WESTERN CRICKET ZONE

2026-27

PLAYING CONDITIONS

TWENTY20 MATCHES

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2026-27 PLAYING CONDITIONS
TWENTY20 MATCHES

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2026-27 PLAYING CONDITIONS
TWENTY20 MATCHES

APPLICATION

These Playing Conditions shall apply to all Twenty20 matches played in Western Zone competitions.

Except as varied hereunder, the Laws of Cricket 2017 Code (4th Edition - 2026) shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Western Cricket Zone.

1. THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The team

(a) For Inter-Council matches, a team shall consist of up to 13 players.

(b) For all other competitions, a team shall consist of up to 12 players.

(c) Only 11 players are allowed to field whilst the opposition team is batting.

(d) Eleven players only shall be permitted to bat in an innings. The non-batter does not need to be nominated prior to the commencement of the match.

2. THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Law 2.1 Appointment and attendance

Law 2.1 Appointment and attendance applies subject to the following:

(a) Where only one appointed umpire is present that umpire shall officiate at the bowler's end only.

2.2 Lightning

Play shall cease immediately if a lightning flash is followed by thunder **less than 40 seconds later**. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lighting flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this clause.

2.3 Extreme heat

Refer to the *Extreme Heat* policy.

3. THE SCORERS

Law 3 shall apply.

4. THE BALL

Law 4 shall apply subject to the following:

(a) A new ball will be used at the start of each innings.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

Law 6 shall apply.

7. THE CREASES

Law 7 shall apply.

8. THE WICKETS

Law 8 shall apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall apply.

11. INTERVALS

Law 11 shall apply subject to the following:

11.1 Interval between innings

(a) There shall be a 15 minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

11.2 Interval for drinks

(a) There will be no scheduled interval for drinks.

(b) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play

There will be two scheduled sessions of 1 hour 20 minutes each, separated by a 15 minute interval between innings.

12.2 Extra time

A total of 30 minutes of extra time is available where the start of play is delayed, or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

12.3 Recouped Time

Should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 minutes described in clause 12.2 above before any overs are reduced.

13. INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

(a) Each team shall bat for 20 (six-ball) overs unless all out earlier.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), play shall continue until the required number of overs has been bowled. In all matches other than junior inter-town competitions, the fielding restrictions set out in 28.4(a)(ii) shall be varied from the start of the next over to no more than four fielders outside the fielding restriction area.

(c) Where the first innings goes over 80 minutes in duration the 15 minute innings break may be reduced to no less than 10 minutes to absorb some, or all the extra time taken in the first innings to complete the overs.

(d) If the team fielding second fails to bowl its quota of overs in less than 80 minutes, play shall continue until the overs are bowled or a result has been achieved, whichever occurs first. In all matches other than junior inter-town competitions, the fielding restrictions set out in 28.4(a)(ii) shall be varied from the start of the next over to no more than four fielders outside the fielding restriction area.

(e) There are no over rate penalties in this competition. Teams unable to maintain the required over rate of 15 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 Delayed or interrupted matches

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 5 overs each team)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (one over for each whole 4 minutes) in the total time available for play.

(b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

(c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

(d) If an over recalculation arrives at a figure that includes a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Over reductions

(a) No overs shall be lost until 30 minutes of playing time has been lost (refer to clause 12.2). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 minutes described above before overs are reduced (refer to clause 12.3).

(b) Once all available make up time as described in (a) above has been exhausted, the overs remaining in the match shall be calculated as follows:

(i) The umpires are to determine the length of time, in minutes, from the proposed restart time to the re-scheduled finish time, deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.

(ii) The total number of playing minutes that remain to the re-scheduled finish time shall be divided by four (4) to determine the maximum number of overs that remain in the match.

(iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams such that both teams are allocated an equal number of overs. The addition of one extra over to make the number equal is permitted.

(c) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

(d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 Number of overs per bowler

(a) No bowler shall bowl more than 4 overs in an innings.

(b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

(c) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of winner

(a) A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs, subject to the provisions of clause 13, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

(b) A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum 5 overs because:

(i) The innings of the team batting first could not commence by 55 minutes prior to the scheduled close of play, or

(ii) The innings of the team batting second could not commence by 20 minutes prior to the scheduled close of play, or

(iii) The innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its commencement.

(c) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.

If the scores are equal, the result shall be a tie, and the teams will contest a Super Over to determine the winner.

(d) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth-Lewis-Stern (DLS) Method V6.0. This shall be applied by using the DLS V6.0 calculator in the Play Cricket website, Play Cricket app or Play HQ E-Scoring.

16.2 Target score

(a) If, due to suspension of play after the start of the match, the number of overs in the innings of either team is reduced to a lesser number than originally allotted, then a

revised target score should be set using the DLS method. The target set will always be a whole number and one run less will constitute a Tie.

(b) If the innings of the side batting second is suspended (with at least 5 overs) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the Par Score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3 Tie

If the scores are equal, the result shall be a tie, and a Super Over will occur to determine the winner. The procedure for a super over is listed below in clause 16.4.

16.4 Super Over

(a) If a match is a tie, including by the DLS method, then the teams shall contest a Super over subject to the fitness of ground, weather and light. The Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.

(b) The umpires shall stand at the same end as they stood during the match.

(c) In both innings of the Super Over the fielding side shall choose which end to bowl from.

(d) Prior to the commencement of the Super Over each team shall nominate three batters and one bowler to the umpires. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this clause is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.

(e) Only nominated players in the main match may participate in the Super Over.

(f) The team batting second in the match will bat first in the Super Over.

(g) The same ball used at the end of each team's innings in the match, or a similar ball if that one is unsuitable for any reason, shall be used for its innings in the Super Over.

(h) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted.

(i) In the event of both teams having the same score following the completion of the Super Over, further Super Overs will be played until a result has been determined.

(j) If the Super Over process is unable to be completed due to fitness of ground, weather or light, the result shall be a tie.

16.5 Competition points

Points shall be awarded for results gained, as follows:

Result	Points	Points (U14 and below)
Win	4	4
Tie	2	2
Loss	0	1
No Result	2	2

17. THE OVER

Law 17 shall apply.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Minimum boundary size

The minimum boundary size shall be 50 metres.

19.2 Maximum boundary size

The maximum boundary size shall be 70 metres.

19.3 Setting of boundaries

Where possible, boundaries should be positioned closer to the maximum distance rather than the minimum distance as defined above.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

(a) The delivery following a No ball 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.

(b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

(c) Field changes are not permitted for free hit deliveries unless:

(i) There is a change of striker, or

(ii) The No ball was the result of a fielding restriction infringement (Refer clause 28), in which case the field may be changed only to the extent of correcting the infringement.

(d) For clarity, the bowler can change their mode of delivery for the free hit delivery.

(e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

22. WIDE BALL

Law 22 shall apply subject to the following:

(a) A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – See Appendix B) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

(b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.

(c) A delivery passing the striker's stumps on the leg side, wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, without any contact with the striker's bat or person shall be a Wide unless:

(i) the ball passes between the striker and the stumps.

(ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have contacted the striker in a normal batting position.

(iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only, a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

23. BYE AND LEG BYE

Law 23 shall apply.

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Interchange of fielders

(a) Unlimited rotation of fielders without restriction shall apply to any person within the nominated team as defined by clause 1.1 provided no playing time is wasted.

(b) If a player who is not included the nominated team enters the field (i.e. a substitute fielder) the player leaving the field shall be subject to Penalty Time in accordance with the Laws of Cricket (refer Laws 24.2 and 24.3).

25. BATTERS'S INNINGS; RUNNERS

Law 25 shall apply with the addition of:

25.1 Protective equipment – the batter

(a) A batter must always wear a compliant helmet fitted with a grille when batting against fast or medium-paced bowling.

(b) A batter aged under 19 years on 31 August prior to the cricket season in question must always wear a compliant helmet fitted with a grille when batting.

(c) The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered fast, medium-paced or slow within the context of that match.

(d) The umpires are responsible for ensuring that a helmet is worn when required by this clause and must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

(e) The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply with the addition of the following:

27.1 Protective equipment – the wicket keeper

(a) A wicket-keeper must always wear a protector and a compliant helmet fitted with a grille when keeping up to the stumps.

(b) The umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

28. THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Protective equipment - close fielders

(a) A fielder must always wear a protector and a helmet fitted with a grille when fielding in a position closer than 7 metres from the striker's position on the popping crease on a middle stump line, except for any fielding position behind square on the off side.

(b) A fielder aged under 19 years on 31 August prior to the cricket season in question must always wear a protector and a helmet fitted with a grille when fielding in a position closer than 10 metres from the striker's position on the popping crease on a middle stump line, except for any fielding position behind square on the off side.

28.2 Limitation of on side fielders

(a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.

(b) In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Fielding restriction area

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5 metres. The ends of each semi-circle shall be joined to the other by a straight line.

28.4 Restrictions on the placement of fielders

(a) At the instant of delivery

(i) During the first 6 overs of each innings a maximum of 2 fielders shall be permitted outside the fielding restriction area.

(ii) For the remaining overs, a maximum of 5 fielders shall be permitted outside the fielding restriction area.

(b) For any infringement of this clause, either umpire shall call and signal No ball.

(c) In circumstances when the number of overs of the batting team is reduced, the number of overs for which the fielding restrictions in (a)(i) above shall be reduced in accordance with the tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in Innings	Number of overs that fielding restrictions apply
17 - 19	5
14 - 16	4
10 - 13	3
7 - 9	2
5 - 6	1

29. THE WICKET IS BROKEN

Law 29 shall apply.

30. BATTER OUT OF THEIR GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

41. UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 Bowling of fast short deliveries

(a) A bowler shall be limited to one (1) fast short delivery per over.

A fast short delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

(b) The umpire at the bowler's end shall advise the bowler and the striker when one fast short delivery has been bowled.

(c) For the avoidance of doubt any fast short pitched delivery which is called a Wide under Law 22.1.3 (Ball bouncing over head height of striker) shall also count as the allowable fast short delivery in that over.

(d) In the event of a bowler bowling more than one fast short delivery in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

(e) If a bowler delivers a second fast short ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

(f) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short deliveries in an over, the umpire shall repeat the procedure in (d) and (e) above and advise the bowler that this is his final warning for the innings.

(g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to suspend the bowler immediately from bowling. If necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The bowler thus suspended shall not be allowed to bowl again in that innings.

The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

The umpires will then report the matter to Western Cricket Zone who shall take such action as is considered appropriate against the captain and the bowler concerned.

(h) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short pitched deliveries).

(i) The warning sequence in this clause is independent of the warning and action sequence under any other clauses or the Laws.

41.2 Bowling of high non-landing deliveries

Law 41.7 applies with the following additional information:

As a guide, an official warning should only be given against a bowler for a high non-landing delivery if the umpire answers YES to each of these questions:

(a) Was the ball delivered on the full and above the waist of the striker.

(b) Was the delivered ball directed at the body of the striker.

(c) Whether or not the ball is struck by the batter, if the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

41.3 Sight screen adjustment (time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. If this does not occur, the umpire shall require play to continue without the sightscreen being moved.

42. PLAYERS' CONDUCT

Law 42 shall not apply. Refer to the Western Cricket Zone Code of Conduct.

APPENDIX B: OFF SIDE WIDE GUIDELINE

