

The Strathmore & Perthshire Cricket Union Rules

All references within these Rules to the male gender are purely for brevity. Women and girls are as welcome as men and boys as players, umpires, scorers and administrators in the Union.

1.0 Administration of League

- 1.1 The League shall be administered by the Management Committee of the Strathmore & Perthshire Cricket Union, in accordance with the League Rules and within the terms of the Constitution.
- 1.2 Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as (may be) approved by the AGM of the Union.
- 1.3 The ball used in all League matches shall be a ball approved by the SPCU Committee.
- 1.4 All matches played under the auspices of the Union will be conducted in accordance with the Union's Disciplinary Procedures and Cricket Scotland's Levels of Conduct for Players and Officials.
- 1.5 All players, officials and umpires agree by participation in the SPCU Leagues to comply and adhere to the Laws of Cricket (2000 Code 4th Edition 2010) -The Preamble – The Spirit of Cricket.

2.0 Composition of League

- 2.1 The League shall be divided into Divisions. The Management Committee shall determine annually the number of Divisions and the number of teams within each Division. The Strathmore and Perthshire Union Committee will adopt a flexible approach to its league structure.
- 2.2 No two teams from the same club shall compete in the Premier Division .
- 2.3 The SPCU Premier League is a feeder league for the CSL Eastern Conference therefore any Feeder League club wishing to obtain membership of the CSL Eastern Conference by participating in the end of season play-offs (or by any other means) must comply with the CSL Rule 4 (Feeder Leagues).

3.0 Promotion and Relegation

- 3.1 The Strathmore and Perthshire Union Committee will adopt a flexible approach to its league structure and will have the right to determine the number of teams to be relegated and promoted. At the end of each season promotion and relegation will normally take place as follows.
 - a) The team finishing first in Division 1 will be promoted to the Division above, subject always to the provisions of rule 2.3 being met.
 - b) The teams finishing second in Division 1 and 1st in Divisions 2 (**North and South**) and any additional Leagues included by the SPCU Committee shall have the right to be promoted to the Division above if they so wish, subject always to the provisions of Rule 2.1, 2.2 and 2.3 being met.
 - c) Relegation from, and further promotion to each Division shall be decided by the Committee at the conclusion of each season subject always to the provisions of Rule 2.3 being met.
- 3.2
 - a) Any team failing to fulfil three of its fixtures during the course of a season will be deemed to have failed to meet its obligations to the League and shall be automatically deducted 10 points for each game and must immediately make a presentation to the SPCU Committee detailing the reasons for failing to fulfil the fixtures.
 - b) Any team failing to fulfil four or more of its fixtures during the course of a season will be automatically relegated to the Division below.
- 3.3 Any team in the lowest Division of the Union failing to fulfil six or more of its fixtures during the course of the season shall require to apply for re-admission to the Union at the next Annual General Meeting of the Union along with any other team seeking admission to the Union. Where appropriate, those teams seeking admission or readmission to the Union shall participate in a ballot for the vacant place or places and such vacant place or places shall be allocated to the team or teams securing the highest number of votes in the ballot. Prior to the ballot, the Management Committee shall indicate how many places in the League competition are available

- 3.4 For each team that has failed to fulfil three or more fixtures in the season, a club must pay a £100 deposit to allow that team to compete in the League in the following season. The deposit must be paid prior to the first scheduled fixture of the following season, or that team will be removed from the League. The deposit will be returned at the end of the following season, provided that the team has fulfilled its fixtures and did not default on more than two occasions.

4.0 Fixtures

- 4.1 The Competitions Sub-Committee shall arrange fixtures for each Division and shall notify clubs of such fixtures as soon as practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by, the Competitions Sub-Committee. Fixtures in each Division, other than the lowest, will be arranged on the basis of each team playing one another twice during the season, one at home and the other away.
- 4.2 Clubs may re-arrange scheduled fixtures by obtaining the consent of their opponents and the Competitions Sub-Committee. No re-arrangements may take place where a match has been cancelled or abandoned due to bad weather on the scheduled date, or where the rescheduled date is after the last scheduled weekend of the Union season.

5.0 Trophies and Prizes

- 5.1 The Management Committee may award trophies or other prizes for team or individual performance in any Division of the Union. No trophy or prize for individual performance may be awarded to a paid or overseas player.

6.0 Playing Conditions

- 6.1 Clubs participating in the Union shall take steps to maintain or improve the standard of their grounds in keeping with the Premier League's status as a feeder league to the Cricket Scotland League.
- 6.2 Clubs playing in the Premier Division of the Union must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard as shall be determined by the Competitions Sub-Committee in its sole discretion. Premier League clubs should ensure that they have facilities to protect the wicket from inclement weather, i.e. covers.
- 6.3 The home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue to opponents not less than 48 hours before the fixture), regulation stumps and bails and for the proper marking of the pitch and boundary. Each team shall otherwise provide its own equipment, including a ball of a type approved by the Management Committee. Each team shall bowl with its own ball.
Although preference should be given to natural turf pitches where possible, an artificial pitch may be used in any Division provided the away side are notified 48 hours before the fixture. If notification is not provided 48 hours in advance, an artificial pitch may still be used with the agreement of both teams.
- 6.4 In the event of bad weather the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel (unless an independent groundsman or appointed umpire declares the pitch unplayable), and the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under Rule 11.3 if the weather improves.

7.0 Youth Policy

- 7.1 It is a further requirement of membership of the Union that all clubs should be committed to providing opportunities for young players to play the game of cricket.
- 7.2 Those clubs playing in the Premier Division of the Union will, in particular, recognise their responsibilities for introducing and implementing a junior coaching programme and should aim to operate at least two teams in recognised youth competitions.

8.0 Players

8.1 Interpretation

For the purposes of this rule the following words and phrases shall have the following meanings:

- (a) An "amateur" player is any player who is not a Paid Player.
- (b) "Local Player" shall mean a player who is normally resident in the European Economic Area ("EEA"), and who has been so resident for at least 183 days before any match, but who is not a Scottish Qualified Player.
- (c) "Overseas" shall mean outside the EEA.
- (d) "Overseas Amateur" shall mean a player who is not a Paid Player and who has not been resident in the European Economic Area for at least the 183 days immediately prior to the match in which he intends to play provided that: (i) he has not played first class cricket in the last two years and has not featured as a first class cricketer in any of the last two published ACS Cricket Year books, and (ii) he will be less than 23 years of age on 31 August of any season in which he plays in the League. (see also CSL Rules Appendix 3).
- (e) A "Paid Player" is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket: (i) payment in cash or in kind; (ii) accommodation whether free, subsidised, or otherwise assisted; (iii) employment, whether full-time or part-time; (iv) payment in whole or in part of fares to the United Kingdom from that player's place of abode.
- (f) "Scottish Qualified Player" shall have the meaning set out in Appendix 4 of the CSL rules.

8.2 Players permitted to play

- (a) All players must be bona fide members of the club for whom they play in the League.
- (b) No player may play in the SPCU for more than one club in the same Division in any one cricket season without first obtaining the permission to do so from the Competitions Sub-Committee. Such permission will only be given where the player's previous club has provided a written statement confirming that it has no objection to the change of club.
- (c) No club may play more than one Paid Player and one Overseas Amateur or, if no Paid Player, then no club may play more than two Overseas Amateurs, one of whom must comply with the requirements set out in Rule 8.3 (d).
- (d) No Overseas Player who has played 1st Class or List "A" cricket as defined by the Association of Cricket Statisticians, may play in any match below Division 1 of the SPCU.

8.3 Further Provisions about Paid Players

- (a) For the purposes of these rules: (i) the payment of reasonable travelling expenses is permitted without any player being deemed a 'paid player'; and (ii) a physical education teacher or a coach whose work is solely educational and who is not paid directly or indirectly for playing cricket for a member club is not a Paid Player.
- (b) There shall be no residency requirements for the one permitted Paid Player, but if sourced from outwith the UK/EEA, then UK Border Agency regulations must be satisfied.
- (c) Any payment made to a player by Cricket Scotland or to a player contracted by Cricket Scotland for playing in a match organized by Cricket Scotland will not render that player as a Paid Player for the purposes of his participation in the League. This provision will apply equally to a player of any ICC Associate or Affiliate nation within the EEA.
- (d) A Paid Player must possess a minimum of a UKCC Level 2 coaching certificate (or an acceptable overseas equivalent).

8.4 Further Provisions about Overseas Amateurs

- (a) No club may field a player in any match in the League unless that player has been resident in the EEA for at least the 183 days immediately prior to the match in which he is to play unless that player otherwise satisfies the criteria for being an Overseas Amateur (see Cricket Scotland Guidelines).
- (b) Consideration may be given by the Committee to waive some or all of the requirements for an Overseas Amateur in suitable cases where the player has moved to Scotland through work or study or other acceptable reason.
- (c) Sub-paragraph (a) shall not apply to a Scottish Qualified Player who is normally resident in Scotland but who has spent the winter months overseas.
- (d) Consideration may be given by the Committee to waive the requirements of sub-paragraph (a) in relation to a Local Player in suitable circumstances.

8.5 Paid Players reverting to Amateur status

- (a) No player who has been a Paid Player as the prime source of his income at any time in a calendar year may play as an amateur for the team of any club in any Division of the League within the same calendar year.
- (b) No player, other than a Scottish Qualified Player or a player of any other ICC Associate or Affiliate nation within the EEA, may play as an amateur for the team of any club in any Division of the League if he has been a Paid Player at any time in the three calendar years preceding that year.
- (c) The provisions of sub-paragraph (b) may be waived if the permission of the Committee is obtained prior to such player participating in any League match. Such permission will, however, only be granted in special circumstances.

8.6 Further provisions for players

- (a) For the last 3 League games in the season, any player who has appeared for a CSL side in more than 50% of that club's league matches already played during the current season shall be ineligible to play for a team in a lesser league without prior permission being granted by the SPCU Committee.
- (b) No player who is also registered for a different CSL club to the team playing in the SPCU will be eligible to play in any Premier League match.

9.0 Expenses

- 9.1 A club shall be entitled to pay expenses to any player to defray the cost to that player of travelling to any League match or to a rendezvous point prior to travelling to any League match without that player being deemed to be a paid player, provided the expenses so paid do not exceed a rate per mile of necessary travel at such rate as may be fixed by the Management Committee and intimated to clubs from time to time, or the equivalent rail or bus fare. Any club which pays expenses to any player as aforesaid shall maintain a record of all expenses so paid and shall allow access to any person appointed by the Management Committee to such record and to any other books of account maintained by the club.

10.0 Start and Finish Times

- 10.1 All Union matches shall normally commence at 1.00 p.m. and shall be completed on the day of commencement. If play is not in progress, due to inclement weather, at 8.30 p.m. there shall be no further play in the match. If play is suspended due to inclement weather after 8.30 p.m. there shall be no further play.
- 10.2 Matches may start at 12.00 noon provided the start time is agreed by both sides prior to the date of the fixture. If play is not in progress, due to inclement weather, at 7.30 p.m. there shall be no further play in the match. If play is suspended due to inclement weather after 7.30 p.m. there shall be no further play.
- 10.3
- a) The Home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.
 - b) Matches will start at the agreed scheduled time, (weather permitting), no matter how many players are available. Any unreasonable delay in the commencement of a match must be reported to the Competitions Committee. The Competitions Committee will have the power to impose a fine, deduction of points or award the match to the opponents.
 - c) If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss.
 - d) The provisions of (a), (b) and (c) above may be waived by the Competitions Committee if it is satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.

11.0 Duration of Matches

- 11.1 Except as detailed in 11.3 below each team competing in a match shall be entitled to bat for 45 overs (Premier Division and Division 1), 40 overs (Division 2 North & Division 2 South)
- 11.2 No points shall be awarded in matches which are not completed, and in which the provisions of Rule 14.1 (d) do not apply.

- 11.3 Where the start of the match is delayed due to weather or other exceptional circumstances the length of the match may be shortened by 5 overs per side for each 45 minutes or part thereof. Where the weather conditions indicate that the full number of overs may not be completed, the captains may agree to reduce the number of overs to be played by multiples of 5 overs per side. Games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game. All reductions are subject to a minimum length of 20 overs per innings in all the Divisions. No reduction in the scheduled number of overs is permitted after the start of the match.

PREMIER & DIVISION 1	DIVISION 2 NORTH & SOUTH		
No of overs scheduled per innings at start	No of overs scheduled per innings at start	Actual start time to be between	Latest start time for second innings. If 12.00pm start then 60 mins less
45	40	1.00pm – 1.15pm	4.45pm
40	35	1.16pm – 1.45pm	5.05pm
35	30	1.46pm – 2.30pm	5.25pm
30	25	2.31pm – 3.15pm	5.45pm
25	20	3.16pm - 4.00pm	6.05pm
20		4.01pm – 4.45pm	6.25pm

12.0 Bowling Restrictions

- 12.1 No bowler may bowl more overs than indicated in Appendix C for the length of innings scheduled. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.
- 12.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Appendix B.
- 12.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated in Law 42.6 (a) (ii)

12.4 Wides

The following rule for the interpretation of a wide ball is to be applied and for which the crease must be marked as illustrated in Appendix F.

Wide Ball - Judging a Wide

- (i) Umpires are instructed to strictly apply this Law in order to prevent consistent negative bowling wide of the wicket.
- (ii) Off-Side Wide – Premier Division (& Div 1) -If the ball passes outside the offside wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he makes no contact with the ball, such a delivery must be called 'wide'.
Off-Side Wide – all other Divisions - If the ball passes outside the offside return crease line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'.
- (iii) Leg-Side Wide – Premier Division (& Div 1) - If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'wide'. The only exception to this would be if the striker makes a pronounced move to the offside and the ball just misses the leg stump.
- (iv) Leg-Side Wide – in all other Divisions the following will apply for leg side wides.

Any ball which passes outside the leg side wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he does not come in to contact with the ball, such a delivery must be called 'wide'.

13.0 Fielding Restrictions see (APPENDIX E)

- (a) Throughout an innings at the instant of delivery there shall not be more than 5 fieldsmen on the leg side. This rule shall apply for all Divisions.
- (b) From over 1 to over 13 of a normal innings of 45 overs a maximum of 2 fieldsmen can be placed outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 27.45 metres - 30 yards) and joined by a parallel line on each side of the pitch. This rule applies to the Premier Division only. See Appendix E for reduced overs calculation.
- (c) All Divisions of the S&PCU will subscribe to the ECB Directives for young fielders.

14.0 Points

14.1 Points known as "result points" and "bonus points" shall be awarded as follows for all Divisions:

- (a) Result Points: Winning team - 25 points. Each team in a tie - 5 points. Except in the circumstances governed by 14.1 (d), the team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal the result shall be a tie. No account shall be taken of wickets lost.
- (b) Bonus Points: No bonus points shall be awarded to the team which wins the match. Bonus points are awarded to the losing team, and to each team as appropriate in the event of a tie.
- (c) Batting bonus points shall be awarded as per Table 1 or Table 2:
- (d) In the event that a match is abandoned, then, provided at least 20 overs of the second innings have been completed, the result will be decided by the SPCU Calculator method as defined in **Appendix A**. This will also indicate the number of winning/tie/bonus points to be awarded to the teams.
- (e) Bowling bonus points will be awarded at the fall of the 1st, 3rd, 5th, 7th and 9th wickets with a further 2 points for taking the 10th wicket.

TABLE 1

Where the game is played and completed as a 45 over game then the batting bonus points will be awarded as per Table 1

No of overs innings scheduled for:	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:	6 th batting point awarded at:	7 th batting point awarded at:
45	75	100	125	150	175	200	225

Where it is agreed that a reduced over game is played and completed then the batting bonus points will be awarded as per Table 2.

TABLE 2

Row No.	No of overs innings game scheduled for:	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:	6 th batting point awarded at:	7 th batting point awarded at:
1	40	50	75	100	125	150	175	200
2	35	50	70	90	115	135	155	180
3	30	40	60	80	105	125	145	165
4	25	40	60	75	95	115	130	150
5	20	35	55	70	90	110	125	140

If a 45 over game is completed by both sides then the Table 1 will apply.

If the game is scheduled as a reduced overs game from the start and is completed, then Table 2 applies,

15.0 Forfeiture of Points

The Management Committee shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.

15.1 If a club has not paid their subscription by the first Saturday of the League season, 5 points shall be deducted from the total points for each team that club was scheduled to field on that day in the League. If the subscription remains outstanding on the second Saturday of the League season, a further 10 points will be deducted for each team that club was scheduled to field on that day in the League. If any club has not paid their subscription by the third Saturday of the League season, a further 20 points will be deducted for each team that club was scheduled to field on that day in the League.

15.2 In the Premier League only a 45 over innings should be completed within 3 hours, based on 4 minutes per over and a 40 over innings within 2 hours and 40 minutes. These times include allowances for the fall of wickets, and drinks intervals, but not for delays due to injury or other exceptional circumstances. In matches controlled by umpires appointed by the Strathmore & Perthshire Cricket Union, the umpires shall deduct 1 point from the bowling team for each complete over that is unbowled after the expiry of the time listed above.
All games in the other Divisions should make every attempt to comply with these times however no penalties will be applied.

15.3 The integrity of the divisions are dependent on players of a similar ability playing against each other. Circumstances may arise whereby players from higher level teams within a Club, may wish to, or may have to make up numbers for a team playing at a level, or levels, below their normal standard of play. If this happens it is essential that they do not unduly influence the result of that game. It is the responsibility of the Captain to ensure that the game, and the performances of any player dropping down a level or levels, are within the Spirit of the Game.
If the Spirit of the Game is not observed, then the opposing Captain or a Committee member, may raise this as a disciplinary issue.
The Competitions Committee would assess the impact made by any player dropping down a level or levels and, if they considered that this action had a detrimental effect on the game of cricket, they would have the discretion to deduct points (generally awarding a 25 - 0 points result against the offending team), warn or ban the Captain concerned, and advise the Club concerned that the player involved would not be permitted to drop down to that particular level again that season. To avoid any potential dispute, it is recommended that if any player is dropping down a level or levels the Captain involved should contact the opposing Captain prior to the day of the game, and discuss the reasons for the involvement of that player, and try to ensure that the Spirit of the Game is not breached.

This rule will not apply to players aged 17 years or under.

15.4 Where a team fails to fulfil a fixture on the original date specified by the SPCU Committee or on a substitute date agreed with the SPCU Committee and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match. Where a club cannot fulfil all its fixtures for a given day, the first fixture to be cancelled must be that of its lowest team. Any Club forfeiting a game on the scheduled day of the game will incur an additional 5 point penalty except in exceptional circumstances as determined by the SPCU Committee.

15.5 Where member clubs wish to appeal against the penalties arising from sections 15.1, 15.2, 15.3 or 15.4 above, they must do so within two weeks of date of the match. Where member clubs wish to appeal against a decision made by the SPCU Committee, then any such appeal must be received by the Union Honorary Secretary within two weeks of notification of the Committee's decision. Notification of appeal must include the grounds of appeal, and a £100 deposit, which will be returned to the appellant club if the appeal is successful.

16.0 Match Return Forms

16.1 The home team in any Union match is responsible for ensuring that the electronic match return form is completed in full, accurately and legibly, and returned to the Ian Chisholm by 6pm on the following Wednesday at the latest so that League tables can be compiled timeously. When a match is cancelled or abandoned, notice must also be given to the Divisional representative by 6pm on the following

Wednesday. In the event of a failure to comply, the Competitions Sub-Committee will deduct 5 points for each and every offence from the total points earned during a season.

17.0 League Placings

- 17.1 League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams shall have an equal percentage at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams.
In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which the clubs shall draw lots.

18.0 Umpiring and Scoring

- 18.1 The Union may appoint an umpire or umpires to officiate at any match it deems appropriate. No team may object to Union appointed umpire officiating at any match.
- 18.2 Where no umpires are appointed under Rule 18.1, each club taking part in a game shall have the right to appoint one umpire. Such umpire shall not be one of the 11 players participating in the game. A team captain should inform his counterpart that his club has appointed an umpire at the earliest opportunity. Where only one umpire is appointed by the Union he may officiate continuously from the bowlers end or, at his sole discretion, alternate between the bowlers end and the strikers end with a second umpire but only if the second umpire is available for the whole match.
- 18.3 Where only one club chooses to appoint an umpire under Rule 18.2, that umpire shall normally stand at one end of the pitch throughout the match (i.e. at square leg and bowler's end for alternate overs). With the agreement of both captains, a single appointed umpire may stand at the bowler's end for every over in a game.
- (i) Where a team offers to provide two non playing umpires, the agreement of the opposing captain is required.
- (ii) Where the two captains have agreed an umpiring format for a match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.
- 18.4 Where fewer than 2 umpires are appointed under Rules 18.1 and 18.2, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowlers end and the strikers end shall be at the discretion of the batting teams captain.
- 18.5 No club shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they are appointed, are expected to uphold the Laws and Spirit of the game, and make all decisions that are required with strict impartiality.
- 18.6 Wherever possible, each club shall appoint a scorer for each game, who shall not be one of the 11 players participating in the game. If a scorer is not appointed, the club must provide a standard "box-style" scorebook or score sheet.
- 18.7 If fewer than 2 scorers are appointed under Rule 18.6, the score shall be kept by one of the batting side not currently involved in the game. There must be 2 scorers recording the action at all times.
- 18.8 Where umpires are appointed under Rules 18.1 or 18.2, they shall agree the scores at the conclusion of each innings as mandated in Law 3.15 and 4.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook, and the captains shall jointly resolve any discrepancies within or between the two scorebooks.
- 18.9 A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over
- 18.10 All clubs are encouraged to support their members in attending training courses and sessions, in order to promote the highest possible standards of umpiring and scoring throughout the Union.

19.0 League Rules

19.1 Each Union club shall have a copy of these Rules available at its ground at each League match.

19.2 These rules shall be capable of amendment, but only as provided for in the Constitution of the Union.

Appendix A:

The ELC Method for Determining Results in Abandoned Matches

This uses a combination of the first team's score, the number of overs bowled* and the number of wickets in hand to determine a target score for the team batting second. The charts are for matches of 20 – 45 overs in multiples of 5. The appropriate chart is used depending on the length of the first innings.

To determine a team's target at a particular point in the innings, find the entry for the number of overs bowled and wickets lost in the 2nd innings. This figure is multiplied by the first innings score and divided by 100 to give a target. The resultant figure is rounded down to give the par score for a tie with one more the target for a win.

*NOTE: The tables only indicate resources available for complete overs. The online SPCUC determines resources for overs and balls bowled and will be used to determine results and bonus points. The online calculator can be found at:

<http://www.spcu.co.uk>

Calculation of Bonus Points

The online SPCU calculator will indicate the number of bonus points for losing teams. This works in the following way:

SPCUC not only gives us the winner but 2 useful pieces of information:

1. The winning margin
2. When the team bowling second loses, how many wickets they needed to have taken at that point to have won.

THIS IS AN EXAMPLE OF A 45 OVER GAME

The SPCUC method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages remaining - over by over for matches scheduled for 45overs

WICKETS LOST												
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled	
1	1.01	7.50	15.57	25.64	37.53	51.11	65.09	78.00	88.10	95.30	1	
2	2.12	8.47	16.33	26.11	37.86	51.24	65.09	78.00	88.10	95.30	2	
3	3.23	9.39	17.03	26.66	38.20	51.43	65.13	78.00	88.10	95.30	3	
4	4.38	10.40	17.81	27.22	38.53	51.54	65.20	78.00	88.10	95.30	4	
5	5.61	11.40	18.64	27.77	38.86	51.65	65.20	78.00	88.10	95.30	5	
6	6.83	12.40	19.46	28.39	39.20	51.83	65.26	78.00	88.10	95.30	6	
7	8.05	13.47	20.32	28.98	39.61	52.05	65.30	78.00	88.10	95.30	7	
8	9.36	14.58	21.21	29.63	40.05	52.18	65.38	78.00	88.10	95.30	8	
9	10.70	15.79	22.20	30.40	40.50	52.40	65.40	78.00	88.10	95.30	9	
10	12.14	17.02	23.19	31.07	40.94	52.63	65.50	78.01	88.10	95.30	10	
11	13.58	18.24	24.22	31.85	41.41	52.94	65.52	78.09	88.10	95.30	11	
12	15.03	19.49	25.30	32.66	41.96	53.20	65.63	78.09	88.10	95.30	12	
13	16.52	20.83	26.38	33.55	42.52	53.48	65.74	78.09	88.10	95.30	13	
14	18.07	22.22	27.55	34.44	43.13	53.76	65.85	78.09	88.10	95.30	14	
15	19.70	23.66	28.73	35.33	43.80	54.09	65.96	78.09	88.10	95.30	15	
16	21.36	25.11	30.03	36.29	44.46	54.51	66.07	78.09	88.10	95.30	16	
17	23.12	26.64	31.27	37.38	45.13	54.86	66.27	78.09	88.10	95.30	17	
18	24.90	28.20	32.70	38.40	45.90	55.30	66.40	78.20	88.10	95.30	18	
19	26.68	29.86	34.04	39.61	46.68	55.84	66.62	78.20	88.10	95.30	19	
20	28.57	31.55	35.51	40.74	47.57	56.31	66.84	78.22	88.10	95.30	20	
21	30.50	33.33	37.06	42.00	48.50	56.86	67.06	78.30	88.10	95.30	21	
22	32.50	35.15	38.66	43.33	49.50	57.46	67.28	78.34	88.10	95.30	22	
23	34.55	37.04	40.33	44.72	50.55	58.13	67.56	78.40	88.10	95.30	23	
24	36.66	39.00	42.06	46.16	51.66	58.86	67.90	78.46	88.10	95.30	24	
25	38.85	41.00	43.84	47.68	52.77	59.64	68.31	78.57	88.10	95.30	25	
26	41.07	43.08	45.71	49.24	54.06	60.51	68.75	78.68	88.10	95.30	26	
27	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	27	
28	45.84	47.43	49.71	52.67	56.75	62.40	69.75	78.92	88.10	95.30	28	
29	48.31	49.78	51.82	54.50	58.31	63.42	70.33	79.14	88.10	95.30	29	
30	50.86	52.23	53.96	56.49	59.89	64.56	71.03	79.36	88.13	95.30	30	
31	53.46	54.67	56.23	58.50	61.56	65.83	71.81	79.63	88.20	95.30	31	
32	56.18	57.23	58.62	60.61	63.34	67.22	72.64	79.96	88.20	95.30	32	
33	58.96	59.90	61.13	62.83	65.23	68.73	73.59	80.36	88.26	95.30	33	
34	61.82	62.64	63.68	65.21	67.27	70.28	74.67	80.88	88.37	95.30	34	
35	64.80	65.51	66.33	67.65	69.38	72.02	75.87	81.44	88.48	95.29	35	
36	67.90	68.40	69.20	70.20	71.70	73.90	Team A 230 for 8 from 45 overs Team B 35 overs for 5 wickets Target Score is 72.02% of 230 = 165.65 i.e 165 to tie 166 to win					overs bowled
37	71.02	71.42	72.09	72.88	74.15	76.01						overs bowled
38	74.26	74.64	75.12	75.77	76.73	78.18						overs bowled
39	77.63	77.90	78.26	78.73	79.46	80.66						overs bowled
40	81.07	81.27	81.53	81.88	82.40	83.26						overs bowled
41	82.80	83.00	83.20	83.50	83.90	84.60						overs bowled
42	86.10	86.20	86.30	86.50	86.80	87.30						overs bowled
43	89.40	89.50	89.60	89.70	89.80	90.10						overs bowled
44	92.80	92.90	92.90	93.00	93.00	93.20						overs bowled
45	100.00	100.00	100.00	100.00	100.00	100.00						overs bowled
Wickets lost												

Appendix B - Young fast bowlers

ECB Fast Bowling Match Directives

Age Maximum	Maximum Overs	Maximum Overs
	Per Spell	Per Day
Up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would **in normal circumstances** stand back to take the ball. Age groups are taken from 1st September the previous year.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen, his spell is deemed to be concluded.

If play is interrupted for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately. Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Appendix C

Bowling Restrictions for reduced match.

Length of Innings (Overs)	Maximum overs per bowler
45	9
40	8
35	7
30	6
25	5
20	4

Appendix D

1. From season 2010 a Caledonian Regional Academy XI will play in the Premier Division and will have one match scheduled against each Premier Division team.
2. Matches will be played under the same rules, regulations and conditions as all other league matches.
3. Regional Academy players will represent their club in matches between the sides, if selected. If not selected for his club, such a player may play for the Regional Academy XI. Regional Academy players will be in the U19 age group, however, any substitute fielder may be outwith this age group.
4. In these matches points shall be awarded and will be shown as follows .Premier Division sides will be awarded full points available (as set out in Rule 14) for these matches
 - Points awarded to Premier Division sides will count in determining places in the league table
 - The Regional Academy XI will feature in the main league table based on matches completed but with no significance for promotion / relegation.

APPENDIX E

PLAYING CONDITIONS

The following fielding restrictions will apply for **Premier Division Games Only**.

Fielding Circles

- (a) The outer fielding circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres (30 yards). The semi-circles shall be linked by two parallel straight lines. The outer fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.

FIELDING RESTRICTIONS

- (a) From over 1 to over 13 of a normal innings of **45 overs** a maximum of 2 fieldsmen can be placed outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 27.45 metres - 30 yards) and joined by a parallel line on each side of the pitch.
- (b) From over 14 to the completion of the innings a maximum of 5 fieldsmen can be placed outside this area.
- c) Where the number of overs in a match is reduced below 45 per innings, there will be a consequent reduction in the number of overs in which restrictions above apply. The prescribed number of overs is set out in Table A
- (d) Throughout an innings at the instant of delivery there shall not be more than 5 fieldsmen on the leg side. **This rule applies for all Divisions.**
- (e) In the event of an infringement of any of the above, the striker's end Umpire shall call and signal "No Ball".
- (f) In the event of the striker's end Umpire failing to call and signal "No Ball" when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal "No Ball". If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

TABLE A

REDUCED INNINGS OVERS ALLOCATION	Rule (a) Max 2 fielders outside 30 yard semi- circles
45	13
40	12
35	10
30	9
25	7
20	6

REGULATIONS FOR YOUNG PLAYERS (ALL DIVISIONS)

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 5.5 metres (6 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS AND FACEGUARDS BY YOUNG PLAYERS (ALL DIVISIONS)

The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by young players.

It is recommended that a helmet with a faceguard is worn by young players when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice. A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball except with written parental consent. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet if this written parental consent has not been received.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:1998) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to the age of 18. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

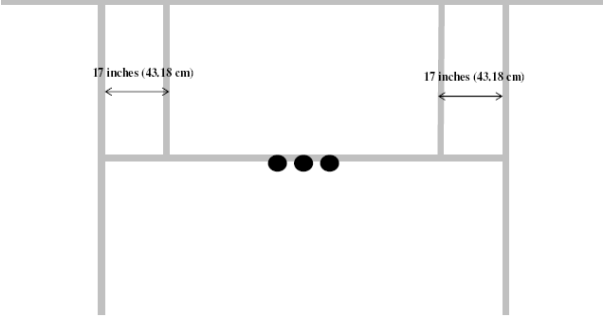
The ECB is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools, and that parental consent is always obtained before young players are allowed to bat or stand up to the stumps when keeping wicket against a hard ball without wearing a helmet with a faceguard.

APPENDIX F

Crease Markings

Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside the crease markings, are detailed below, and shall be marked in white at each end of the pitch. This applies to all League matches in the Premier League, Div 1, Div 2 North & South and any additional Divisions.



The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 45 overs

WICKETS LOST											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	1.01	7.50	15.57	25.64	37.53	51.11	65.09	78.00	88.10	95.30	1
2	2.12	8.47	16.33	26.11	37.86	51.24	65.09	78.00	88.10	95.30	2
3	3.23	9.39	17.03	26.66	38.20	51.43	65.13	78.00	88.10	95.30	3
4	4.38	10.40	17.81	27.22	38.53	51.54	65.20	78.00	88.10	95.30	4
5	5.61	11.40	18.64	27.77	38.86	51.65	65.20	78.00	88.10	95.30	5
6	6.83	12.40	19.46	28.39	39.20	51.83	65.26	78.00	88.10	95.30	6
7	8.05	13.47	20.32	28.98	39.61	52.05	65.30	78.00	88.10	95.30	7
8	9.36	14.58	21.21	29.63	40.05	52.18	65.38	78.00	88.10	95.30	8
9	10.70	15.79	22.20	30.40	40.50	52.40	65.40	78.00	88.10	95.30	9
10	12.14	17.02	23.19	31.07	40.94	52.63	65.50	78.01	88.10	95.30	10
11	13.58	18.24	24.22	31.85	41.41	52.94	65.52	78.09	88.10	95.30	11
12	15.03	19.49	25.30	32.66	41.96	53.20	65.63	78.09	88.10	95.30	12
13	16.52	20.83	26.38	33.55	42.52	53.48	65.74	78.09	88.10	95.30	13
14	18.07	22.22	27.55	34.44	43.13	53.76	65.85	78.09	88.10	95.30	14
15	19.70	23.66	28.73	35.33	43.80	54.09	65.96	78.09	88.10	95.30	15
16	21.36	25.11	30.03	36.29	44.46	54.51	66.07	78.09	88.10	95.30	16
17	23.12	26.64	31.27	37.38	45.13	54.86	66.27	78.09	88.10	95.30	17
18	24.90	28.20	32.70	38.40	45.90	55.30	66.40	78.20	88.10	95.30	18
19	26.68	29.86	34.04	39.61	46.68	55.84	66.62	78.20	88.10	95.30	19
20	28.57	31.55	35.51	40.74	47.57	56.31	66.84	78.22	88.10	95.30	20
21	30.50	33.33	37.06	42.00	48.50	56.86	67.06	78.30	88.10	95.30	21
22	32.50	35.15	38.66	43.33	49.50	57.46	67.28	78.34	88.10	95.30	22
23	34.55	37.04	40.33	44.72	50.55	58.13	67.56	78.40	88.10	95.30	23
24	36.66	39.00	42.06	46.16	51.66	58.86	67.90	78.46	88.10	95.30	24
25	38.85	41.00	43.84	47.68	52.77	59.64	68.31	78.57	88.10	95.30	25
26	41.07	43.08	45.71	49.24	54.06	60.51	68.75	78.68	88.10	95.30	26
27	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	27
28	45.84	47.43	49.71	52.67	56.75	62.40	69.75	78.92	88.10	95.30	28
29	48.31	49.78	51.82	54.50	58.31	63.42	70.33	79.14	88.10	95.30	29
30	50.86	52.23	53.96	56.49	59.89	64.56	71.03	79.36	88.13	95.30	30
31	53.46	54.67	56.23	58.50	61.56	65.83	71.81	79.63	88.20	95.30	31
32	56.18	57.23	58.62	60.61	63.34	67.22	72.64	79.96	88.20	95.30	32
33	58.96	59.90	61.13	62.83	65.23	68.73	73.59	80.36	88.26	95.30	33
34	61.82	62.64	63.68	65.21	67.27	70.28	74.67	80.88	88.37	95.30	34
35	64.80	65.51	66.33	67.65	69.38	72.02	75.87	81.44	88.48	95.29	35
36	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	36
37	71.02	71.42	72.09	72.88	74.15	76.01	78.76	83.00	88.83	95.29	37
38	74.26	74.64	75.12	75.77	76.73	78.18	80.47	84.02	89.18	95.30	38
39	77.63	77.90	78.26	78.73	79.46	80.66	82.40	85.23	89.63	95.33	39
40	81.07	81.27	81.53	81.88	82.40	83.26	84.53	86.72	90.21	95.40	40
41	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	41
42	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	42
43	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	43
44	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	44
45	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	45
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 40 overs

Wickets lost											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	1.15	7.62	15.67	25.69	37.57	51.12	65.09	78.00	88.10	95.30	1
2	2.40	8.69	16.50	26.25	37.95	51.30	65.09	78.00	88.10	95.30	2
3	3.65	9.77	17.32	26.87	38.32	51.47	65.17	78.00	88.10	95.30	3
4	5.00	10.90	18.20	27.50	38.70	51.60	65.20	78.00	88.10	95.30	4
5	6.37	12.02	19.17	28.15	39.07	51.75	65.22	78.00	88.10	95.30	5
6	7.75	13.20	20.10	28.84	39.50	52.00	65.30	78.00	88.10	95.30	6
7	9.19	14.45	21.10	29.55	40.00	52.17	65.37	78.00	88.10	95.30	7
8	10.70	15.79	22.20	30.40	40.50	52.40	65.40	78.00	88.10	95.30	8
9	12.32	17.17	23.32	31.17	41.00	52.67	65.50	78.02	88.10	95.30	9
10	13.94	18.54	24.50	32.05	41.55	53.00	65.55	78.09	88.10	95.30	10
11	15.57	20.00	25.67	33.00	42.17	53.32	65.67	78.09	88.10	95.30	11
12	17.29	21.50	27.00	34.00	42.80	53.60	65.80	78.09	88.10	95.30	12
13	19.07	23.12	28.27	35.00	43.55	53.97	65.92	78.09	88.10	95.30	13
14	20.95	24.75	29.69	36.04	44.30	54.40	66.05	78.09	88.10	95.30	14
15	22.90	26.45	31.12	37.25	45.05	54.82	66.25	78.09	88.10	95.30	15
16	24.90	28.20	32.70	38.40	45.90	55.30	66.40	78.20	88.10	95.30	16
17	26.92	30.07	34.22	39.75	46.80	55.89	66.64	78.20	88.10	95.30	17
18	29.05	32.00	35.90	41.05	47.80	56.45	66.90	78.25	88.10	95.30	18
19	31.25	34.00	37.65	42.49	48.87	57.07	67.15	78.30	88.10	95.30	19
20	33.50	36.10	39.50	44.00	50.00	57.80	67.40	78.40	88.10	95.30	20
21	35.87	38.25	41.40	45.62	51.25	58.57	67.77	78.42	88.10	95.30	21
22	38.30	40.50	43.40	47.30	52.50	59.45	68.20	78.55	88.10	95.30	22
23	40.79	42.82	45.47	49.05	53.89	60.39	68.69	78.67	88.10	95.29	23
24	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	24
25	46.15	47.72	49.97	52.90	56.95	62.52	69.82	78.95	88.10	95.30	25
26	48.95	50.40	52.34	55.00	58.70	63.70	70.50	79.19	88.10	95.30	26
27	51.82	53.15	54.80	57.25	60.52	65.02	71.32	79.45	88.17	95.30	27
28	54.80	55.90	57.40	59.50	62.40	66.50	72.20	79.80	88.20	95.30	28
29	57.92	58.89	60.17	62.00	64.52	68.14	73.22	80.19	88.22	95.30	29
30	61.09	61.95	63.05	64.59	66.75	69.90	74.40	80.75	88.35	95.30	30
31	64.42	65.14	66.00	67.35	69.12	71.80	75.72	81.37	88.47	95.30	31
32	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	32
33	70.70	71.09	71.80	72.59	73.90	75.80	78.59	82.90	88.80	95.30	33
34	73.59	74.00	74.50	75.20	76.20	77.70	80.09	83.80	89.10	95.30	34
35	76.59	76.90	77.30	77.80	78.59	79.90	81.80	84.80	89.50	95.30	35
36	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	36
37	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	37
38	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	38
39	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	39
40	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	40
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 35 overs

Wickets lost											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	1.3	7.7	15.8	25.7	37.62	51.1	65.09	78.0	88.10	95.3	1
2	2.7	8.9	16.7	26.4	38.05	51.3	65.09	78.0	88.10	95.3	2
3	4.2	10.25	17.7	27.1	38.48	51.5	65.20	78.0	88.10	95.3	3
4	5.7	11.54	18.7	27.8	38.91	51.6	65.20	78.0	88.10	95.3	4
5	7.3	12.84	19.8	28.6	39.35	51.9	65.30	78.0	88.10	95.3	5
6	8.9	14.27	20.9	29.4	39.92	52.1	65.35	78.0	88.10	95.3	6
7	10.70	15.79	22.2	30.4	40.50	52.4	65.40	78.0	88.10	95.3	7
8	12.55	17.37	23.4	31.3	41.07	52.7	65.50	78.0	88.10	95.3	8
9	14.41	18.94	24.8	32.3	41.72	53.0	65.58	78.0	88.10	95.2	9
10	16.30	20.64	26.2	33.4	42.44	53.4	65.72	78.0	88.10	95.3	10
11	18.30	22.42	27.7	34.5	43.22	53.8	65.87	78.0	88.10	95.3	11
12	20.41	24.28	29.2	35.7	44.08	54.2	66.01	78.0	88.10	95.3	12
13	22.61	26.20	30.9	37.0	44.94	54.7	66.21	78.0	88.10	95.3	13
14	24.90	28.20	32.7	38.4	45.90	55.3	66.40	78.2	88.10	95.3	14
15	27.22	30.34	34.4	39.9	46.94	55.9	66.68	78.2	88.10	95.3	15
16	29.65	32.57	36.4	41.4	48.08	56.6	66.97	78.2	88.10	95.3	16
17	32.21	34.88	38.4	43.1	49.35	57.3	67.25	78.3	88.10	95.3	17
18	34.85	37.31	40.5	44.9	50.71	58.2	67.61	78.4	88.10	95.3	18
19	37.58	39.85	42.8	46.8	52.14	59.2	68.05	78.5	88.10	95.3	19
20	40.44	42.48	45.1	48.8	53.68	60.2	68.62	78.6	88.10	95.3	20
21	43.40	45.20	47.6	50.9	55.40	61.4	69.20	78.8	88.10	95.3	21
22	46.54	48.09	50.3	53.1	57.20	62.6	69.91	78.9	88.10	95.3	22
23	49.77	51.18	53.0	55.6	59.20	64.0	70.71	79.2	88.10	95.3	23
24	53.08	54.32	55.9	58.2	61.32	65.6	71.69	79.5	88.20	95.3	24
25	54.80	55.90	57.4	59.5	62.40	66.5	72.20	79.8	88.20	95.3	25
26	59.80	60.70	61.9	63.5	65.80	69.2	73.90	80.5	88.30	95.3	26
27	62.39	63.20	64.2	65.7	67.70	70.5	74.90	81.0	88.40	95.3	27
28	67.90	68.40	69.2	70.2	71.70	73.9	77.20	82.1	88.60	95.3	28
29	70.70	71.09	71.8	72.5	73.90	75.8	78.59	82.9	88.80	95.3	29
30	73.59	74.00	74.5	75.2	76.20	77.7	80.09	83.8	89.10	95.3	30
31	79.70	79.90	80.2	80.5	81.20	82.2	83.60	86.1	89.90	95.4	31
32	82.80	83.00	83.2	83.5	83.90	84.6	85.70	87.5	90.60	95.4	32
33	89.40	89.50	89.6	89.7	89.80	90.1	90.50	91.3	92.80	95.8	33
34	92.80	92.90	92.9	93.0	93.00	93.2	93.40	93.8	94.50	96.3	34
35	100.00	100.00	100.	100.	100.0	100.	100.0	100.	100.0	100.	35
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 30 overs

Wickets lost											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	1.5	8.0	15.9	25.8	37.6	51.1	65.0	78.0	88.1	95.3	1
2	3.2	9.3	17.0	26.6	38.2	51.4	65.1	78.0	88.1	95.3	2
3	5.0	10.90	18.2	27.5	38.7	51.6	65.2	78.0	88.1	95.3	3
4	6.8	12.40	19.4	28.3	39.2	51.8	65.2	78.0	88.1	95.3	4
5	8.6	14.03	20.7	29.2	39.8	52.1	65.3	78.0	88.1	95.3	5
6	10.70	15.79	22.2	30.4	40.5	52.4	65.4	78.0	88.1	95.3	6
7	12.86	17.63	23.6	31.4	41.1	52.8	65.5	78.0	88.1	95.3	7
8	15.03	19.49	25.3	32.6	41.9	53.2	65.6	78.0	88.1	95.3	8
9	17.29	21.50	27.0	34.0	42.8	53.6	65.8	78.0	88.1	95.3	9
10	19.70	23.66	28.7	35.3	43.8	54.0	65.9	78.0	88.1	95.3	10
11	22.23	25.86	30.6	36.8	44.8	54.7	66.1	78.0	88.1	95.3	11
12	24.90	28.20	32.7	38.4	45.9	55.3	66.4	78.2	88.1	95.3	12
13	27.63	30.70	34.7	40.1	47.1	56.0	66.7	78.2	88.1	95.3	13
14	30.50	33.33	37.0	42.0	48.5	56.8	67.0	78.3	88.1	95.3	14
15	33.50	36.10	39.5	44.0	50.0	57.8	67.4	78.4	88.1	95.3	15
16	36.66	39.00	42.0	46.1	51.6	58.8	67.9	78.4	88.1	95.3	16
17	39.96	42.03	44.7	48.4	53.4	60.0	68.5	78.6	88.1	95.3	17
18	43.40	45.20	47.6	50.9	55.4	61.4	69.2	78.8	88.1	95.3	18
19	45.60	47.20	49.5	52.5	56.6	62.3	69.7	78.9	88.1	95.3	19
20	50.10	51.50	53.3	55.8	59.3	64.2	70.8	79.3	88.1	95.3	20
21	54.80	55.90	57.4	59.5	62.4	66.5	72.2	79.8	88.2	95.3	21
22	57.30	58.30	59.6	61.5	64.0	67.8	73.0	80.0	88.2	95.3	22
23	62.40	63.20	64.2	65.7	67.7	70.5	74.9	81.0	88.4	95.3	23
24	67.90	68.40	69.2	70.2	71.7	73.9	77.2	82.1	88.6	95.3	24
25	70.70	71.09	71.8	72.5	73.9	75.8	78.5	82.9	88.8	95.3	25
26	76.59	76.90	77.3	77.8	78.5	79.9	81.8	84.8	89.5	95.3	26
27	82.80	83.00	83.2	83.5	83.9	84.6	85.7	87.5	90.6	95.4	27
28	86.10	86.20	86.3	86.5	86.8	87.3	88.0	89.3	91.6	95.5	28
29	92.80	92.90	92.9	93.0	93.0	93.2	93.4	93.8	94.5	96.3	29
30	100.00	100.00	100.	100.	100.	100.	100.	100.	100.	100.	30
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 25 overs

Wickets lost											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	1.9	8.29	16.20	26.0	37.7	51.2	65.0	78.0	88.1	95.3	1
2	3.9	10.0	17.50	27.0	38.4	51.5	65.2	78.0	88.1	95.3	2
3	6.0	11.7	19.00	28.0	39.0	51.7	65.2	78.0	88.1	95.3	3
4	8.2	13.7	20.50	29.0	39.7	52.1	65.3	78.0	88.1	95.3	4
5	10.70	15.7	22.20	30.4	40.5	52.4	65.4	78.0	88.1	95.3	5
6	13.29	18.0	24.00	31.7	41.3	52.9	65.5	78.0	88.1	95.3	6
7	15.90	20.3	25.90	33.2	42.3	53.4	65.7	78.0	88.1	95.3	7
8	18.70	22.7	28.00	34.7	43.4	53.9	65.9	78.0	88.1	95.3	8
9	21.70	25.4	30.29	36.5	44.6	54.6	66.0	78.0	88.1	95.3	9
10	24.90	28.2	32.70	38.4	45.9	55.3	66.4	78.2	88.1	95.3	10
11	28.20	31.2	35.20	40.5	47.4	56.2	66.8	78.2	88.1	95.3	11
12	31.70	34.4	38.00	42.8	49.1	57.2	67.2	78.3	88.1	95.3	12
13	35.40	37.7	41.00	45.3	51.0	58.4	67.7	78.4	88.1	95.3	13
14	39.29	41.4	44.20	48.0	53.0	59.8	68.4	78.5	88.1	95.3	14
15	43.40	45.2	47.60	50.9	55.4	61.4	69.2	78.8	88.1	95.3	15
16	47.80	49.3	51.40	54.1	58.0	63.2	70.2	79.0	88.1	95.3	16
17	52.40	53.7	55.30	57.7	60.9	65.3	71.5	79.5	88.2	95.3	17
18	57.30	58.3	59.60	61.5	64.0	67.8	73.0	80.0	88.2	95.3	18
19	62.40	63.2	64.20	65.7	67.7	70.5	74.9	81.0	88.4	95.3	19
20	67.90	68.4	69.20	70.2	71.7	73.9	77.2	82.1	88.6	95.3	20
21	73.59	74.0	74.50	75.2	76.2	77.7	80.0	83.8	89.1	95.3	21
22	79.70	79.9	80.20	80.5	81.2	82.2	83.6	86.1	89.9	95.4	22
23	86.10	86.2	86.30	86.5	86.8	87.3	88.0	89.3	91.6	95.5	23
24	92.80	92.9	92.90	93.0	93.0	93.2	93.4	93.8	94.5	96.3	24
25	100.00	100.00	100.0	100.	100.	100.	100.	100.	100.	100.	25
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

The SPCU method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages used for matches scheduled for 20 overs

Wickets lost											
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
1	2.4	8.69	16.5	26.2	37.9	51.3	65.0	78.0	88.1	95.3	1
2	5.0	10.9	18.2	27.5	38.7	51.6	65.2	78.0	88.1	95.3	2
3	7.7	13.2	20.1	28.8	39.5	52.0	65.3	78.0	88.1	95.3	3
4	10.70	15.7	22.2	30.4	40.5	52.4	65.4	78.0	88.1	95.3	4
5	13.94	18.5	24.5	32.0	41.5	53.0	65.5	78.0	88.1	95.3	5
6	17.29	21.5	27.0	34.0	42.8	53.6	65.8	78.0	88.1	95.3	6
7	20.95	24.7	29.6	36.0	44.3	54.4	66.0	78.0	88.1	95.3	7
8	24.90	28.2	32.7	38.4	45.9	55.3	66.4	78.2	88.1	95.3	8
9	28.20	31.2	35.2	40.5	47.4	56.2	66.8	78.2	88.1	95.3	9
10	33.50	36.1	39.5	44.0	50.0	57.8	67.4	78.4	88.1	95.3	10
11	37.29	39.6	42.6	46.6	52.0	59.1	68.0	78.5	88.1	95.3	11
12	43.40	45.2	47.6	50.9	55.4	61.4	69.2	78.8	88.1	95.3	12
13	47.80	49.3	51.4	54.1	58.0	63.2	70.2	79.0	88.1	95.3	13
14	54.80	55.9	57.4	59.5	62.4	66.5	72.2	79.8	88.2	95.3	14
15	59.80	60.7	61.9	63.5	65.8	69.2	73.9	80.5	88.3	95.3	15
16	67.90	68.4	69.2	70.2	71.7	73.9	77.2	82.1	88.6	95.3	16
17	73.59	74.0	74.5	75.2	76.2	77.7	80.0	83.8	89.1	95.3	17
18	82.80	83.0	83.2	83.5	83.9	84.6	85.7	87.5	90.6	95.4	18
19	89.40	89.5	89.6	89.7	89.8	90.1	90.5	91.3	92.8	95.8	19
20	100.00	100.00	100.	100.	100.	100.	100.	100.	100.	100.	20
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

Example Calculation:

20 over game

Team batting first scores 133 for 8

What is the target for team batting second after 12 overs with 5 wickets lost?

Using the table above (20 overs) and looking at 12 overs bowled, 5 wickets lost

Target = $133 \times 61.40/100 = 81.662$

A score of 82 (or more) wins, a score of 81 ties, a score of 80 (or less) loses