at least one over, even in the event of a reduced overs game. All Team Managers are requested to bear in mind the aim of involving all their Players.

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League rules, 2017



13. Where a Team does not have an even number of Players, such that one Player will bat in more than one pairing, the opposition Team Manager will select the Player to bat twice. It is suggested that the Player to bat twice is selected at random after the Team with an odd number of Players has decided on its other pairings. No pair shall bat for more than five overs. For the avoidance of doubt, where a Team only has the minimum number of six Players, three pairs will bat for five overs each, with only fifteen overs being batted in total therefore (see table below). The table below sets out the batting and bowling requirements and limits under the most common combinations of Team Player numbers and game lengths.

Number of Players	Number of overs	Maximum number of overs per bowlers	Number of Players to bowl at least one over	Overs batted per pair	Number of batting pairs	Player to bat in two pairs selected by
6	20	4	5	5 5 5	3	n/a - only 15 overs batted in total
7	20	4	6	5 5 5 5	4	Opposition Team Manager
8	20	4	7	5 5 5 5	4	n/a
9	20	4	8	4 4 4 4 4	5	Opposition Team Manager
10	20	4	9	4 4 4 4 4	5	n/a
6	18	4	5	5 5 5	3	n/a - only 15 overs batted in total
7	18	4	6	5 5 4 4	4	Opposition Team Manager
8	18	4	7	5 5 4 4	4	n/a
9	18	4	8	4 4 4 3 3	5	Opposition Team Manager
10	18	4	9	4 4 4 3 3	5	n/a
6	16	3	n/a	n/a	n/a	n/a - 6-a-side, 16-over game not allowed
7	16	3	6	4 4 4 4	4	Opposition Team Manager
8	16	3	7	4 4 4 4	4	n/a
9	16	3	8	4 3 3 3 3	5	Opposition Team Manager
10	16	3	9	4 3 3 3 3	5	n/a
6	14	3	n/a	n/a	n/a	n/a - 6-a-side, 14-over game not allowed
7	14	3	6	4 4 3 3	4	Opposition Team Manager
8	14	3	7	4 4 3 3	4	n/a
9	14	3	8	3 3 3 3 2	5	Opposition Team Manager
10	14	3	9	3 3 3 3 2	5	n/a

14. Other than in instances of injury, it is not permitted to change wicket-keeper during a game.
15. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

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16. All obstructions should be removed from the playing area before the game starts. If this is not possible, the method of treatment, from a scoring point of view, must be agreed before the game is allowed to start.
17. The use of an artificial pitch is permitted, provided that this is notified at least 24 hours in advance of it being used. A visiting Team shall be obliged to play on an artificial pitch, or be deemed to have conceded the fixture and suffer a deduction of one point. Teams anticipating that their home games might be played on an artificial pitch should notify the Secretary of this possibility before 1 April in each calendar year. The Secretary, once notified, will advise participating Teams of this possibility. If the visiting Team declines to play on an artificial pitch, the game will be deemed a cancellation with no award of points.
18. The Team scoring the higher number of runs in its innings shall be the winner. If both Teams score the same number of runs, the result shall be a tie.
19. League positions will be calculated firstly on a points basis, three (3) points being awarded for a win, two (2) for a tie and one (1) for a defeat in a completed match. Where Teams have finished the season with equal points, their respective league positions shall be determined as follows. Firstly, the Team whose Club (or Clubs in the case of combined Teams) conceded fewer games in the season shall be placed in the higher position. If this fails to resolve the matter, the Team losing fewer games in the division shall be placed in the higher position. If this fails to resolve the matter, the result of the game or games in the division between the Teams finishing on equal points shall be the governing factor, the winning Team being placed in the higher position. If this fails to resolve the matter, the higher position will be awarded to the Team with the higher average, calculated by dividing the aggregate of runs scored by the number of wickets lost by the Team in the division.
20. Games cancelled or abandoned on, or before, the scheduled game date due to weather or bad light or ground conditions may be rescheduled and the Secretary should be notified accordingly. For the avoidance of doubt no Team will, however, be obliged to agree to a proposed rescheduling of a game.
21. If a game is cancelled for reasons other than weather or bad light or ground conditions by one Team giving the other Team at least 48 hours notice in advance of its inability to fulfil the fixture then, other than in exceptional circumstances (as so determined by the Secretary in his sole discretion), the Team giving said notice will be deemed to have provisionally conceded the fixture and will suffer a deduction of one (-1) point unless the game is rescheduled and subsequently takes place. The onus for rescheduling the fixture shall be on the Team originally giving said notice and the other Team shall be under no obligation to accommodate a rescheduling. In the event that the game is not rescheduled by agreement, the provisional concession will stand as final. If the Team originally giving said notice offers the other Team three possible dates for rescheduling the cancelled fixture, all more than one week ahead and only one of which may be either a Monday or Friday, and none is accepted, then provided the Secretary has been notified accordingly, the provisional concession will be cancelled, the point deduction will be reversed, and a single (1) point awarded instead, the three (3) win points remaining with the other Team. If a rescheduled fixture is agreed the Secretary should be notified accordingly. On being notified of an agreed rescheduling of a fixture cancelled under this Rule 18, the Secretary will cancel the points and penalties arising from the original provisional concession. Any Team conceding more than one third of scheduled fixtures in any

The Western District Junior Cricket Union League rules, 2017



season will, unless granted dispensation by the WDJCU Committee, be banned from competing in the division in the following seas.

22. If one Team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other Team at least 48 hours notice of its inability to fulfil the fixture the three (3) win points will be awarded to the other Team. The Team failing to fulfil the fixture will be deemed to have conceded the fixture and will suffer a deduction of one (-1) point. Games cancelled with less than 48 hours notice can be rescheduled as "friendlies" but the points allocation arising because of the cancellation, namely a deduction of one (-1) point to the Team cancelling and three (3) points to the other Team will stand irrespective of the game being rescheduled (whether ultimately played or not).
23. Clubs should endeavour, where practicable, to reschedule cancelled games in the order they appear in the league fixture list.
24. Cancelled games can be rescheduled and played at any cricket ground that Clubs agree and complies with these rules. For the avoidance of doubt, rescheduling games at an indoor facility is not permissible.
25. Any Club, having entered any division in 2016, that withdrew after publication of the fixture list will, unless granted dispensation by the WDJCU Committee, be prohibited from playing in that division in 2017 unless it pays a bond of £100 to the WDJCU. The bond will be refunded if the Club completes its 2017 fixtures to the satisfaction of the WDJCU Committee. Any Club withdrawing in similar circumstances from any competition in 2017 will, again unless granted dispensation by the WDJCU Committee, be subject to the same requirements before it may compete in 2018.
26. Club Convenors are responsible for notifying the results of games to the Secretary. These should be reported on the night of the game or as soon as possible thereafter, by both Teams separately. Other than in exceptional circumstances this should be done by use of the online match return webform on the Junior Union website (www.westjuniorcricket.com).
27. Coaching during the game is permitted provided that this does not interfere with the smooth running of the game.
28. Scores in both scorebooks should be checked by the Team Managers before the Teams change. The score agreed at this point is the final score insofar as the Secretary is concerned.
29. Any disagreements regarding arrangements for the league will be determined by the WDJCU Committee. Any approach for such a ruling should be made, in the first instance, through the Secretary.
30. As set out in the general provisions above, except by permission of the WDJCU Committee, no Player shall play for more than one Club during the course of the season, and every Player must be a bona fide, registered, member of the Club for whom he or she plays.
31. No league game may take place after 15 September 2017.

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32. Every Player must wear a helmet when batting and when standing up to the stumps while keeping wicket.
33. None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
34. In all games no fielder, except the wicket-keeper, shall be allowed to field nearer the batter than twelve yards, as measured from the middle stump, except behind the wicket on the off-side. Umpires are expected to enforce this rule.
35. All batters must retire on reaching or exceeding 30 runs. Any batter so retiring may not return to bat at any time during the game.
36. A wide will count as one (1) run to the batting Team in addition to any runs scored but, unless it is the last over of the innings, no additional ball will be bowled in the over. A no ball will count as one (1) run to the batting Team in addition to any runs scored but, unless it is the last over of the innings, no additional ball will be bowled in the over. An additional ball will be bowled for every wide and every no ball delivered in the last over of each innings of the game.
37. All Team Managers are requested to promote the aim of involving all their Players in games and, where practicable, to operate a rotation batting order and rotation bowling order throughout the season. Players should also be given the opportunity to field in a variety of positions throughout the season but, to keep the game running smoothly, Team Managers are encouraged to keep field changes to a minimum during each game. In this regard, other than in instances of injury, it is not permitted to change wicket-keeper during a game.
38. With regard to Rule 15, and given that under Rule 6 of these rules no additional ball will be bowled in the over in the event of a no ball unless it is the last over of the innings, should a no ball be called for a foot fault on the last ball of an over the first delivery of the next over shall be a free hit.

Adherence to the rules is a necessity. Failure to do so may result in loss of points.