

MATCH STRUCTURE and PLAYING CONDITIONS

The Laws of Cricket (2000 code – 7th edition 2015) shall apply with the following exceptions where appropriate.

1. Fixtures

- (a) Save as may be otherwise decided by the Management Committee, each Member Club in each season, must fulfil its fixtures on such dates and at such venues determined by the Administrator. No switching of grounds is allowed without the express permission of the Administrator and this will not be given on the day of the match in cases of bad weather.
- (b) In the event of a fixture being unfulfilled for reasons other than bad weather, the Management Committee may award the match to the non-offending Club. The non-offending club shall be allocated 24 (WLD) OR 20 (WL) points and the offending club 0 points.
- (c) Further, the offending club shall have 15 points deducted from its 1st XI's aggregate points when the un-played fixture was a 1st XI or 2nd XI fixture in Divisions 1-4. In the event of a 3rd XI fixture being conceded, the Club's 1st XI will have 5 points deducted if its' 1st XI competes in Division One. The Management Committee may further penalise the offending Club in accordance with Playing Condition 10.
- (d) If a Club cannot fulfil fixtures on a particular day the residual side(s) must play their fixtures in order of seniority i.e. 1st XI, 2nd XI, 3rd XI.
- (e) If ANY side calls off a match for ANY reason other than weather at ANY time, they shall be liable to pay £50 to the league and the league will pass £45 of this sum on to the non-offending club. Once a side has conceded three matches in any season, the Disciplinary panel will consider if any further penalties are appropriate and whether the side should be allowed to continue in its' division for that season.

2a. League Matches playing conditions – Win, Lose, Draw.

- (a) Matches shall be limited to 100, (90) overs with the proviso that the side batting first shall receive not more than 50 (45) overs. 100 overs are played in 1st XI Divisions 1, 2, 3 and 4 ~~and~~ 5 and 2nd XI's in Divisions 1 and 2. 90 overs are played in Divisions 5 (1sts and 2nds) 6, 7 North and 7 South and 2nd XI's in Divisions 3, 4 and 5. In the event that the side batting first declares its innings closed or is dismissed before 50 (45) overs are bowled, the surplus whole overs shall be taken by the side batting second.
- (b) Matches shall start not later than 1pm (12.30 in final three weeks of August and 12.00pm in September) (or earlier as determined by the Management Committee). In matches without appointed Umpires, both fielding sides are required to bowl their overs at a rate of 4 minutes per over (with no further time allowances for wickets lost). If an innings has lasted for at least 35 overs, Captains should report the times to the administrator who will take action by deducting points after a first "grace" on a sliding scale of one point for the second breach and so on.
- (c) A 30 minute tea interval shall normally be taken between innings. Umpires (if appointed) or Captains (if there are no appointed umpires) may vary the time at which the tea interval is taken if considered appropriate and they are in agreement. If tea is not taken between innings, a ten minute interval between innings will be taken. This ten minute interval will not be treated as time lost in any calculations.
- (d) In 100 over league matches, there will be a restriction on bowlers to bowl a maximum of one third (rounded up) of the total overs available to be bowled at the start of an innings (e.g. in 50 overs, maximum is therefore 17 and in 40 overs it is 14). In 90 over matches, no bowler may bowl more than 12 overs in the first 48 overs of an innings (10 in the first 40 of 80 over games). If the innings continues after 48 or 40 overs, there is no further restriction.
- (e) Interruptions
 - (i) Where the start of a match is delayed, the number of overs available to each side shall be equal. This shall be calculated on the basis of one over lost for each side per 7 minutes or part thereof of playing time lost.
 - (ii) If subsequent interruptions mean that there is insufficient time for the team batting second to receive a minimum of 20 overs, either captain, at his request, may be given the opportunity to play to secure a win. Should a win not be secured, the match shall be

deemed to be abandoned, however, a batting team may be able to achieve a winning draw if they can reach the target for a winning draw needed in 20 overs, if less than 20 overs can be bowled.

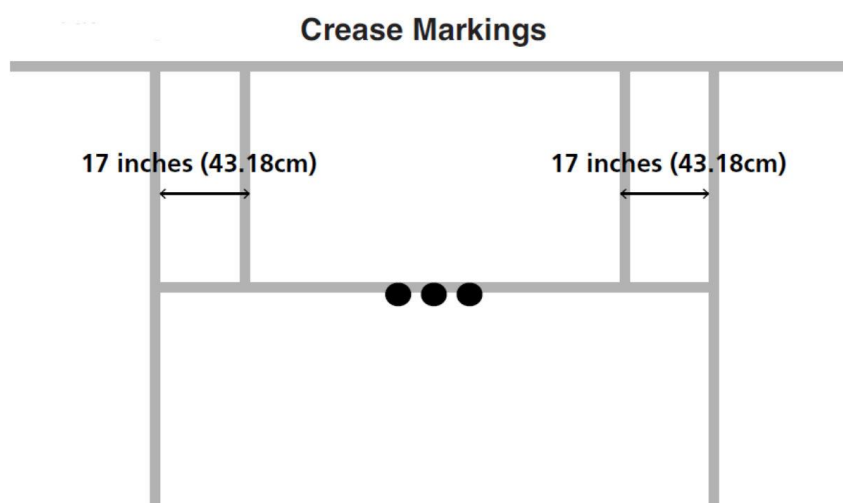
- (iii) No game may start unless a minimum of 40 overs (20 overs each side) are possible. No game may start after 5 pm. (1pm original start, minimum 40 overs plus 10 minute break between innings, assuming tea has already been taken). For other scheduled starts, the times shown should be adjusted accordingly.
- (iv) Where a match is interrupted during the innings of the side batting first, they shall still be entitled to their full allocation of overs, agreed at the start of the game. Any time lost due to stoppages will be deducted from the second innings on the basis of one over for every 3½ minutes or part thereof of playing time lost. The calculation for overs in the second innings shall be made by the Umpires and Captains.
- (v) When the first innings has been completed, in less than the scheduled time allowed, and the second innings is suspended, due to poor weather or bad light, time "saved" from the first innings should be taken into account. In this instance, when play is suspended in the second innings, there will be no reduction of playing time until the expiration of the "saved" time from the first innings, e.g. if 15 minutes were "saved" in the first innings, there will be no overs reduction in the second innings, until 15 minutes has expired. A second innings can never exceed its original overs allocation in this case.
- (vi) If play is suspended during an over in the second innings, then when the remaining number of overs is calculated before a resumption of play, any balls not bowled in the incomplete over shall be added to the new number of overs.
- (vii) In their calculations, the umpires shall aggregate all interruptions for bad weather and shall count all fractions of overs as completed overs.
- (f) Where no Panel Umpires are in attendance and no suitable Umpires are available to stand, then before the Toss the two Captains should agree that they will be the final arbiters should a decision be required under Law 3.8(a). If after discussion the two Captains are unable to agree that conditions are playable then play must cease until conditions improve.
- (g) Every attempt should be made by all officials and players to play a match to a finish. Umpires are always advised that they should never start or re-start a match if rain is falling.
- (h) The Umpire(s) shall be the final judge(s) of the fitness of the ground, weather and light for play. (in accordance with Law 3 of cricket.) However the Captains when in agreement may call off or abandon a match at any time prior to the toss.
- (i) If the Home club, on the morning of a match, believes that the ground is unfit and no play will be possible on that day, they should follow this procedure:
 - (i) Before 10.15am the Home Captain or deputy must ensure that they speak in person to the Away Captain or deputy for the day.
 - (ii) If the away captain accepts the decision that the match may be called off, umpires (if appointed) should be informed as soon as possible.
 - (iii) Where an Away Captain does not accept that a ground is unfit, he must make this known to the home captain before 10.30am and inform the Administrator. He may demand a pitch inspection by a panel umpire not associated with either team. Both teams are encouraged to be in attendance at such an inspection. If at this inspection the match is not cancelled then both teams are required to attend the ground ready for the scheduled starting time and remain until the match is cancelled or abandoned.
 - (iv) As an alternative to a panel umpire, an authorised pitch inspector may be requested to give an opinion. A list of such inspectors is published on the League website and in this handbook. If a pitch inspector attends he should be paid £10 by the Away Captain if the inspector decides the match is not playable at the time of the inspection and by the Home Captain if the inspector decides it is playable.
- (j) Team sheets shall be handed by each captain to the Umpire(s) prior to the toss. Team sheets cannot be altered or added to after the toss unless there is agreement from both captains. The League will take action against clubs who attempt to add players who were originally selected in a "HIGHER" match on the same day and had become available due to its cancellation. No "Overseas" Category Three players can be allowed to play in any match below their club's 1st XI without prior permission from the League administrator.

- (k) If there are no appointed Umpires, the Captains must exchange team sheets at the toss.
- (l) Both Captains must sign both team sheets to indicate that they know the respective ages of opposition players.
- (m) The Umpire(s) shall be considered to be in charge immediately after the toss.
- (n) The toss must take place between 15 and 30 minutes before scheduled or re-scheduled start of play and if a side does not have at least 7 players present at that time, the toss may be "claimed" by the other side's Captain. If the toss is "claimed" the side doing so will get 24 points if they win irrespective of their choice to bat or bowl.
- (o) In cases of a delayed start, other than through weather, the non-offending team shall be considered to have won the toss and have the right to inform the offending team that they may lodge a complaint with the Management Committee. If after consideration of the complaint the Management Committee feel the complaint is justified the Committee may penalise the offending club at its discretion
- (p) A new ball of the grade approved by the Management Committee and supplied by the League shall be used for each innings of each match. Both balls should be inspected by the captains at the toss. The away Captain shall choose the ball his team will bowl with. Home sides must ensure that a selection of at least four suitable spare balls of varying ages and use, are available to the Umpires and approved by both Captains at the toss.

(q) Wide Ball

- (i) Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. If the ball passes either side of the wicket, sufficiently wide to make it virtually impossible for the striker to play a ' normal cricket stroke ' both from where he is standing and from where he should normally be standing at the crease, the Bowler's end Umpire shall call and signal ' Wide Ball '. For guideline purposes, a leg side wide should be called if a ball passes on the leg side outside the pads of the batsman standing in a normal guard position.
- (ii) Additionally, for 1st XI matches in Divisions 1,2 and 3, any ball that passes outside the Batsman on the Leg side is to be called a wide. However, a ball is not a wide if it passes behind a batsman but over or on the off side of the stumps.
- (iii) If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances there are no leg side wides with a switch hit, as per playing condition 2a (q) (ii).

Lines are to be drawn on the crease to indicate an offside wide in ALL divisions as follows:-



(r) Short Pitched Balls

- (i) If a short pitched ball passes or would have passed over shoulder height of the striker standing upright at the crease, in the first instance, the Umpire at the Bowler's end shall indicate to the bowler and the striker that he is allowed only one such delivery per batsman per over. If the bowler repeats the action, the Umpire shall call and signal 'No Ball ' and invoke the procedure as laid down in Law 42.7.

- (ii) In addition, any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered part of the repetition sequence as above. The umpire shall call and signal "No Ball" for each such delivery. Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the Umpire at the bowler's end. In addition, if the high pitch ball is fast, it shall be deemed dangerous and unfair and the Umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.
- (iii) In the case of a delivery that bounces more than once, the Umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker either (i) bounces more than once or (ii) rolls along the ground before it reaches the "popping crease".
- (s) For each League or Cup match there shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. The "boundary" of the fielding restriction area should be marked with white plastic or rubber discs (7" diameter) at intervals of no more than 8 yards.(minimum of 29 discs required). Additionally white painted dots or a continuous painted white line may be used.
At the instant of delivery, a minimum of four fielders (plus the bowler and wicket keeper) must be within this area. In the event of an infringement, the striker's end Umpire shall call and signal "no ball" and the score shall be adjusted in accordance with Law 24 with an extra ball being bowled in the over.
- (t) With one exception, the new penalty runs provided in the 2000 Code of Cricket Law shall not apply to all matches in Divisions 6, 7 North and 7 South and ALL 2nd XI matches. Only Panel Umpires can award penalty runs. The one exception to this rule are the five penalty runs for a ball hitting a fielders helmet placed on the ground as specified in Law 41.3 and these will be awarded if appropriate in ALL matches.
- (u) The batting side is responsible for the movement of sightscreens during its innings. It is expected that the Umpires will be given full support to ensure the smooth running of the match.

2b League Matches playing conditions – Win or Lose only.

- (a) Matches shall be limited to 100 (90) overs with the proviso that the side batting first shall receive not more than 50 (45) overs. 100 overs are played in 1st XI Division 1, 2, 3 and 4 ~~and 5~~ and 2nd XI's in Divisions 1 and 2. 90 overs are played in Divisions 5 (1st XI and 2nd XI), 6, 7 North and 7 South and 2nd XI's in Divisions 3, 4 and 5. Overs allocated to a second innings cannot exceed the number allocated to the first innings
- (b) Matches shall start not later than 1pm (12.30 in final three weeks of August and 12.00pm in September) (or earlier as determined by the Management Committee). In matches without appointed Umpires, both fielding sides are required to bowl their overs at a rate of 4 minutes per over (with no further time allowances for wickets lost). If an innings has lasted for at least 35 overs, captains should report the time taken to the administrator who will take action by deducting points after a first "grace" on a sliding scale of one point for the second breach and so on.
- (c) A 30 minute tea interval shall normally be taken between innings. Umpires (if appointed) or Captains (if there are no appointed umpires) may vary the time at which the tea interval is taken if considered appropriate and they are in agreement. If tea is not taken between innings, a ten minute interval between innings will be taken. This ten minute interval will not be treated as time lost in any calculations.
- (d) No bowler may bowl more than one fifth (rounded up) of the total allowed. (eg.in 50 overs innings, maximum is therefore 10, in 45 over games it would be 9).
- (e) Interruptions
 - (i) Where the start of a match is delayed, the number of overs available to each side shall be equal. This shall be calculated on the basis of one over lost for each side per 7 minutes or part thereof of playing time lost.
 - (ii) If subsequent interruptions mean that there is insufficient time for the team batting second to receive a minimum of 20 overs, either captain, at his request, may be given the

opportunity to play to secure a win. Should a win not be secured, the match shall be deemed to be abandoned.

- (iii) No game may start unless a minimum of 40 overs (20 overs each side) are possible. No game may start after 5 pm. (1pm original start, minimum 40 overs plus 10 minute break between innings, assuming tea has already been taken). For other scheduled starts, the times shown should be adjusted accordingly.
 - (iv) Where a match is interrupted during the innings of the side batting first, they shall still be entitled to their full allocation of overs, agreed at the start of the game. Any time lost due to stoppages will be deducted from the second innings. The calculation for overs in the second innings shall be made by the Umpires and Captains. If, after interruptions in the first innings, there remains insufficient time to allow the side batting second to receive at least 20 overs and for the team batting first to complete their innings in full, the number of overs to be received by the team batting first is limited (i.e. cut-off) so that the team batting second may receive the minimum of 20 overs.
 - (v) When the first innings has been completed, in less than the scheduled time allowed, and the second innings is suspended, due to poor weather or bad light, time "saved" from the first innings should be taken into account. In this instance, when play is suspended in the second innings, there will be no reduction of playing time until the expiration of the "saved" time from the first innings, e.g. if 15 minutes were "saved" in the first innings, there will be no overs reduction, in the second innings, until 15 minutes has expired. A second innings can never exceed its original overs allocation.
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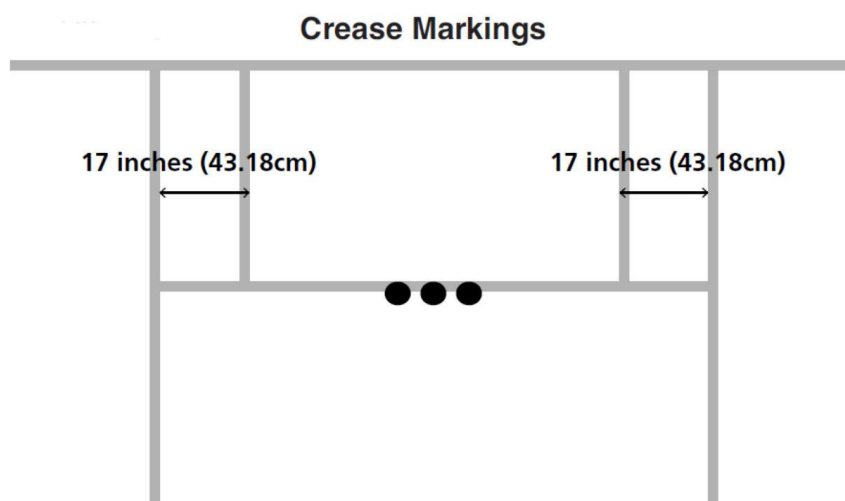
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- (ii) Additionally, in all 1st XI matches in Divisions 1, 2 and 3, any ball that passes outside the Batsman on the Leg side is to be called a wide. However, a ball is not a wide if it passes behind a batsman but over or on the off side of the stumps.
- (iii) If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances there are no leg side wides with a switch hit, as per playing condition 2b (q) (ii).

Lines are to be drawn on the crease to indicate an offside wide in ALL divisions as follows:-



(r) Short Pitched Balls

- (i) If a short pitched ball passes or would have passed over shoulder height of the striker standing upright at the crease, in the first instance, the Umpire at the Bowler's end shall indicate to the bowler and the striker that he is allowed only one such delivery per batsman per over. If the bowler repeats the action, the Umpire shall call and signal 'No Ball ' and invoke the procedure as laid down in Law 42.7.
- (ii) In addition, any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered part of the repetition sequence as above. The umpire shall call and signal "No Ball" for each such delivery. Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the Umpire at the bowler's end. In addition, if the high pitch ball is fast, it shall be deemed dangerous and unfair and the Umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.
- (iii) In the case of a delivery that bounces more than once, the Umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker either (i) bounces more than once or (ii) rolls along the ground before it reaches the "popping crease".
- (s) For each League or Cup match there shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. The "boundary" of the fielding restriction area should be marked with white plastic or rubber discs (7" diameter) at intervals of no more than 8 yards.(minimum of 29 discs required). Additionally white painted dots or a continuous painted white line may be used.
- At the instant of delivery, a minimum of four fielders (plus the bowler and wicket keeper) must be within this area. In the event of an infringement, the striker's end Umpire shall call and signal "no ball" and the score shall be adjusted in accordance with Law 24 with an extra ball being bowled in the over.
- (t) Depending upon the length of the match, the first 15 or 13 overs will be regarded as "Power-Play" overs and during those overs, no more than three fieldsmen (excluding the bowler and wicket keeper) may be outside the restricted area. If an innings is shorter than its designated length due to an interruption, the Powerplay overs are reduced as shown.

Total Overs in innings	Overs with field restrictions in 50 over games	Overs with field restrictions in 45 over games
50	15	-
49-48	14	-
47-44	13	13
43-41	12	12
40-37	11	11
36-34	10	10
33-30	9	9
29-27	8	8
26-23	7	7
22-20	6	6

- (u) With one exception, the new penalty runs provided in the 2000 Code of Cricket Law shall not apply to all matches in Divisions 6, 7 North and South and ALL 2nd XI matches. Only Panel Umpires can award penalty runs. The one exception to this rule are the five penalty runs for a ball hitting a

fielders helmet placed on the ground as specified in Law 41.3 and these will be awarded if appropriate in ALL matches.

(v) The batting side is responsible for the movement of sightscreens during its innings. It is expected that the Umpires will be given full support to ensure the smooth running of the match.

3a. Points in Win, Lose, Draw matches.

Points shall be awarded as follows:

Uninterrupted Matches

- Win 24 points with no bonus points.
Except: Win by side winning the Toss and fielding - 20 points with no bonus points. However, NOTE playing condition 2a (n) above where a toss is "claimed".
- Loss 0 points plus bonus points.
- Tie or Draw with scores equal 8 points plus bonus points.
- Draw-side scoring most runs 8 points plus bonus points.
- Draw-side scoring least runs 2 points plus bonus points (only if score is at least 75% of 1st innings total). If the 75% condition is NOT met, the side batting first will receive the two extra points making 10 in total for the winning draw.

Bonus points

<u>BOWLING WKTS</u>	<u>BATTING RUNS (50 ov)</u>	<u>BATTING RUNS (45 ov)</u>
3 wickets 1 point,	150 and over 1 point	125 and over 1 point
5 wickets 2 points,	175 and over 2 points	150 and over 2 points
7 wickets 3 points,	200 and over 3 points	175 and over 3 points
9 wickets 4 points,	225 and over 4 points	200 and over 4 points.

If a side bats with fewer than 11 players so that it is not possible to take 9 wickets, yet it is "all out", the bowling side will be awarded 4 bowling bonus points.

In the event of a delayed start, or an interruption in the first innings, reducing the total number of overs in a match, the thresholds for batting and bowling bonus points shall be adjusted according to the number of overs, available at the start of an innings, as in the following table:-

Overs available	BONUS POINTS							
	BATTING				BOWLING			
	4pts	3pts	2pts	1pt	4pts	3pts	2pts	1pt
50	225	200	175	150	9	7	5	3
49	221	196	172	147	9	7	5	3
48	216	192	168	144	9	7	5	3
47	212	188	165	141	9	7	5	3
46	207	184	161	138	9	7	5	3
45	203	180	158	135	9	7	5	3
44	198	176	154	132	9	7	5	3
43	194	172	151	129	9	7	5	3
42	189	168	147	126	9	7	5	3
41	185	164	144	123	9	7	5	3
40	180	160	140	120	8	6	4	2
39	176	156	137	117	8	6	4	2
38	171	152	133	114	8	6	4	2

37	167	148	130	111	8	6	4	2
36	162	144	126	108	8	6	4	2
35	158	140	123	105	8	6	4	2
34	153	136	119	102	8	6	4	2
33	149	132	116	99	8	6	4	2
32	144	128	112	96	8	6	4	2
31	140	124	109	93	8	6	4	2
30	135	120	105	90	7	5	3	1
29	131	116	102	87	7	5	3	1
28	126	112	98	84	7	5	3	1
27	122	108	95	81	7	5	3	1
26	117	104	91	78	7	5	3	1
25	113	100	88	75	7	5	3	1
24	108	96	84	72	7	5	3	1
23	104	92	81	69	7	5	3	1
22	99	88	77	66	7	5	3	1
21	95	84	74	63	7	5	3	1
20	90	80	70	60	7	5	3	1

Abandoned and Interrupted Matches

- Match not started 5 points each
- Match abandoned or curtailed after a minimum of 20 overs of second innings (but see (b) below) will be declared "drawn" and the draw points distributed as follows:-

Highest average runs per over 8 points plus bonus points

Lowest average runs per over 2 points plus bonus points

Tie or draw when average runs per over are equal – 5 points each plus bonus points.

To calculate the average runs per over divide the total runs scored by the number of actual overs and balls received. Part overs should be calculated using the following decimals:

1 ball = 0.1667 overs

2 balls = 0.3333 overs

3 balls = 0.5 overs

4 balls = 0.6667 overs

5 balls = 0.8333 overs

- This method of calculation is used when an innings is curtailed or declared, this is the same in both interrupted and uninterrupted matches. To calculate the average runs per over when a side is bowled out, divide the total runs scored by the number of overs that were available to the batting side, as adjusted by the umpires if appropriate.
 - Drawn match abandoned after fewer than 20 overs of second innings 5 points each
- (a) Bonus points scored in abandoned matches shall count
- (b) Except where one side has won, a match shall be declared "No Result" unless each team completes 20 overs. Earned bonus points shall count.
- (c) In a rain affected match the side batting second must score 75% of the average runs per over in the 1st innings to qualify for the losing draw two points. If the side batting first is adjudged to have the losing draw, all bonus points plus the two for the losing draw will be awarded.

After the 1st innings, any interruption or whenever it is felt necessary, Umpires, Captains and Scorers must be in agreement on targets needed to win or obtain a winning draw in a match before play re-commences.

3b. Points in Win or Lose matches only.

Points shall be awarded as follows:

Uninterrupted Matches

- Win 20 points with no bonus points.
- Loss 0 points plus bonus points
- Tie (scores equal) 8 points plus bonus points.

Bonus points

BOWLING WKTS

3 wickets 1 point,
5 wickets 2 points,
7 wickets 3 points,
9 wickets 4 points,

BATTING RUNS (50 ov)

150 and over 1 point
175 and over 2 points
200 and over 3 points
225 and over 4 points

BATTING RUNS (45 ov)

125 and over 1 point
150 and over 2 points
175 and over 3 points
200 and over 4 points

If a side bats with fewer than 11 players so that it is not possible to take 9 wickets, yet it is "all out", the bowling side will be awarded 4 bowling bonus points.

In the event of a delayed start, or an interruption in the first innings, reducing the total number of overs in a match, the thresholds for batting and bowling bonus points shall be adjusted according to the number of overs, available at the start of an innings, as in the following table:-

Overs available	BONUS POINTS							
	BATTING				BOWLING			
	4pts	3pts	2pts	1pt	4pts	3pts	2pts	1pt
50	225	200	175	150	9	7	5	3
49	221	196	172	147	9	7	5	3
48	216	192	168	144	9	7	5	3
47	212	188	165	141	9	7	5	3
46	207	184	161	138	9	7	5	3
45	203	180	158	135	9	7	5	3
44	198	176	154	132	9	7	5	3
43	194	172	151	129	9	7	5	3
42	189	168	147	126	9	7	5	3
41	185	164	144	123	9	7	5	3
40	180	160	140	120	8	6	4	2
39	176	156	137	117	8	6	4	2
38	171	152	133	114	8	6	4	2
37	167	148	130	111	8	6	4	2
36	162	144	126	108	8	6	4	2
35	158	140	123	105	8	6	4	2
34	153	136	119	102	8	6	4	2
33	149	132	116	99	8	6	4	2
32	144	128	112	96	8	6	4	2
31	140	124	109	93	8	6	4	2
30	135	120	105	90	7	5	3	1
29	131	116	102	87	7	5	3	1

28	126	112	98	84	7	5	3	1
27	122	108	95	81	7	5	3	1
26	117	104	91	78	7	5	3	1
25	113	100	88	75	7	5	3	1
24	108	96	84	72	7	5	3	1
23	104	92	81	69	7	5	3	1
22	99	88	77	66	7	5	3	1
21	95	84	74	63	7	5	3	1
20	90	80	70	60	7	5	3	1

Abandoned and interrupted matches

- Match not started 5 points each
- Match abandoned or curtailed after less than minimum of 20 overs of second innings (but see (b) below) 5 points each plus bonus points.
- Win (side batting second does not achieve the target score)
Side batting first 20 points with no bonus points.
Side batting second 0 points plus bonus points.
- Win (side batting second surpasses the target score)
Side batting first 0 points plus bonus points
Side batting second 20 points with no bonus points.
- Tie (score of the side batting second equals the target score exactly)
8 points each plus bonus points

Interrupted Matches

Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the 1st innings, or before the start of the 20th over of the second innings, the target run rate shall be determined by applying the following formula:-

$$(100 + \{F \times 1.5\}) \times D \div 100$$

F = difference in the number of overs and balls received by each side following the first interruption of play after the completion of the 1st innings and up to the end of the 20th over of the 2nd innings.

D = Average run rate of team batting first

1st innings run rate = (1st innings score) ÷ (number of overs and balls allocated to the team batting first)

- The formula may only be applied ONCE in any match. (ie following the first interruption after the completion of the first innings and up to the end of the 20th over of the second innings) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.*
- If there is no interruption before the end of the 20th over of the second innings, the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.*
- The run rate and target shall be agreed by all scorers, umpires and captains prior to the start or restart of the innings and once agreed shall be final.*

The run rate shall be multiplied by the lowest reduced numbers of overs which the team batting second shall be entitled to receive after making allowance for time lost after the commencement of the match. The resulting figure shall be the 'target score'.

If the score of team batting second surpasses the 'target score' at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.

A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie.

After the 1st innings, any interruption or whenever it is felt necessary, Umpires, Captains and Scorers must be in agreement on targets needed to win in a match before play recommences.

Work Sheet to calculate the winning target when the side batting second receives fewer overs than the side batting first (The League's website contains a downloadable spreadsheet for these purposes).

Apply the formula laid out below:-

$$(100 + \{F \times 1.5\}) \times D \div 100$$

F = difference in the number of overs and balls received by each side following the first interruption of play after the completion of the 1st innings and up to the end of the 20th over of the 2nd innings.

Part overs should be calculated using the following decimals:

- 1 ball = 0.1667 overs
- 2 balls = 0.3333 overs
- 3 balls = 0.5 overs
- 4 balls = 0.6667 overs
- 5 balls = 0.8333 overs

D = Average run rate of team batting first

Example:

1st innings score 275 for 7 off 50 overs
 2nd innings reduced to 45 overs
 $(100 + \{5 \times 1.5\}) \times 5.50 \div 100 = 5.91$. AND $45 \times 5.91 = 265.95$
 So target to win = 266

A	100	100
B	Total runs scored in 1 st innings	275
C	Total overs used in 1 st innings	50
D	Run rate of side batting first B/C	5.50
E	Overs to be bowled to side batting second (whole number)	45
F	Difference in overs	5
G	Calculation F x 1.5	7.50
H	Run rate for team batting second (A+G) X D/A	5.91
J	Target to win E x H	265.95

If J is a decimal, the target to win will be the next whole number (rounded up). If J is a whole number, this will be the target for a tie and one more run will be needed for a win.

If there is a further interruption in the 2nd innings:-

The revised run rate calculated (H) is still used

Recalculate J with revised overs total for innings. (multiply H by the new total overs in the second innings)

- Always calculate the cut off time for the second innings (overs remaining x 3.5 minutes)
- Bonus points scored in abandoned matches shall count
- Except where one side has won, a match shall be declared "No Result" unless each team completes 20 overs. Earned bonus points shall count.

4. Playing Members – (see Registration section for fuller explanations)

- (a) Only bona fide and properly registered members of Clubs shall be eligible to play in League Matches.
- (b) No person shall be eligible to play in League matches for more than one Club per season without the consent of the Management Committee. No person shall be allowed to play for more than one club in the ' Birmingham & District Premier Cricket League Pyramid ', or for any WCL club having played for any other premier league team in any season without prior permission from the Management Committee. Where clubs are aware of, and have informed the Administrator, that a student member has played or will play for a Premier League team in another part of the Country in term-time, dispensation will be given to avoid affecting membership of WCL clubs. This dispensation will also be granted in reverse if necessary.
- (c) Each Member Club shall supply to the League such particulars of its membership and of the persons playing for it in League matches as shall be required by the Management Committee. It is the clubs' responsibility to ensure correct information is provided concerning periods of residence etc. on the registration forms and any club found guilty of serious registration breaches may be summarily relegated to the next lower division. Full details and ECB guidelines regarding players' categories for Contracted players, Overseas players and Overseas players (exempt) are available in a separate section of this handbook or the League website. Clubs must follow these carefully.
- (d) A list of playing members will be provided by each club at least 7 days prior to their first league match.
- (e) Subsequent players must be registered at least 48 hours before playing. Teams in Divisions 6, 7 North and 7 South and 2nd XI's may, in exceptional circumstances, register players up to the start of the match provided their registration form is endorsed by the opposing captain. The League Administrator must receive the registration form within 2 days of the match for which the player has been registered.
- (f) A player formally suspended from any other Club or League shall be ineligible to play in any Worcestershire County League organised match for the period of that suspension.

5. Umpires

- (a) Umpiring arrangements shall be agreed by the Management Committee and Clubs informed when details are available. Umpires appointed by the Management Committee shall receive an attendance fee the amount of which shall be settled by the Management Committee before the start of the season. The cost of the Umpire(s) shall be met equally by both Clubs but the fee(s) shall be paid by the home Club to the Umpire(s) before the commencement of the match whether or not the match is playable. Umpires, at their discretion, may decide not to claim the full fee in the event of a match not starting.
- (b) Commencement of a match shall not be delayed should either or both of the appointed Umpires be absent. If alternative arrangements, acceptable to both sides, cannot be made then players from the batting side shall stand as temporary umpires.
- (c) At the conclusion of a match with panel umpires, Captains and Umpires MUST meet to discuss any issues that have arisen in the match. If an Umpire feels it necessary to report a player or Club to the League because of misconduct, then he should advise the Officials of the offending club prior to leaving the Ground.
- (d) Registered club Umpires listed in the current Handbook have the same powers as Panel Umpires including the right to stand at the bowlers' end throughout the match. A Captain does not have to accept this right from any person not named in that year's Handbook. If a side wishes to provide a

non-playing Umpire aged under 20, such Umpire can stand at the bowlers' end only if he or she has completed a designated course on the Laws.

- (e) In matches with appointed Umpires, a calculation of the overs bowled per hour shall be made by the umpires, with appropriate allowances as agreed from time to time, and forwarded to the league Administrator who, after one permitted "grace" in Divisions one, two and three, will deduct 1 point for the next occasion that a side fails to bowl at least 17 overs per hour providing the innings lasts at least two hours. On a subsequent occasion, the points lost will escalate, i.e. 2 points on the next occasion, then 3 and so on. Allowances given will include 1 minute per wicket taken to a maximum of 9 wickets.
- (f) If any 1st XI team in Divisions 1-3 is reported as not having a Non-Playing Scorer at a Home match, they will have one point deducted after one permitted "grace". On each subsequent occasion, the points will escalate by one point as in 5(e) above.
- (g) Re-marking pitches – when the Umpires report that the pitch has not been remarked during the interval between innings, the home 1st XI team in Divisions 1-3 will have one point deducted after one permitted "grace". On each subsequent occasion, the points will escalate by one point as in 5(e) above.
- (h) Pitches marked by Umpires as "Poor" or "Dangerous" may result in points deductions at the discretion of the Ground and Facilities sub-committee.
- (i) Teams that fail to pay appointed Umpires the designated fee for the match, prior to the toss will, if reported, have one point deducted after one permitted "grace". On each subsequent occasion, the points will escalate by one point as in 5(e) above.
- (j) After the 1st innings, any interruption or whenever it is felt necessary, Umpires, Captains and Scorers must be in agreement on targets needed to win or obtain a winning draw in a match before play re-commences.

6. Welfare

- (a) Except as countermanded by a local playing condition, all league clubs must comply with all the current ECB Directives and guidelines (see Rule 8) including adopting the ECB Directive on Safeguarding of Children.
- (b) All League clubs must have a trained Welfare Officer on their club committees. Clubs are encouraged to ensure that all players make a self-disclosure declaration. Sample forms are available on the League website.
- (c) For all League and cup matches, there shall be a lower age limit, ALL players must be 12 years of age or older on 31st August of the previous year. An exception will be made for any player who is 11 years old (under 12) at 31st August of the previous year if they are shown to be included in a County Squad for that age group in lists supplied before the season by their relevant County Cricket Board. All players over 11 and under 14 on the date of the match must complete a League Young Player Consent Form. The form must be delivered to the Administrator at least 24 hours before the match. This form will contain assurances from Parents and the club that the player is able and competent to play. This consent form will remain in force until the player reaches their 14th birthday.

7. Recruitment

No League Club or any officer, member or supporter of a League Club shall, during the season, approach a player belonging to or playing with another League Club with the object of obtaining his services without first consulting the Secretary of the Club with whom the player is or was last playing. Evidence of such approaches may, at the Management Committee's discretion, result in disciplinary action being taken.

8. Match Results

The result, completed scorecards and Captains' report of each League Match shall be notified as directed by the Management Committee. Where these details have not been notified by the Home Club in accordance with the Management Committee's directions, the offending club may, at the discretion of the Management Committee, be penalised in accordance with Rule 10.

9. Promotion and Relegation

Promotion and relegation shall, unless otherwise determined by the Management Committee, be on a two up/two down basis each season. Exceptions to this shall be i) Division 1 - one team promoted, ii) Division 2 1st XIs – promotion only granted to clubs who have 3rd XIs in the year in which they will compete in Division One iii) Division 6 - No promotion unless a club is able to field 2 teams in the following season and a place is available, and iii) only one team will be promoted from each of Divisions 7 North and 7 South. If a team finishes bottom of Division Five 1st XIs for two consecutive seasons, the Management Committee reserves the right to invite that club to compete as two teams in separate Divisions in the one team Divisions. Any items contained in this rule can alter if relegations from the Birmingham and District League dictate.

The Management Committee shall be entitled to determine that a Club should not be promoted if in the opinion of the Management Committee its facilities are not adequate for the division into which it would otherwise have been promoted. In the event of equality of points of teams in promotion or relegation positions on completion of all the season's fixtures, precedence shall be taken by the team with a superior total number of points gained in the season's league matches between the sides. Thereafter the number of league matches won by each team shall be taken into consideration, if this still fails to separate the teams, the positions will be decided by dividing the total points by the number of matches completed.

If these methods still fail to separate teams, any Trophy in question will be shared by the sides for the year ahead except for the Division One 1st XI Title which will be settled by a play-off match arranged by the Management Committee.

Division One 1st XIs – Any club in contention to become League Champions of Division One 1st XIs, who do not meet with the requirements of the Birmingham & District Premier League will be deducted sufficient points before the end of the season to ensure they will not be League Champions in that season.

In Divisions one, two, three and four, the membership of the 2nd XI Divisions shall be determined by the league positions of the respective teams. Relegation from Division four would include both XIs.

10. Infringement of Rules

A member Club which, in the opinion of the Management Committee, infringes any of the Rules or Playing conditions of the League or the Laws of Cricket (including the spirit thereof) shall have such points deducted, be fined, expelled, or otherwise dealt with as the Management Committee shall determine. In addition the management committee may decide to deduct points for persistent breaches of the facility audit criteria or umpires report forms.

11. Disputes

In all disputes the decision of the Management Committee shall be final. In its discretion the Management Committee may refer any dispute to the England and Wales Cricket Board for guidance.

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