



Autumn League 2026 Rules & Guidelines

1. General Rules

- 1.1. Minimum age for players: 21 years.
- 1.2. WWCC accepts no liability for injuries (no group insurance provided). Players must wear proper cricket attire: non-slip shoes, abdominal guard, etc.
- 1.3. All indoor matches use Senior Incrediball Balls.
- 1.4. Strictly prohibited in WWCC WhatsApp/social media groups: political, racial, communal, or adult content.
- 1.5. WhatsApp conversations must be in English only.
- 1.6. Maintain a litter-free environment. Use bins provided or take hom any rubbish you can safely discard.
- 1.7. Autumn League season fee: £90 per registered player.

2. Venue

The High Crest Academy Sports Hall

79 Hillary Road, High Wycombe HP13 7NQ

NO smoking, NO alcohol consumption, NO drugs/substance abuse or Loud or Disruptive behaviour anywhere within venue/school facility. Violation of this rule will result in expulsion from the league without any League Fee refund.

3. Match Format

- 3.1. Matches are T20 Pairs format.
- 3.2. The league consists of 4 competing teams, with squads of 11 players each.
- 3.3. Each league team plays the other three teams three times: 9 matches per team / 18 league matches in total.
- 3.4. Detailed playing rules are in Section 5.

4. Match Schedule

- Games will be conducted on Wednesdays & Thursdays of each week. Please check the schedule for your game of the week.
- Hours of Play: 20:00 – 22:00 hrs



- Season programme: 16 September – 10 December 2026.

5. Playing Rules

5.1 Teams

5.1.1. Each squad may register up to 11 players for the season.

5.1.2. Weekly match participation:

- Minimum **5 players required to start the match**
- Teams may start with 5 players; others may join during play (exceptional cases only). If team does not have the minimum of 5 player 15 minutes/6 overs from start of play, whichever is sooner, the team with less than 5 players will forfeit the match and the points.
- The captains have agreed that both teams should have an equal number of fielders. If one team has fewer players, the opposing team must lend enough players to balance the fielding sides, subject to a maximum of eight fielders. For example, if the fielding team has five players and the batting team has eight, the batting team must provide three substitute fielders, giving both teams eight fielders when they field. Only players from the two participating teams may be used; players from other teams are not permitted.

5.2 Innings

5.2.1. Each innings: 20 overs, completed within 60 minutes.

5.3 Wickets

5.3.1. The number of wickets available after the paired overs have been completed will be one fewer than the number of players in the team. For example, a team with five players will have four wickets.

5.3.2. A batter may not continue batting alone after the final wicket falls. “Last man batting” is not permitted under any circumstances.

5.4 Batting Pairs

5.4.1. Each batting pair faces 3 overs, then retires.

5.4.2. During paired overs batter will be able to continue batting even after dismissal.

5.4.2. Maximum of 5 pairs will play paired overs (max 15 overs) under any circumstances. Any batter who has not batted during paired overs will have to bat under normal rules, without the benefits available in a paired over.

5.5 Outs

5.5.1. Each dismissal = **-3 runs**.

5.5.2. During paired overs:



- Out batsman moves to non-striker end; **-3 runs** applied.
- 5.5.3. After paired overs: dismissals are recorded and batsman will leave the field and **-3 runs**.
- 5.5.4. Team score may be **below zero**.
- 5.5.5. Catches are valid off the side/ceiling/keeper walls (but not off the bowler's end).

5.6 Extras

- 5.6.1. No LBW or leg-byes.
- 5.6.2. Leg-side strict wides.
- 5.6.3. No free-hits for No Ball.
- 5.6.4. Above the head bouncers will be **WIDE**. Waist-high full tosses, or balls outside the mat = **No ball**.
- 5.6.5. First 19 overs: wide/no ball = **2 runs**, counted as legal delivery.
- 5.6.6. Final over: wide/no ball = **2 runs**, must be re-bowled.

5.7 Power Over

- 5.7.1. Power over will occur after the paired overs are completed and can be taken at the discretion of the Batting Team Captain.
- 5.7.2. Bowler cannot be changed once power over is declared by batting team.
- 5.7.3. Power Over must occur before the last over.
- 5.7.4. All fielders must stand in front of the bowler's stumps
- 5.7.5. No dismissals except run-outs.

5.8 Runs

- 5.8.1. 1 run per completed run.
- 5.8.2. +1 run if ball hits side or behind the wicket, wall/roof before the non striker stumps..
- 5.8.3. +2 runs if balls hit side walls or roof behind non striker stumps...
- 5.8.4. +4 runs if the ball hits the wall (without touching any other side or roof) behind the bowler.
- 5.8.5. +6 runs if direct hit on wall behind bowler (full toss).
- 5.8.6. +12 runs if hit directly on sponsor spots, basketball board.
- 5.8.7. Only the first point of contact counts.
- 5.8.8. Overthrows allowed, but no extra wall runs.

5.9 Special Cases

- Ball hitting net: **2 runs** declared and ball is declared dead. Same batter to bat next ball.
- By-runner can be requested by the batting captain any number of times depending upon the Health or injury circumstances of the batsman. However if fielding team captain feel that this rule is being misused, he may discuss with the umpire and ask him to withdraw the by runner. Umpire will be the final decision maker.
- Wicket keeper may bowl.
- Tie: league points shared during regular League games. Tie during a knockout match, will force a Super Over.



- League standings are determined by total league points. Net Run Rate (NRR) is auto-calculated and used as the primary tiebreaker where teams finish level on points.
- Bowler stepping on side-line = No ball.
- Multiple bounces of the ball before batter or “off the mat delivery” will be signalled as No Ball.
- Dead ball: When the ball is being passed by wicket keeper or fielder towards the bowler to bowl the next ball.
- Fielders may touch walls when stopping balls/catching.

5.10 Umpiring & Scoring

5.10.1 1 Neutral umpires (Main Umpire) will be provided by the designated umpires panel.

5.10.2 Leg Umpire and Scorer will be assigned from the non playing teams of the league. Umpires' on-field decisions are final and must be respected by players and captains.

5.10.3 Main umpire will be able to overrule any No Ball call from Leg Umpire.

6. League Points & Standings

6.1 Match Result Points

- Win: 15 points
- Tie: 8 points to each team
- Loss: 0 points

6.2 Wicket Bonus Points

Wickets taken throughout the entire innings will count towards the wicket bonus. This includes dismissals during the paired overs as well.

- 10–14 wickets: 1 point
- 15–19 wickets: 2 points
- 20–24 wickets: 3 points
- 25–29 wickets: 4 points
- 30 or more wickets: 5 points

Wicket bonus points are not cumulative. For example, 22 wickets earns 3 points.



6.3 All-Out Bonus

- A team that dismisses the opposition All Out after the paired-overs phase receives an additional 2 bonus points.
- For this purpose, All Out means the batting team's innings is terminated through the loss of all available wickets. Dismissals during the paired-overs phase count towards Wicket Bonus Points under Rule 6.2 but do not themselves constitute an All Out.
- The All-Out Bonus is in addition to the Wicket Bonus Points earned under Rule 6.2.
- Example: 18 wickets + All Out = 2 Wicket Bonus Points + 2 All-Out Bonus Points = 4 bonus points.

6.4 League Duty Points

For every league match, the two league teams not playing that match will each be allocated one official duty:

- One team provides the Leg Umpire
- One team provides the Scorer

Successful completion of the assigned duty earns the responsible team 1 League Duty point.

The nominated person must be present and ready for the scheduled start and complete the assigned duty. Failure to provide the assigned official will result in 0 duty points for that fixture.

The Leg Umpire and Scorer duties will be rotated as evenly as reasonably possible across the four league teams.

6.5 Fair Play Point

- At the conclusion of each match, the **Main Umpire may award 1 Fair Play Point independently to each participating team.**
- The point should be awarded where, in the Main Umpire's judgement, the team has demonstrated appropriate **sportsmanship, respect for opponents and officials, acceptance of umpiring decisions, and overall conduct in the spirit of the game.**
- Both teams may receive the Fair Play Point, one team may receive it, or neither team may receive it.
- The Fair Play Point is **not dependent on the match result.**
- The Main Umpire's decision on the award of the Fair Play Point will be **final.**



- The purpose of the point is to **positively reward good conduct and sportsmanship**, rather than operate as a disciplinary penalty.

6.6 Maximum Match Points

A playing team can earn:

- 15 points – Win
- Up to 5 points – Wicket Bonus
- 2 points – All-Out Bonus
- 1 point – Fair Play Point

Maximum points available to a playing team from a single match: 23 points.

A team may additionally earn 1 League Duty Point when it is the non-playing team assigned to provide either the Leg Umpire or Scorer for another fixture.

6.7 League Standings

Teams will be ranked by total league points, including match, bonus and league-duty points.

Where two or more teams finish level on points, Net Run Rate (NRR) will be used to determine their league position.

7. Stoppage, Cancellations and other exigencies:

- Organisers will make all efforts to ensure that facilities are available for conducting the games as scheduled. However, this isn't fool proof and its possible that games may need to be rescheduled according to the circumstances. All players and team will abide by the decision of the organisers on the schedule.
 - Stoppage: In the event any matches are stopped midway due to any circumstances such as facility issues, time over run, injury etc. Umpires and Captains can make a decision on the ground on how to handle the situation to close the match. If consensus is not feasible, Umpire will report the situation to Organisers to make an appropriate decision based on the circumstances.
 - Organisers will make best efforts to ensure that all circumstances are addressed in a fair manner.
 - Once involved by the Umpire/Captains, Organisers decision will be final for all unforeseen exigencies.
-



8. Additional Information

8.1. Matches scored on Play-Cricket app/website.

8.2. The organisers may issue fixture, points-system or operational clarifications where required during the season; such clarifications form part of these Rules & Guidelines.

8.3. The official league table will be published on the [Wycombe Warriors Cricket Club website](#). The Play-Cricket league table will not be used to determine team standings.

