



Recreational & Development League - Playing Rules

Adopted at Annual General Meeting Jan 2020

with changes made at AGM Jan 2020 shown in red

with previous changes made by online EGM on 20th March 2019 shown in blue

and one further change made at AGM in Jan 2022 shown in orange.

1. 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 CS **Disciplinary Code of Conduct as adopted by the SPCU.**
- 1.5 All players, officials and umpires agree by participation in the SPCU League & Competitions to comply and adhere to the Laws of Cricket (2017 Code - **2nd Edition 2019**) and The Preamble – The Spirit of Cricket as otherwise provided for in SPCU Playing Rules and with the following exceptions: -
 - 1.5a Laws 18.5 (Deliberate Short Runs),
24.4 (Player Returning Without Permission),
26.2 (Practice on the Outfield),
28.2 (Fielding the Ball) &
41 (Unfair Play)

In respect of the award of “penalty runs” - shall only apply where an umpire appointed by CSMOA is standing.

For the avoidance of doubt, “Penalty Runs” may continue to be applied under Law 28.3.2 (Ball Striking Fielding Helmet on the Ground).

- 1.5b Law 42 (Players Conduct). Shall only apply where an umpire appointed by CSMOA is standing.

2. 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 **The R&D league should give young players an opportunity to develop their skills and enhance their game.**

3. Promotion and Relegation

- 3.1 There will be no promotion or relegation from [the R&D League](#).
- 3.2 Teams who wish to play **Saturday cricket** should do so by application to the Management Committee.

4. 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 the Competitions Sub-Committee.
- 4.2 Clubs may re-arrange scheduled fixtures by obtaining the consent of their opponents and the Competitions Sub-Committee. Matches which are cancelled due to inclement weather prior to and including 31 July **may be** rescheduled during the second half of the season. Matches beyond this date **may not** be rescheduled.
- 4.3 Where any fixture is postponed due to the involvement of either club in the final of a Cricket Scotland Senior Competition or the finals day of a Cricket Scotland Junior Competition or any Village Cup tie, the clubs involved may rearrange the fixture. If no suitable date can be agreed, the match will be declared null and void.

5. 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. Playing Conditions

- 6.1 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 this 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.
- 6.2 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.
- 6.3 Clubs should bear in mind that shortened games can take place under Rule 11.3.

7. 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 It is encouraged, where possible, to have at least four players who are classed as U18 as at 31 August of the preceding season.

8. Players

8.1 Players Permitted to Play

Any player may play in R&D Leagues; however, Captains are encouraged to play matches firmly within the Spirit of Cricket and by showing respect to their opponents.

8.2 Sharing of players

Clubs may where required share playing resources to ensure that a game of cricket takes place. Any Child Protection and playing restrictions under which such arrangements are made are for the relevant clubs to agree and the SPCU can accept no legal responsibility for them. Any club inviting Junior Players from a parent club must adhere to the current Cricket Scotland Child Protection Policy. Players' statistics will only count in the Averages of matches played for the parent club.

8.3 Registration of Players

The Player Registration system to be used by all SPCU clubs will be that as prescribed by the Management Committee.

9. 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. 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 an alternative time provided the start time is agreed by both sides prior to the date of the fixture.

11. Duration of Matches

11.1 Matches are by default 40 overs per side except as detailed in 11.3 below.

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.

11.3a Both clubs can, in advance of the match day, agree to a shortened match between 20 and 40 overs in increments of 5 overs.

11.3b Where the start of the match is delayed due to weather or any other reason the length of the match may be shortened, in increments of 5 overs, by the agreement of both Captains.
Where the Captains fail to agree, the reduction of overs should be followed as listed below:

No of overs scheduled per innings at start	Actual start time to be between
40	1.00pm – 1.15pm
35	1.16pm – 1.45pm
30	1.46pm – 2.30pm
25	2.31pm – 3.15pm
20	3.16pm - 4.00pm

- If the start time is brought forward to noon, deduct 60 minutes from this time

Captains are given discretion with regards to the start of the second innings to ensure where conditions improve that common sense prevails.

11.4 If a match has started but rain intervenes creating a timing problem the team may agree to abandon the match and providing there is time remaining in the day, they may play a new match of reduced overs match. (i.e.T/20). Where clubs fail to agree the match would be declared null and void.

11.5 Clubs may not declare their innings closed.

12. Match Restrictions

12.1 No bowler may bowl more than 20% of the total overs being played in the match.

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

12.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers as listed below:

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

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 21.10.

12.4 Wides - Judging a Wide

- If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the striker where he/she is and which also would have passed wide of him/her standing in a normal guard position.
- The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him or her to be able to hit it with his bat by means of a normal cricket stroke.

12.5 Batting Retirals

To encourage participation, particularly of younger and more inexperienced players, captains have the option to retire batters 'not out', with the option for retired batters to return to bat again in the order which they have retired, in the event that all other wickets have fallen.

13. Fielding Restrictions

Throughout an innings at the instant of delivery there shall not be more than 5 fielders on the leg side.

R&D Clubs will subscribe to the ECB Directives for young fielders.

14. Points

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

14.2 Result Points

Winning team is awarded 25 points. Each team in a tie is awarded 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.

14.3 Bonus Points

14.3a 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.

14.3b Batting bonus points shall be awarded in all matches in breaks of 20 runs commencing at 40 and finishing at 220.

A maximum of ten points may be awarded.

1st Point	2nd point	3rd point	4th point	5th point	6th point	7th point	8 th point	9th point	10th point
40 Runs	60 runs	80 runs	100 runs	120 runs	140 runs	160 runs	180 runs	200 runs	220 runs

14.3c Bowling bonus points will be awarded at the fall of each wicket. A maximum of ten points may be awarded.

14.3d In the event that a match is abandoned, the result will be decided by the Duckworth Lewis Stern method (DLS)

subject to the minimum number of overs being bowling in the second innings as prescribed below.

This will also indicate the number of winning/tie/bonus points to be awarded to the teams.

No of overs scheduled per innings at start	Minimum number of overs to be played in second innings
40	20
35 or 30	15
25 or 20	10

15. Forfeiture of Points

- 15.1 The Management Committee shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.
- 15.2 The integrity of the divisions is 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, is 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 complaint to the Competitions Committee.
- 15.3 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.
- 15.4 Where member clubs wish to appeal against the penalties arising from and playing conditions listed herein, 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 £50 deposit, which will be returned to the appellant club if the appeal is successful.

16. 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 Competitions Committee by 6pm on the following Friday at the latest so that League tables can be compiled. When a match is cancelled or abandoned, notice must also be given by email to the Competitions Mailbox. In the event of a failure to comply, the Competitions Sub-Committee will, on the first offence, warn the team. On the second offence a final warning will be issued and on the third offence the Competitions Committee will deduct 5-points for each and every offence from the total points earned during a season.

NOTE: Teams are urged to contact Ian Chisholm with short scores after matches to allow league tables to be compiled.

- 16.2 If a match return form remains outstanding despite reminders from the Competitions Committee, then the matter shall be referred to the Management Committee who may impose a further penalty.

17. League Placings

- 17.1 League placings will be determined by expressing the points awarded as a percentage of the maximum points available (as determined in rule 14) 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 higher overall net run rate as calculated by Cricket Stats will apply.

18. 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.
- 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.
- 18.4 Where a team offers to provide two non-playing umpires, the agreement of the opposing captain is required.
- 18.5 Where only one umpire is appointed by the SPCU, the umpire shall officiate continuously from the bowler's end.
- 18.6 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 team's captain.
- 18.7 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.
- 18.8 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.
- 18.9 Scoring and umpiring is an opportunity for individuals to become involved in the game from a development ethos. Captains should ensure all players adhere to the Spirit of Cricket whilst also creating a safe and positive environment for any young Umpire/scorer.
- 18.10 If fewer than 2 scorers are appointed, the score shall be kept by one of the batting side not currently involved in the game.
- 18.11 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 3.2. 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.
- 18.12 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.
- 18.13 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. Video Evidence

Where video evidence is available it may not be used in any SPCU competitions to determine any part of the match. i.e. the result, dismissals, etc. This list is not exhaustive.

20. League Rules

- 20.1 Each Union club shall have a copy of these Playing Rules available at its ground at each League match.
- 20.2 These rules shall be capable of amendment, but only as provided for in the Constitution of the Union.
- 20.3 These rules will be reviewed annually to ensure the spirit of recreational and developmental cricket is upheld.