



**WINDSOR ESSEX CRICKET LEAGUE
RULES & REGULATIONS GOVERNING THE T30/T20 LEAGUE**

Revision History

Author	Date	Version #	Revision Description
WECL Executive Committee	4/17/2023	1.0	Baselined
WECL Executive Committee	4/27/2023	2.0	Added new rules to 'APPROVED EQUIPMENT, LEAGUE BALL & CLOTHING' section. Updated T30 Grouping format Updated min age limit for players participation in the league. Updated T30 division setup from 2024. Updated SF and Final start time flexibility.
WECL Executive Committee	5/12/2023	2.1	Reworded rules under section 'TOURNAMENT FORMAT & RULES' and updated rule "28.4 Momentary penalties"
WECL Executive Committee	6/20/2023	2.2	Added demerit point system, updated player transfer and clothing rules.
WECL Executive Committee	7/12/2023	2.3	Updated APPENDIX J, APPENDIX L and APPENDIX E
WECL Executive Committee	04/23/2024	2.4	Added APPENDIX M and added rule 20.5 in Player Transfer rule.

PREAMBLE:

- THE SPIRIT OF CRICKET SHOULD BE HONORED BY ALL THE TEAMS PLAYING IN WECL AS CODED IN THE MCC LAWS OF CRICKET.
- RESPECT TOWARDS CAPTAIN, TEAMMATES, OPPONENTS AND THE AUTHORITY OF THE UMPIRES SHOULD NOT BE COMPROMISED AT ANY CIRCUMSTANCES.

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T30 & T20 tournament rules and special regulations conducted by **WECL** during **any season** are covered by this document.

1. The following will be the order of precedence (from highest to lowest) applicable to **WECL** tournaments:
 1. **WECL T30 & T20 Tournaments Rules and Special Regulations** (Official Copy will be posted on the **WECL cricclubs** Page)
 2. **Latest ICC Men's International** Playing Conditions (See source below).
 3. **Latest MCC Laws-of-Cricket** (See source below)-
2. The **WECL committee** will be the sole authority for providing interpretations of the rules. Participating teams in WECL conducted tournaments (T30 & T20) should adhere to rules and regulations implemented by the WECL committee.
3. Wherever the terms "The League" or "**WECL**" appear in this document, they shall stand for a majority of the members of the **WECL executive committee**.
4. Teams that have paid the registration dues by the stipulated date shall only be permitted to participate in the tournaments.
5. The **WECL committee** reserves the right to **interpret and/or change the rules and regulations** given in this section subject to final approval by the **WECL committee**. Such changes shall be notified to the registered teams participating in the tournament as soon as the changes are approved, and copies will be posted in **WECL Cricclubs** page.

SOURCES:

MCC:

<https://www.lords.org/mcc/laws-of-cricket/introduction/>

ICC:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>

START AND END OF THE SEASON:

The WECL season shall officially commence when the city of Windsor issues permits and run to completion by approximately the mid of October.

The exact duration of the season shall be determined by the official schedule published by WECL.

LAWS OF CRICKET AND DISCIPLINE:

Players are required to adhere to not only the letter but also the **spirit of the laws of cricket** as outlined below:

- a) **Respect** the umpire, your opponents, your own captain and teammates and the traditions of the game of cricket.
- b) It is against the spirit of the game to:
 - i) Dispute an umpire's decision by **word, action, or gesture**.
 - ii) To direct **abusive language** towards an opponent or umpire.
 - iii) To indulge in cheating or any malpractice such as to appeal knowing that the batsman is not out.
 - iv) To advance towards an umpire in an aggressive **manner** while appealing.
 - v) To seek and distract an opponent either **verbally or any means of harassment** as in persistent **clapping** or unnecessary **noise** under the guise of enthusiasm and motivation of one's own team.

c) **Deliberate attempt to distract striker:**

It is unfair for any member of the fielding side deliberately attempting to **distract** the striker while he is preparing to receive or is receiving a delivery.

- i) If either of the umpire considers that any action by a member of the fielding side in such an attempt, at the first instance he shall:
 - (1) Immediately call and signal **Dead ball**.
 - (2) **Warn** the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
 - (3) Inform the other umpire and the batsmen of what has occurred.
Neither batsman shall be dismissed from that delivery, nor the delivery is accounted towards end of over.
- ii) Any further **deliberate attempt** in that innings by any member of the fielding side; umpire will proceed with the above-mentioned rule and additionally, match official shall:
 - (1) Award **5 penalty runs** to the batting side.
 - (2) Inform the fielding side captain with the reason for this action and inform the captain of the batting side when practicable.
 - (3) **Report** the occurrence as soon as possible to the **WECL executive committee**.

TOURNAMENT FORMAT & RULES:

LEAGUE STRUCTURE:

- WECL season shall consist of **T-30, T-20 Format or both**, where each side plays 30/20 overs per innings.
- WECL T-30 or T-20 shall consist of Preliminary Round, play Offs, Semi-finals & Final. (Please refer Appendix). At the start of the season, the league will announce the play-off format used for the season.
- Teams shall play each other once/twice during Preliminary (**Round Robin**) round before Playoffs.
- The playoff's structure shall be detailed in the WECL By-Laws covering the same.

POINTS STRUCTURE:

Following Points shall be allocated to each team per game:

DESCRIPTION	POINTS
Win	4
Tie / Draw / Abandoned / No-Result / Rain-Out	2
Loss	0
Forfeit	-4

- The winning teams get 4 points. Tie & Rainouts get 2 points each.
- When a **team forfeits** a match, the opposing team shall be **awarded points**.
- Automatic Penalty for a forfeiture of match is -4 points per game.
- **Subsequent** forfeiture shall result in -4 points and a \$50 fine. Unless these fines are paid, the team shall not be able to participate in further matches. League shall consider valid reasons including emergencies as long as valid proof is provided.
- Please refer to **Appendix A (Point System)** for further details of the Point System.

MATCH RESULT:

- The team that scores the most runs in their innings wins the match provided both innings have been completed to the maximum required overs and/or the team has been bowled out.
- After completion of first innings, the other side batted more than **30% of their overs (11 overs in T30 and 7 Overs in T20)** but was unable to complete their innings due to bad weather or bad light, the winner shall be decided by **Duck worth Lewis Method**.
- During Preliminary Rounds, if scores are equal at the end of a match, the result shall be a

tie/draw irrespective of how many wickets have fallen or who had the better run-rate. Both teams shall be awarded **Tie/Draw points** as per **WECL By-Law**.

- In the event, scores are equal during play-offs (Super six/ Quarter Finals, Semi-Finals and Final), result shall be determined by the Super Over described in **WECL By-Law**.

APPROVED EQUIPMENT

1. All clubs shall be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating teams are required to use official tournament balls supplied by **WECL**.

LEAGUE BALL:

1. If a ball is lost or damaged during a match and there is no spare league ball available; only then replacement balls with similar condition will be considered by **official Umpire(s)**. In this scenario only Umpires have jurisdiction to continue play with the substitute ball. Umpires will inform batsmen at the wickets and captains of both team the decision to use substitute ball.
2. It is the responsibility of the fielding team to provide the official league ball.
3. If a team does not have an official tournament ball available for play, the umpire shall attempt to find a suitable replacement ball. If both teams do not have an official ball; then the rules for delayed start shall be followed by both teams. Match innings for both sides are equally shortened as per **WECL By-Law (8.a)**.

CLOTHING:

1. Proper Colored Uniforms are needed for **Minimum of 8 players**. No White Shirt or Pants shall be allowed. Umpires have the right to forfeit a player off the field if these conditions are not met. (See penalties section for this offense). If there are more than three players on a team breaking this rule, the offending team captain to pay full umpiring fee.

ZERO TOLERANCE :

1. While batting or bowling, players are not allowed to wear steel spike shoes on turf.
2. Batsman shall not be permitted to bat without a cricket helmet, irrespective of the type of bowler i.e., medium fast, fast or spin bowler.
3. For the batsman, white pads are not allowed.
4. Thigh pad, chest guard and abdomen guard with supporter are not permitted to be worn outside the trouser and shirt.

No player shall be permitted to play who is in violation of the 'zero tolerance' rules.

WECL GAME RULES

1) TEAM MATCH READINESS:

Each team may consist of **12 declared players**, out of which any 11 can bat, any 11 can field at a given point of time and any **12 can bowl**. Super Sub rule applies as below.

- 1.1 **12th player** coming into field **cannot bowl** immediately.
- 1.2 The **12th player shall not be permitted to bowl in the match** until he has been able to field for the total length of playing time for which he was absent.
- 1.3 The **12th player shall be allowed to bat any time without waiting to serve the time spent outside the field of play** as long as the player satisfies the "**Ready to Play**" (Page 8) condition in the rule book (including the time for late arrival). The MCC law "25.3 Restriction on batsman commencing an innings" **DOES NOT** apply.

2) CRICLUB APP / LATE ARRIVAL:

All players to play on the game day should be listed on **CRICCLUB APP**.

- 1.1. Captains will notify the umpires of any player on **CRICCLUB APP** (excluding substitute players) who may be arriving late. Failure to do so may result in the player's ineligibility for the game.
- 1.2. Players identified as late arrivals should be at the ground and ready to play by the **end of the 11TH over in T30 & 7th over in T20 over of the first innings** of the match. All players arriving late must report to the umpire; any player who does not report to the umpire before the end of the **eligible over/** will be **ineligible** to participate in the match.

3) CAPTAIN'S RESPONSIBILITIES:

- 3.1 The captain should input the **names of Players in CRICCLUBS APP 15 minutes prior** to the start of play.
- 3.2 It is the responsibility of the captain to bring an official WECL league ball for the game and give it to the umpire prior to start of play.
- 3.3 It is the responsibility of the captain to make sure that at least 8 nominated players are properly dressed in their uniforms.
- 3.4 In a situation when WECL official Umpire(s) is not present at the ground or is running late to start the game on time, captains of both teams shall reach a mutual agreement to temporarily stand in two umpires until the official Umpire(s) arrive at the ground. These temporarily stand in umpires can be from within the teams or any WECL participating team player.
- 3.5 It is the responsibility of the captain of the **batting side to provide a square leg Umpire** when there is only one official Umpire.

4) READY TO PLAY:

For a team to be considered “Ready to Play” it must:

- 4.1 Have a **minimum of Eight (8) players** nominated for the match and present in the ground.
- 4.2 All players must be present on the field for umpire’s team player count and identification.
- 4.3 Any team not ready to play 15 min after toss shall be penalized for one (1) over for every 5 minutes.
- 4.4 Any team not ready to play **45 Minutes** after the scheduled start time or **½ hour** after adjusted start time; caused by any delay or interruption, shall lose the match provided other team is ready to play. Umpire shall award full winning points to the team ready to play, **WECL By-Law (28.2 (2.1) (2.2)) shall apply.**
- 4.5 If both teams are not ready to play **45 Minutes** after the scheduled start time or **½ hour** after adjusted starting time the match shall be considered a “loss” to both teams.

5) MATCH DURATION:

- 5.1 All league matches shall start at **Scheduled start time.**
- 5.2 Mandatory Drinks break of five (5) minutes shall be taken at 15th over of each innings for T30 and after 10th over for T20; under conditions of extreme heat, Umpire(s) may **permit extra** intervals for drinks.
- 5.3 Innings Break shall be not more than **25 minutes** for **T30** and **10 minutes** for **T20.**
- 5.4 All matches in whom scheduled start time is adjusted due to weather or bad-light, match durations shall be adjusted as described in
****** More explanation about T20 and T30 match timings are on page 18 ******

6) MATCH STARTING TIME:

- 6.1 Coin Toss sharp at **15 minutes** before the scheduled match time.
****** More explanation about T20 and T30 match timings are on page 18 ******

7) ADJUSTED STARTING TIME:

Following examples will apply for both T20 and T30

- 7.1 In the event of bad weather prior to the scheduled start of the match, Umpire(s) shall adjust the starting time of the match at their discretion.
- 7.2 Coin Toss shall occur 15 minutes prior to the adjusted starting time.
- 7.3 Match duration shall be adjusted as follows:
 - 1) Starting Time: 11:00 to 11:30, Innings Duration: 30-Overs

- 2) Starting Time: 11:31 to 12:00, Innings Duration: 25-Overs
- 3) Starting Time: 12:01 to 12:30, Innings Duration: 20-Overs
- 4) Starting Time: 12:31 to 1:00, Innings Duration: 15-Overs

7.4 Extra Time:

- 1) Ending time shall be extended up to 1 hour during regular season when there is only one game and 30 min when there are 2 matches in the same ground.
- 2) The ending time shall be extended up to 2 hours during play-offs where the start of play is delayed, or play is suspended.

8) **COIN TOSS:**

- 8.1 The Umpire(s) shall call for the coin toss 15 minutes prior to scheduled start time. It shall be the responsibility of captains of both sides to submit their Team Roster Sheet on the **CRICCLUBS APP** before the toss takes place, if any of them fail to do so, **WECL By-Law (3)** shall apply.
- 8.2 Any team not ready to play at the coin toss shall lose the coin toss and it shall be awarded to the team ready to play.
- 8.3 If both teams are not ready to play at the time of coin toss, **WECL By-Law (3.e)** shall apply.
- 8.4 The home team captain shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires.

9) **BOUNCER LIMIT PER OVER AND NO-BALL:**

- 9.1 **One short-pitched** delivery above the shoulder height of an Upright striker **per over** allowed. Any Subsequent such short-pitched deliveries will be called and signaled a **NO BALL** in the **same over**. To Revise, it will be a **No ball** if the ball bounces more than once before reaching the popping crease.
- 9.2 For **non-pitching deliveries, irrespective of their speed, which would pass above waist height of the upright striker**, are to trigger the **NO BALL** signal. **This will also count as one short pitched delivery for the over.**
- 9.3 After two **(2) Beamers** above **Waist Height (No-balls)**. Regardless of whether the ball is directed towards the batsmen or not. The bowler shall not be allowed to bowl further in the game after **(2) Waist Height No-Balls**. However, a secondary bowler can complete the remaining over. The following shall be followed by the umpire:
 - a) Call and signal a No ball with a free hit at each instance.
 - b) Inform & give a final warning to the bowler and fielding captain, if there is any further instance of dangerous and unfair bowling by the bowler in the same innings.
 - c) When the ball is a beamer, Direct the captain to take the bowler off forthwith.
 - d) Not allow the bowler taken off to bowl again in the same innings.
 - e) Ensure that the remaining over is completed by another bowler who is on the playing field, provided that the bowler does not bowl two overs or part there of consecutively.

10) **DISLODGED BAILS:**

- 10.1 If the bowler **disturbs/break** the stumps or dislodges the bails at non-striker end during his delivery stride, either by foot or hand, this shall be called a **No-ball** by the umpire and followed

by a free hit. **NOTE:** This does **not include an attempt at “Mankading (Run-Out)” a non-striker,** but disturbing the stumps in his normal delivery stride.

11) DEAD BALL:

When a ball lands off the pitch or hits the edge of the turf before popping crease it will be called as a **Dead Ball**

12) FREE HIT:

- 13.1 In addition to the above WECL By-Law (12), Free Hit shall apply to any mode of No Ball and not just foot-fault No Balls.
- 13.2 Free Hit shall be awarded on the delivery immediately after on which batsmen can't be ruled out in any dismissal mode other than run out, handled the ball, hit the ball twice and obstructing the field.
- 13.3 Fielding team is not allowed to change the field if the same batsman is on the strike. If the batsmen have changed ends, then the field can be changed. Wicket keeper can change his standing up position to more conventional position regardless of the batsmen changing ends or not.
- 13.4 If the Free Hit delivery is a Wide or another No Ball (any kind) then the Free Hit carries over to the next delivery as well.

13) WIDE DELIVERY:

- 13.5 Umpires are instructed to apply very strict and consistent interpretation with regard to Wide in order to prevent negative bowling wide of the wickets.
- 13.6 Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsmen a reasonable opportunity to score shall be called wide.
- 13.7 As a guide, on the leg-side a ball landing clearly outside leg stump going further away shall be called wide.
- 13.8 A penalty of one run for a wide plus any runs scored from the delivery shall be applied.
- 13.9 All runs which are run or result from a Wide Ball shall be scored as Wide Balls.

14) MANKADING: (New ICC rule Applies as MANKAING as Run Out)

- 14.1 If the non-striker is out of his ground at the moment the ball comes into play, instant when the bowler would normally have been expected to release the ball, (just before the release of the ball during the delivery stride) the bowler is permitted to attempt to run out non striker. Whether the attempt is successful or not, the ball shall not count towards the over completion.
- 14.2 If the bowler fails in an attempt to run out the non-striker, the umpire shall call dead ball.

15) STRIKER OUT OF HIS CREASE:

- 15.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.

15.2 A batsman shall **not be considered to be out** of his ground while running or diving towards his ground and beyond. Having grounded some part of the person or bat should be behind the popping crease. **If there is subsequent loss of contact between the ground and any part of the batsman or bat after crossing popping crease it will be deemed not out.**

16) RUNNERS & SUBSTITUTE FIELDERS:

16.1 12th Player may **now act as a wicketkeeper**. Only in the case if the assigned wicket keeper is seriously injured.

16.2 Substitute runner is **not allowed** in any case.

16.3 12th man and substitutes changes need to be **informed to the umpire to help the umpire maintain** timeline of the ousted player. **Failure to inform the umpire will attract no ball** as soon as such player comes into the field and next ball is delivered.

16.4 Minimum over threshold rules applies for declared substitute fielders.

16.5 The **declared substitute players (13, 14 or 15)** can come to **replace a fielder only when a second instance of player gets injured** or need to be substituted for other acceptable reasons (example: bathroom emergencies). Be aware to use the 12th player for the first injury scenario or for other acceptable reasons.

16.6 Teams are required to **declare their 13th, 14th, 15th substitute players** before the start of game and can only use them in case of an emergency or a player injured from the playing 12.

17) BOWLING END:

- The **fielding team captain** is **allowed** to choose the **bowling end** at the start of each **innings**. However, in case of bad **weather or poor pitch conditions**. The **Umpires will overtake** the decision to follow one/same bowling end until the end of 2nd innings. The Bowling end **may be changed** by the umpire during an innings in a case to avoid any unfair play due to unforeseen weather or pitch conditions.
- In reference, if there are 2 or 3 games in a day at the same ground, the umpire might stick to just one bowling end for both innings to save time. For T30 & T20, the bowling end shall be used from both sides of the wicket unless there is a problem with time or when bowling or batting on one end is not possible.
- **Southwest Detention Centre (Eight Park Ground) will be played with only one end (North side), please refer Appendix (I).**

18) ILLEGAL BOWLING ACTION/ DELIVERED UNDERARM:

18.1 Batsman, batting team captain or square leg umpire will notify the main umpire if bowler has doubtful bowling action.

18.2 The main umpire shall then warn the **bowler and fielding captain** before commencing the next delivery, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.

- 18.3 If, in the opinion of the main umpire, the ball has been blatantly thrown, the umpire shall call and signal No ball and a No ball again if the consequent action is repeated.
- 18.4 Main Umpire will inform the captain of the fielding side of the reason for this action.
- 18.5 Main Umpire will inform the batsmen at the wicket of what has occurred.
- 18.6 If further action is repeated twice, the umpire shall stop the bowler from continuing further. However, it is the duty of an umpire to submit a detailed report to the **WECL Committee** for further review.
- 18.7 To revise, if the same bowler is found guilty of either of the above two cases once again in the same innings, then the umpire shall call and signal appropriately as per the infringement (NOBALL for blatant throw ball for doubtful action) and stop the bowler from bowling further in the innings. Another bowler needs to complete the over if the over is left incomplete.
- 18.8 The teams shall not **argue or engage** with the umpire in any circumstances, please **avoid any unnecessary communication** and complete the rest of the innings in respectful manner.

19) PLAYER REGISTRATION:

- 19.1 Players should be registered online using the **WECL cricclubs app**.
- 19.2 Players **MUST** be registered **before the toss** on the game day.
- 19.3 All Players must be 16 or over.
- 19.4 The player registration list submitted by a team is only a provisional list. A player on that list becomes officially registered only when the player appears in the playing XI for a tournament game.

20) PLAYER TRANSFER:

- 20.1 Player transfers shall be permitted **before the 3rd** preliminary round game of the team from which player is transferring from.
- 20.2 If transfer is approved, the transferring player shall miss the upcoming game (1 game) of his new team.
- 20.3 Transfer request shall be rejected for a player who is seeking a transfer to the team for which he was registered to before the start of the season before moving on to his current team. E.g Player xyz played for TEAM A last season. Before the start of the current season, player xyz moves to TEAM B (This move before the season start is not accounted towards one allowed transfer during the season). Once the season starts, player xyz cannot request a transfer from TEAM B to TEAM A.
- 20.4 If a player seeks to transfer his registration from one team to another, he shall provide a release form/permission from his current team and email WECL committee. The committee shall investigate the cause of the transfer further and may approve the transfer. However, the following shall be required.
 - a) The player should obtain a letter of relief (a certificate of no objection) from the club of the team to which he is registered before the transfer is approved.

- b) In the event of a refusal by the team to grant the written release for any reason, the player concerned will make an appeal to the WECL committee for such a release.
- c) The player/s that is thus permitted to transfer will not be permitted to seek transfer again for the same tournament in the same season.

20.5 These rules also apply to players that are registered with a club that has multiple teams.

21) PLAYER ELIGIBILITY FOR PLAYOFFS:

A player must have played in the playing twelve (Same Team) in at **least 1/3rd of total matches** in first round for a team in the T30 & T20 tournaments to qualify to play rest of the tournament.

22) SCORING & UMPIRE REPORTS:

- 22.1 It is compulsory for the teams to use CRICLUBS online scoring website.
- 22.2 Umpires are not expected to maintain scores. It is highly recommended to have a 12th man from each team to assist the scoring team and maintain the scores.
- 22.3 Any questions on statistics should be directed towards management@weclcanada.com ONLY. Communication from WECL officials is the only official communication.
- 22.4 Captains will be responsible for providing feedback related to games and umpiring.

23) . WEATHER CONDITION:

- 23.1 Teams are encouraged to have their players on the ground as normal because there is always a possibility of a shortened game. It is **the umpires call to decide** on the number of overs during rainy conditions.
- 23.2 It is the umpire's responsibility to communicate with the team captains and discuss the weather conditions and it is umpires call to decide on if the game should be concluded or called to be washed out based on weather conditions.
- 23.3 If a team is not happy with the umpire's decision, the captain can inform the committee formally.
- 23.4 Under any circumstances no league games or Super six games or Play off's, Quarter Final's, Semi-Final's will be rescheduled except for the final match.

24) FIELD PLACEMENT & RESTRICTIONS:

- 24.1 At the instant of delivery, there shall not be more than 5 fieldsmen on the leg side. **(Bowler is not included, regardless which side he is bowling).**
- 24.2 No more than 2 fielders are allowed backward of square on the on-side (leg-side)
- 24.3 The wicketkeeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker or passes the wicket at the striker's end or the striker attempts a run.

- 24.4 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal a No Ball followed by a Free Hit.
- 24.5 After the ball comes into play and before it reaches the striker, it is unfair if the wicketkeeper significantly alters his/her position in relation to the striker's wicket, except for the following:
- movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.
 - lateral movement in response to the direction in which the ball has been delivered.
- 24.6 movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. In the event of unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball.

25) POWER PLAY (PP)

At the instant of delivery:

T30:

- 25.1 **Power play 1:** During the first block of Power play (as set out below), NO more than two (2) fieldsmen shall be permitted outside 30-yard circle. In an **innings of 30 overs**, these are overs 1 to 8 inclusive.
- 25.2 **Power play 2:** No more than four (4) fieldsmen shall be permitted outside 30-yard circle. In an innings of 30 overs, these are overs 9 to 24 inclusive.
- 25.3 **Power play 3:** No more than five (5) fieldsmen shall be permitted outside 30-yard circle. In an innings of 30 overs, these are overs 25 to 30 inclusive.
- 25.4 In circumstances when the number of overs of the **batting team** is reduced, the number of Power play overs shall be reduced in accordance with the table below.

DURATION	POWER PLAY 1	POWER PLAY 2	POWER PLAY 3
12	4	6	2
13	4	7	2
14	5	7	2
15	5	7	3
16	5	8	3
17	6	8	3
18	6	9	3
19	6	9	4
20	6	10	4
21	7	11	4
22	7	11	4
23	7	12	4
24	7	12	5
25	7	13	5
26	7	14	5
27	8	14	5
28	8	15	5
29	8	15	6

30	8	16	6
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T20:

- 25.5 **Power play 1:** During the first block of Power play (as set out below), NO more than two (2) fieldsmen shall be permitted outside 30-yard circle. In an **innings of 20 overs**, these are overs 1 to 6 inclusive.
- 25.6 **Power play 2:** No more than Five (5) fieldsmen shall be permitted outside 30-yard circle. In an innings of 20 overs, these are overs 7 to 20 inclusive.
- 25.7 In circumstances when the number of overs of the **batting team** is reduced, the number of Power play overs shall be reduced in accordance with the table below.

DURATION	POWER PLAY 1	POWER PLAY 2
7	3	Remaining available overs
8	3	
9	3	
10	4	
11	4	
12	4	
13	4	
14	5	
15	5	
16	5	
17	6	
18	6	
19	6	
20	6	

- 25.8 Each block of Power play must commence at the start of an over.
- 25.9 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal No Ball.
- 25.10 If a team is fielding with less than 11 players, the number of fielders outside the 30 yards will still follow the fielding restriction mentioned below.
- 25.11 **While on powerplay field restriction, number of fielders in inside circle applies.**
- 25.12 The umpire shall call a no-ball if any of the above are not met.

26) SUPPLEMENTARY RULES:

- 26.1 Once the schedule is finalized, there will be no changes in venue/ground permitted.
*****No Exception*****
- 26.2 A maximum of 6/T30 or 4/T20 Overs per bowler not exceeding **1/5th** of the total overs for an innings.
- 26.3 Interrupted matches will follow a tournament specific customized power play table.
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- 26.4 Subsequent Walkover/Forfeiture will incur WECL imposed monetary **penalty of \$50** per incident and also incur penalty of negative 4 point from the team's total points that is giving a walkover. **(Apart from the 4 points lost from the game forfeited).**
- 26.5 If game gets washed out or been called off, its both team captains' responsibility to submit the playing 12 to WECL within 24 hours and if the team failed to submit in time, then WECL will use the playing 12 from previous played game by that club.
- 26.6 Base of Spring stumps will be considered as a part of Stumps as well, hitting a base will be considered as hitting stump itself.
- 26.7 Batters returning when Caught:** when a batter is out Caught, the new batter shall come in at the end the striker was at, i.e., to face the next ball (unless it is the end of an over).
- 26.8 Ground closure; please refer to **Appendix (H)**
- 26.9 Man of match selection; please refer to **Appendix (I)**
- 26.10 Teams grouping for WECL league, please refer **Appendix (G)**

27) GAME DURATION AND TIMINGS:

The captains and the umpires are instructed to follow these timings to ensure the game is completed within the stipulated times.

Timeline for 2 games in a day: (T20)

GAME	TOSS TIME	1 st INNINGS START	1 st INNINGS COMPLETE	INNINGS BREAK	2 nd INNINGS START	2 nd INNINGS COMPLETE
Morning	09:45 AM	10:00 AM	11:35 AM	10 minutes	11:45 AM	01:20 PM
Afternoon	01.45 PM	02.00 PM	03:35 PM	10 minutes	03:45 PM	05:20 PM

Timeline for 1 game in a day: (T30)

GAME	TOSS TIME	1 st INNINGS START	1 st INNINGS COMPLETE	INNINGS BREAK	2 nd INNINGS START	2 nd INNINGS COMPLETE
Morning	10:45 AM	11:00 AM	1:35 PM	25 minutes	2.00 PM	4:35 PM

Timeline for 2 games in a day: (T30)

GAME	TOSS TIME	1 st INNINGS START	1 st INNINGS COMPLETE	INNINGS BREAK	2 nd INNINGS START	2 nd INNINGS COMPLETE
Morning	08:45 AM	09:00 AM	11:35 AM	20 minutes	11.55 AM	02:30 PM
Afternoon	02:15 PM	02:30 PM	5:05 PM	20 minutes	5:25 PM	07:55 PM

- 27.1 These **scheduled times** may be **altered** only **by the umpire** in the case of delayed start or other **interruptions** (due to rain, injuries, etc.)

- 27.2 Umpires should always keep **10 minutes' buffer** time while recalculating reduced overs during **interrupted games**.
- 27.3 In every game, each team will be required to bowl the **allotted overs** in given minutes inclusive of one short drink break, to be taken in the middle of each innings. To ensure that drinks breaks are completed on time, the players may be recommended to bring drinks onto the field.
- 27.4 The over rate for all WECL tournaments is **4.5 mins** (approx.) per over.
- 27.5 In case of **extremely hot** weather (or for other reasons solely determined by the umpire); the umpire may relax the game timings and allow more frequent drinks breaks to **ensure player safety**. In all cases the umpire shall keep the captains **continually informed** of the **game schedule**.
- 27.6 **Minimum overs per innings to complete a match is 11 overs for T-30 and 7 overs for T-20. D/L method applies after the threshold limit per innings completed.**

28) PENALTIES:

28.1 Toss

- i. The toss shall be conducted **15 minutes prior** to the scheduled start time as determined by the umpire (including any delay of start).
- ii. At the time of the toss, if one of the teams is not **'ready to play'**, then the toss will be **awarded** to the **other team**.
- iii. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision **cannot** be changed.

28.2 Delay of Game

1. After the toss is awarded, if the team is still not **'ready to play'** within 15 minutes of the toss.
 - 1.1. The team not ready to play, **shall lose** an over for every 5-minute delay after
 - 1.2. **If both the teams are not 'ready to play' at the** Scheduled start time, the match will be reduced for both the teams **by 1 over for every 10-minute** delay. The time available to the teams to complete their overs will be prorated according to that fraction of overs that was lost. The umpire **shall calculate** this and inform the captains.
2. If one team is **'ready to play'** and the second team is not **'ready to play'** **after 45 minutes** from the scheduled time:
 - 2.1. The match will be awarded to the team that is **'ready to play'**. The **official umpire** will make the **final decision regarding** **'ready to play'** and game awarding. **And penalty of -4 points for team not to 'Ready to play'**.
 - 2.2. If both teams are not **'ready to play'** after 45 minutes the match will be counted as a **loss for both teams**, and **no points** will be awarded to either of the teams, followed by a **Penalty of -4**

points for each team. It will be considered a forfeit. Also, both teams need to pay the umpire fee.

3. In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall re- calculate the total number of overs per team based the over rate of 4.5 minutes with a 10-minute innings interval.
4. The umpire may **take away the drinks** break to **facilitate completion** of the match on time. In the case of a shortened game where each team innings lasted at least 11 overs for T30 and 7 Overs for T20, the game result will be determined by the D/L method.
5. If either of the team innings is less than 11 overs / 7 Overs in T30 and T20 respectively, the game will be abandoned, and each team will be awarded 2 points.

28.3 Slow Overtime

- 1) Umpires should inform the start time to the fielding captain, the scorers and opponent captain.
- 2) Umpires should record any incidental delays caused by injuries for players, ball getting lost in the woods, change of ball and any other unforeseen delays, and keep the fielding side captain informed if the team is falling behind.
- 3) Captains are encouraged to check with umpires and be aware of the overtime progress and adjust conduct the game in a timely manner.
- 4) If the fielding side, is taking time to conclude. The umpire is liable to inform the fielding side, if any further delays on purpose- it is umpires responsibility to inform WECL.

28.4 Momentary penalties

The monetary penalties below should be paid by the concerned player or team within 5 days and if not completed, may incur further action by Committee up to not allowing the player or team to play their next game.

DESCRIPTION	PENALTY	REPORTING AUTHORITY
Driving cars to the field and violating the rules of the parks	Every instance \$100	Umpire/captains
Subsequent Forfeit / Walk Over	Every instance \$50	
Uniforms – More than three players <ul style="list-style-type: none"> • Not wearing a team jersey or team’s similar color clothing. • Wearing thigh pad, chest guard and abdomen guard with supporter outside the trousers and shirt. • For the batsman, wearing white pads. 	Will pay the full umpiring fee	Umpire

<p>Missed umpiring fees – all teams are required to pay the umpire on the field before the umpire leaves the ground. For T30; each team pays \$35 to the umpire and for T20; each team pays \$25. Minimum fee for umpire-\$20 per game, in case of a washed-out game. If a team does not pay the umpire on the field, a penalty will be added along with the umpiring Fees.</p>	<p>Every instance \$10/team</p>	<p>Umpire</p>
<p>Illegal substance usage or intoxication</p>	<p>Season Ban</p>	<p>Umpire</p>

28.5 Demerit Points

- 1) If the WECL committee receives any complaint from any team/umpire/player against other player(s)/team(s), WECL will use [ICC Code of Conduct document](#) to determine penalties.
- 2) Since WECL season is short, the league has modified the demerit point weightage and corresponding suspension point.
 - Both T30 and T20 are given a weighting of one (1) suspension Point
 - Demerit points remain on the player's disciplinary record for one full season covering both T30 and T20 leagues. After that period, demerit points for that player resets to zero.

ICC Accumulated Demerit Points weightage	WECL Accumulated Demerit Points weightage	WECL Corresponding Suspension Points
4-7	2-4	1
8-11	5-10	3
12-15	11-14	6
16 and above	15 and above	8

EXAMPLE OF THE APPLICATION OF DEMERIT POINTS using ICC demerit point and suspension point weightage ([Source](#)). Do not confuse it with the modified weightage that WECL is using for its league.

- 1) A Player commits a Level 1 offence and receives a fine of 50% from the Match Referee.
- 2) That Player will correspondingly receive two (2) Demerit Points in respect of that offence on his/her disciplinary record.
- 3) The same Player then commits a Level 2 offence three (3) months after the Level 1 offence was committed and is sanctioned with 2 Suspension Points by the Match Referee.
- 4) The Level 2 offence will equate to four (4) Demerit Points.
- 5) As the second offence took place within three (3) months of the first offence, the Demerit Points imposed in respect of the second offence are added to the Demerit Points imposed in respect of the first offence, meaning that the Player now has an accumulated total of six (6) Demerit Points.
- 6) Six (6) Demerit Points equate to a suspension equivalent to two (2) Suspension Points (i.e. 1 Test Match or 2 ODIs or 2 T20Is). Such suspension will be served by the Player concurrently with the suspension imposed in respect of the Level 2 offence.
- 7) After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for a period of twenty-four (24) months.
- 8) Three (3) months later, the Player commits another Level 2 offence and is sanctioned for that offence with a 100% fine.
- 9) A further three (3) Demerit Points will then be added to the Player's disciplinary record in respect of that offence, taking his/her accumulated total within twenty-four (24) months to nine (9) Demerit Points.
- 10) Nine (9) Demerit Points equate to a suspension equivalent to four (4) Suspension Points (i.e. 2 Test Matches, 1 Test Match and 2 ODIs/T20Is or 4 ODIs or 4 T20Is). Such suspension will be served by the Player immediately upon notice of the same in accordance with Article 7.7.
- 11) After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for a period of twenty-four (24) months.

29) GROUND'S MATCH READINESS:

In addition, to be considered 'ready to play'

- 29.1 The home team is the team that is shown first on the schedule.
- 29.2 A team assigned as the home team is responsible for getting the ground ready, including marking the creases (if the city fails to mark creases ahead of the weekend), setting up the stumps, marking the 30-yard cones and boundary cones if required.
- 29.3 It's the umpire responsibility to confirm the home team has spring stumps ready to bring for match.
- 29.4 Every Team should bring their own spring wicket for the match.

30) FITNESS OF PLAY

Suspension of play in dangerous or unreasonable conditions:

The **safety of all people** on the ground is of **paramount importance** to WECL. In the event that any **threatening circumstance**, whether actual or perceived, comes to the **attention of any umpire**, then Players and officials should be **immediately** asked to leave the field of **play in a safe and orderly manner** and to relocate to a **secure and safe area**.

1. The umpire shall be the **final judge** of the fitness of the ground, weather, and light for play.
2. If at any time the umpire decided that the conditions of ground, weather and light are so bad that there is **obvious and foreseeable** risk to the safety of any player or umpire.
 - 2.1. **Umpire shall immediately suspend play.**
 - 2.2. **Or not allow play to commence or restart.**
3. When there is any suspension of play, it is the responsibility of the umpires to monitor the conditions.
 - 3.1. They should make **inspections** as often as appropriate. Immediately the umpires agree together if conditions are **suitable to play**, they shall call upon the players to resume the game.
4. A team or player is not permitted to **modify the original state of the ground**. The umpires should **not permit** use of any substance like **rubber or wooden mulch** on the field of play
 - 4.1. In the event of rain, the players or team may volunteer to dry the pitch and surrounding areas.

31) PLAYERS CODE OF CONDUCT

31.1 Guideline to **Yellow Card Offences:**

1. Willfully mistreating any part of the cricket ground, equipment or implements used in the match.
2. Showing dissent at an Umpire's decision by word or action
3. Using language that, in the circumstances, is obscene, offensive, or insulting.
4. Making an obscene gesture towards any player, umpire, team official or spectator
5. Appealing Excessively
6. Advancing towards an umpire in an aggressive manner when appealing
7. Throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner.

8. Public criticism of, or inappropriate comment on a match related incident or match official.
9. Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a yellow card offence.

Offence	Player Level	Team Level	Consequences
1 st Offence	Yellow Card	Not Applicable	Warning to the player
2 nd Offence	Yellow Card	5 run penalty	5 run penalty against the team's score, Inform the Captain
3 rd Offence	Yellow Card = Red Card	10 run penalty	Player suspended from the match

31.2 Guideline to **Red Card Offences:**

10. Making inappropriate and deliberate physical contact with another player, umpire or any other person.
11. Intimidation of an umpire whether by language or conduct.
12. Threatening to assault a player, umpire, or any other person.
13. Physically assaulting a player, umpire, or any other person.
14. Committing any other act of violence.
15. Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages, or vilifies any individual on the basis of that person's race, religion, gender, color, descent or national or ethnic origin.

Offence	Player Level	Team Level	Consequences
1 st Offence	Red Card	10 run penalty	Player suspended from the match also banned for next match and warning to the entire team

***These are guidelines where an umpire can issue a yellow/red warning. Umpires will have the authority to make the judgement to give warning as per their discretion. If things escalate further; the umpire shall call an immediate suspension of the game and forward a detailed report to the WECL Committee.**

APPENDIX A – POINTS SYSTEM

1. Winning teams gets 4 points, Tie or Abandoned Games get 2 point each.
 - i. If scores are equal at the end of a preliminary round, the result will be a tie and no account shall be taken of the number of wickets which have fallen.
 - ii. In case of a tie in playoffs T20 and T30 (Super Six, Quarterfinals, Semi-final and Final) matches the winner will be determined by a **Super Over**. Please refer to **Appendix B** for the details of the Super Over.

2. If teams are tied with points after preliminary round,
 - i. The team with the highest net run-rate (NRR) (Cricclubs, if same then,
 - ii. Head-to-Head winner of the scheduled match during preliminary round, if same then,
 - iii. The team that lost the least total wickets throughout the League, if same then,
 - iv. The team that bowled the greatest number of Overs throughout the League.

3. If any reason the league gets washed out, the Team at the top of the table will be the winner.

APPENDIX B – SUPER OVER

The following procedure will apply should the provision for a Super Over be adopted in any match.

1. Subject to weather conditions, the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances it shall commence within 15 minutes after the conclusion of the match.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch)
3. The two captains/nominees shall nominate the three batsmen and the one bowler participating in the Super Over prior to the start of the Super Over. Only players from the **playing 12** may participate in the Super Over.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
7. The team batting second in the match will bat first in the Super Over.
8. The loss of two wickets in the over ends the team's one over innings.
9. In the event of the teams having the same score after the Super Over has been completed, the winner is determined by the following order:
 - 9.1. The team whose batsmen hit the greatest number of boundaries (4s and 6s put together) combined from its two innings in both the main match and the Super Over shall be the winner.
 - 9.2. The team whose batsmen scored more boundaries (4s and 6s put together) during its innings in the main match (ignoring the Super Over) shall be the winner.
 - 9.3. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from wide's, no ball or penalty run

Example:

Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

APPENDIX C - WECL- Double Elimination format structure:

Preliminary Structure

- Players' eligible for playoffs; see WECL By-Law (21).
- Points accumulated by each team shall be used to compute standings towards the play-offs.
- The top 4 teams will proceed to playoffs, the team with more points; will proceed further in case of tie breaker during playoffs.
- If two or more teams have same points in the Points Table at the end of preliminary round, then following tiebreakers shall determine the rankings of each team to qualify for play-offs:
 - 1) The team with the highest net run-rate (NRR) throughout the league, if same then,
 - 2) Head-to-Head winner of the scheduled match during preliminary round, if same then,
 - 3) The team that lost the least total wickets throughout the league, if same then,
 - 4) The team that bowled the greatest number of Overs throughout the league.

Play Off Structure:

Top 4 teams from the preliminary round table, will proceed further to the playoffs. The play off structure is as followed.

Qualifier 1: The top two teams on the points table at the end of preliminary round play against each other. The winner qualifies for the Final. The loser awaits the winner of the Eliminator.

Eliminator: This is played between the third and fourth-placed teams on the points table at the end of preliminary round. The loser is eliminated from the tournament.

Qualifier 2: This is played between the loser of Qualifier 1 and the winner of the Eliminator. The winner of this match goes to the Final, where it plays the winner of the Qualifier 1.

Play off wash out/rain out

In case of a wash/rain out in play off – the winner shall be decided by the following and shall proceed to the final.

- 1) The most number of wins/points in preliminary round. If same then.
- 2) The team with highest net-run (NRR) in preliminary round. if same then,
- 3) Head-to-Head winner of the scheduled match during preliminary round, if same then,
- 4) The team that lost the least total wickets throughout the League, if same then,
- 5) The team that bowled the most number of Overs throughout the League.

APPENDIX D - WECL- Super Six

- Players' eligible for Super 6; see WECL By-Law (21).
- Points accumulated by each team during Preliminary rounds shall be used to compute standings towards the Super 6 round.
- The points table will be reset to 0 after Preliminary round.
- Top 6 teams on the table standings will proceed further to Super 6, in case of tie breaker with points & NRR during Preliminary round. The following shall be followed.
- If two or more teams have same points in the Points Table at the end of Preliminary round, then following tie-breakers shall determine the rankings of each team to qualify for Super Six:
 - 1) The team with the highest net run-rate (NRR) throughout the League, if same then,
 - 2) Head-to-Head winner of the scheduled match during preliminary round, if same then,
 - 3) The team that lost the least total wickets throughout the League, if same then,
 - 4) The team that bowled the most number of overs throughout the League.

Super Six Structure:

- The 6 teams will be divided into 2 groups. Top 2 teams from each group after the end of Super Six Round will proceed further to Semi finals.
- The structure will be as followed, 1st 3rd & 5th, 2nd 4th & 6th
- The team who lands 3rd position in each group (5th and 6th) **may** have to play 2 games on the same day.
- If two or more teams have same points in the Points Table at the end of Super 6, then following tie-breakers shall determine the rankings of each team to qualify for Semi-final:
 - 1) The team with the highest net run-rate (NRR) throughout the Super 6, if same then,
 - 2) Head-to-Head winner of the scheduled match during Super 6, if same then,
 - 3) The team that lost the least total wickets throughout the Super 6, if same then,
 - 4) The team that bowled the greatest number of Overs throughout the Super 6.

APPENDIX E - WECL- Quarter Final

- Players' eligible for Quarter Finals; see WECL By-Law (21).
- Points accumulated by each team during Preliminary rounds shall be used to compute standings towards the Quarter Finals.

Single Group Format

- The top 8 teams in the table standings will proceed further to the Quarter Finals.
- If two or more teams have same points in the Points Table at the end of Preliminary round, then following tiebreakers shall determine the rankings of each team to qualify for Quarter Finals:
 1. The team with the highest net run-rate (NRR) in preliminary round, if same then,
 2. Head-to-Head winner of the scheduled match during preliminary round, if same then,
 3. The team that lost the least total wickets throughout the League, if same then,
 4. The team that bowled the most number of Overs throughout the League.

Quarter Finals Structure:

- The 8 teams will be matched below in order to play 4 quarter Final matches.
 1. QF1 vs QF8 -> SF1
 2. QF2 vs QF7 -> SF2
 3. QF3 vs QF6 -> SF3
 4. QF4 vs QF5 -> SF4
- The winner from each match in the Quarterfinal will proceed to Semi Finals.
- SF 1 vs SF4 -> F1
- SF 2 vs SF3 -> F2
- Final between F1 vs F2
- In case of a tie in Quarter-final matches the winner will be determined by a Super Over. Please refer to **Appendix B** for the details of the Super Over.

Two Group Format

- The top 4 teams from both groups will proceed further to the Quarter Finals.
- If two or more teams have same points in the Points Table at the end of Preliminary round, then following tiebreakers shall determine the rankings of each team to qualify for Quarter Finals:
 1. The team with the highest net run-rate (NRR) in preliminary round, if same then,
 2. Head-to-Head winner of the scheduled match during preliminary round, if same then,
 3. The team that lost the least total wickets throughout the League, if same then,
 4. The team that bowled the most number of Overs throughout the League.

Quarter Finals Structure:

- The 8 teams will be matched in below order to play 4 quarter Final matches
 1. 1A vs 4B -> SF1
 2. 3A vs 2B -> SF4
 3. 4A vs 1B -> SF3
 4. 2A vs 3B -> SF2
- S1 vs S4 -> F1

- S2 vs S3 -> F2
- Final between F1 vs F2
- In case of a tie in Quarter-final matches the winner will be determined by a Super Over. Please refer to **Appendix B** for the details of the Super Over.

Play offs & Final

There shall be one (1) reserve day for Playoffs & Final game in case of bad weather conditions. If no result is achieved on the reserve day, due to weather, then match shall be declared drawn for final and By-law (Above) will apply for playoffs. The WECL Champions Trophy shall be shared (joint-champions) between the two finalists.

APPENDIX F - Semi-final and Final

Semi-final:

- Top 2 teams from each group after the end of Super Six or Winners from Quarter Finals Round will proceed further to Semi finals.
- In case of a tie in Semi-final matches the winner will be determined by a **Super Over**. Please refer to **Appendix B** for the details of the Super Over.

Conditions for Washout Sem-Final match (Super Six Format)

- The team with the highest points in Super Six, if same then,
- The team with the highest net run-rate NRR in Super Six, if same then,
- Head-to-Head winner of the scheduled match during Super Six Round, if same then,
- The team that lost the least total wickets throughout the League, if same then,
- The team that bowled the greatest number of Overs throughout the League.

Conditions for Washout Sem-Final match (Quarter Finals Format)

- The team with the highest points (Preliminary Round + Quarter Finals), if same then,
- The team with the highest net run-rate NRR (Preliminary Round + Quarter Finals), if same then,
- Head-to-Head winner of the scheduled match during Preliminary round, if same then,
- The team that lost the least total wickets throughout the League, if same then,
- The team that bowled the greatest number of Overs throughout the League.

Final:

- Top team from each semi-final will proceed further to final.
- In case of a tie in playoffs final match the winner will be determined by a **Super Over**. Please refer to **Appendix B** for the details of the Super Over.

Delayed start for the Semi-Final and Final game (Both T20 & T30)

Umpires officiating the Semi-Final and Final game have the final authority to allow a delayed start.

- Start of the Semi-Final & Final game for a T30 has a grace period of **three** hours.
- Start of the Semi-Final & Final game for a T20 has a grace period of **four** hours.

Play offs & Final

There shall be one (1) reserve day for Playoffs & Final game in case of bad weather conditions. If no result is achieved on the reserve day, due to weather, then match shall be declared drawn for final and By-law (Above) will apply for playoffs. The WECL Champions Trophy shall be shared (joint-champions) between the two finalists.

APPENDIX G - WECL GROUPING

FOR T30:

Regular Season Format

- If in the previous year, teams were divided into groups for the regular season games, the following mechanism will be used to form new groups for the current season.
 - Groups will be flattened to form a single list of teams and ranking assigned based on points, NRR and head – to – head match results respectively.
 - New teams will be assigned ranking using a random draw.
 - Once ranking is assigned to all the teams, serpentine system will be used to formulate new groups.
- If in the previous year, a single group was used then
 - Ranking at the end of the regular season will be used to make new list of teams.
 - New teams will be added by using a random draw for their ranking
 - Once ranking is assigned to all the teams, [serpentine system](#) will be used to formulate new groups.
- Teams in the same group play each other once in the regular season.

FOR T20:

Regular Season Format

- If in the previous year, teams were divided into groups for the regular season games, the following mechanism will be used to form new groups for the current season.
 - Groups will be flattened to form a single list of teams and ranking assigned based on points, NRR and head – to – head match results respectively.
 - New teams will be assigned ranking using a random draw.
 - Once ranking is assigned to all the teams, serpentine system will be used to formulate new groups.
- If in the previous year, a single group was used then
 - Ranking at the end of the regular season will be used to make new list of teams.
 - New teams will be added by using a random draw for their ranking
 - Once ranking is assigned to all the teams, [serpentine system](#) will be used to formulate new groups.
- Teams in the same group play each other once in the regular season.

For the transparency of the league WECL conduct grouping process in Committee meeting, All Captains might get informed about the time and place of the meeting so that they can participate and understand the process.

If they have any question/concern, please reach out to WECL committee Email. WECL committee will be in touch to clarify any concerns.

APPENDIX H - Ground Closure

Sometimes when there is heavy rain during weekdays at that time **City of Windsor** sends email stating following grounds statuses:

1. Ground is Closed.
2. Use your own discretion (make the right choice based on your own knowledge and understanding).

WECL policy on closed Ground status: When the city email says ground is closed (even though ground is still in playing condition) there will be **NO** league game held under this status.

WECL policy Use your own discretion status: When the city email says use your own discretion then all powers will be shifted to the Umpire.

Main Umpire will have to follow the following steps when doing ground assessment:

1. Player Safety
2. Pitch and Ground Safety
3. Reviews from Captains
4. Umpire Decision (make the right choice based on your own knowledge and understanding)

Note: League executive committee will pay \$20 to the Umpire for the ground assessments if the umpire decision is "Game has been called off".

***** Important*** Any relocated game conducted by their own will be considered a forfeit game and forfeit -4 points rule will be applied.**

APPENDIX I

Man of the Match Award selection

In WECL at the end of every game there is an award/medal/prize for the player who performed outstandingly in that game. CRIC Club App is the primary source to decide who is the MOM for that game but sometimes CRIC Club App could be wrong too, therefore, Main umpire will have to follow the following protocols before naming the player MOM:

1. Main umpire will Review the CRIC Club App Nominations Options.
2. Main umpire will consult the options with both team's captain.
3. Main Umpire will consider the match situation vs that player's performance and will conclude his decision.
4. In the event where there are 2 umpires officiating the game, both the umpires shall actively communicate and unanimously arrive on the most suitable decision on the field.

Note: It is solely the Main Umpire responsibility to decide MOM. If any of the team's captains is not happy with the umpire decision, they can email the issue to WECL the executive committee for further review.

Southwest Detention Park Ground (8th park)

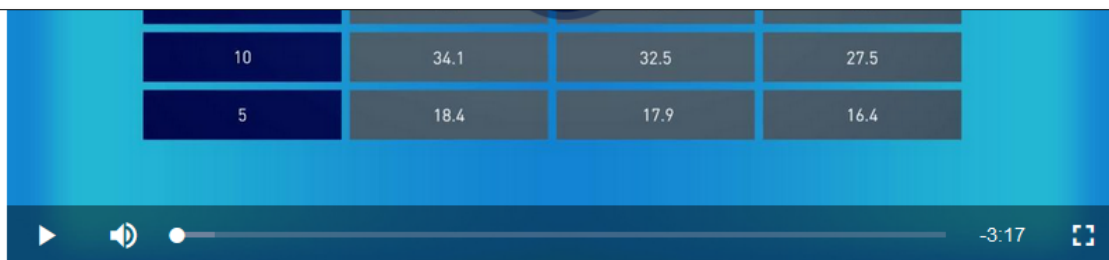
In Normal circumstances fielding team captain is allowed to choose the bowling end at the start of each innings. However, when playing at 8th park ground there will only be one bowling end (North side) for both the teams. Main Umpire will made sure that both captions are aware before the game starts.

APPENDIX J– D/L Method

WECL tournaments will use the ICC created DL software available at

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/duckworth-lewis-stern>

NOTE: This software runs on computers supporting Java RE.



10	34.1	32.5	27.5
5	18.4	17.9	16.4

Video cwc19 17 Jan 17 03:18

20. Duckworth Lewis Stern

The ICC formally adopted the **Duckworth Lewis Stern (DLS)** method, which is a formula to fairly calculate the winning side when inclement weather intervenes and the match is interrupted, which includes re-calculating totals when time is lost in the match.

The following documents explain the methodology of Duckworth Lewis Stern and any questions you may have.

[Duckworth Lewis Stern Methodology](#)

[Duckworth Lewis stern Standard Edition table](#)

[The DLS Methodology Frequently Asked Questions](#)

[Duckworth Lewis Stern Calculator](#)

APPENDIX K – Change of Venue

- No change of venue for a regular season game is allowed until otherwise instructed by the **WECL Executive committee.**
- No change of venue for a playoff game is allowed until otherwise instructed by the **WECL Executive committee.**

APPENDIX - L T30 & T20 Divisions

With the increase in the number of teams in the T30 and T20 league, the WECL committee will explore the possibility of forming multiple divisions within the T30 and T20 league starting from 2024 season. The WECL committee will formulate the division grouping, relegation, and promotion rules as well.

The divisions for next year (2024) will be based on 2023 pre-playoff rankings for both T30 and T20 divisions.

APPENDIX - M T30 & T20 Divisions Relegation & Promotion

Starting from the 2024 season, following relegation and promotion rules will apply on all divisions.

Relegation – T30 & T20 Division

- At the end of the regular season, bottom two teams will be relegated to the lower division.

Promotion – T30 & T20 Division

- Two teams reaching the final of the lower division will be automatically promoted to play in the upper division in following year's season.
- If a promoted team does not participate in next year's tournament, the next best team that made it to the Semi Final (amongst the two teams that lost the Semi Final) will be promoted.

NOTE 1: If any team that is not relegated to the lower division but requests a demotion to the lower division then after applying the above relegation and promotion rules, the next best team from the lower division is promoted.