**CONSTITUTION OF THE ESSEX LEAGUE**

**1. TITLE**

1.1 The Association shall be called ‘The Essex League’ (hereinafter referred to as ‘The League’).

1.2 A President and Honorary Life Vice-Presidents may be elected at the League’s Annual General Meeting or at a Special General Meeting. Nomination for Honorary Life Vice Presidents is to be first approved by the Executive Committee and nominated to the League at its Annual General Meeting or at a Special General Meeting.

**2. INTENTION**

2.1. The purpose of the League shall be to organise cricket on a competitive basis for the Members of the League.

**3. COMPOSITION**

3.1 The League shall have two categories of members – Full Members and Associate Members. Unless otherwise stipulated, the number of Full Member Clubs shall be a minimum of forty and shall comprise the Clubs who are members of the League at the date of adoption of this Constitution and any Clubs subsequently elected under Rule 8.1 below. In addition, the Executive Committee may admit Associate Member Clubs under Rule 8.1 below.

3.2 The League shall consist of such number of Clubs as the Full Member Clubs shall from time to time stipulate at the Annual General Meeting or any Special General Meeting.

3.3 To qualify for election to the League a club must have a ground considered for cricket purposes to be within the County of Essex or the London Boroughs of Havering, Waltham Forest, Redbridge, Newham or Barking & Dagenham and to meet such other criteria as the Executive Committee shall from time to time determine.

3.4 All Full and Associate Member clubs shall be required to affiliate to the England & Wales Cricket Board via Essex Cricket in the Community. Membership shall be open to all, irrespective of age, gender, disability, race, ethnic origin, creed, colour, social status and sexual orientation.

**4. ADMINISTRATION**

4.1 The affairs of the League shall be governed by a Management Committee made up of one representative from each Full and Associate Member Club of the League and presided over by the Chairman of the Executive Committee elected each year at the Annual General Meeting. The Management Committee shall, among its other duties, be responsible for ensuring that the purpose and spirit of the League be adhered to. It shall be empowered to take whatever action it considers fit to do this.

4.2 The Executive Committee shall be elected at the Annual General Meeting to carry out the routine business of the League and the enforcement of this Constitution and the Organisation and Playing Conditions in accordance with the power given to it in Organisation and Playing Condition Generic Rule A.22. The Executive Committee shall consist of a Chairman, Honorary Secretary, Honorary Treasurer, Honorary Fixture Secretary, a representative of the Essex Women’s League Committee, a staff representative of Essex Cricket in the Community and up to 7 other members from Full Member clubs. A Vice Chairman will be appointed from within and by the members of the Executive Committee. The executive committee positions can be filled by a maximum of 2 members from Associate Member clubs.

4.3 The Executive Committee shall have the power to:

1. Appoint such sub-committees as may be deemed necessary from time to time and delegate to each sub-committee any power deemed necessary. The Chairman of any sub-committee shall be a member of the Executive Committee.
2. Co-opt from any Full Member Club (whether to fill any vacancy in their number or for any other reason) such co-opted to serve until the Annual General Meeting following the co-option.
3. Referee all disputes, including all disciplinary matters and any queries or disputes concerning the Organisation and Playing Conditions.

4.4 The Executive Committee shall have the power to As per ECB requirements the league will adopt Sport England’s “A Code for Sports Governance – Tier 1 Sport England”

**5. MEETINGS**

5.1 The Annual General Meeting of the League shall take place on a Sunday in November to be determined by the Executive Committee. The Honorary Secretary shall give fourteen days’ notice of the meeting by e-mail to the Full and Associate Member Clubs, this notice to be accompanied by an agenda of all business to be transacted. The meeting may be attended by any current member of a Full and Associate Member Club, but the voting shall be as defined in Rule 6 below. The meeting shall transact the annual business of the League and consider items submitted, in writing, to the Honorary Secretary, not later than 30 days prior to the date of the meeting. A quorum at such meetings shall be the representatives of not less than three-quarters of the Full Member Clubs.

5.2 A Special General Meeting may be summoned at any time by the Executive Committee or on application to the Honorary Secretary in writing or by e-mail. The application must bear the signatures of the Secretaries or Chairmen of not less than six Full Member Clubs of the League and shall state clearly the motion(s) which it is required shall form the purpose of the Special General Meeting. This shall take place within thirty days of the receipt of the application and shall discuss only the motion(s) which form the contents of the application. Notice of this meeting and a quorum shall be as defined in Rule 5.1 above

5.3 The Management Committee shall meet in the Spring on a Sunday in April and Autumn on a Sunday in October, and at other times as necessary. Notice of meetings and a quorum shall be as defined in Rule 5.1 above.

5.4 The Executive Committee shall meet at regular intervals, at a suitable frequency to ensure the efficient administration of the League’s affairs and at least seven days’ notice shall be given. A quorum shall be the simple majority of the members of the Executive Committee.

**6. VOTING**

6.1 At the Annual General Meeting, at a Special General Meeting, and on the Management Committee the voting shall be on the basis of one vote per Full Member Club. Associate Member Clubs may attend such meetings but may only vote on matters affecting the Organisation and Playing Conditions in so far as they relate to the 1st Xl Divisions.

6.2 In the event of a tied vote, the Chairman or his nominated Deputy, who shall not otherwise vote, shall have the casting vote.

6.3 Changes to the Organisation and Playing Conditions shall be determined by a simple majority of those Full Members present and voting. A two thirds majority of Full Members present and voting is required for changes to this Constitution.

6.4 At the Annual General Meeting, at a Special General Meeting and on the Management Committee any club abstaining from voting shall not be counted when calculating a majority for passing a resolution.

**7. THE FORMAT OF THE LEAGUE**

7.1 Unless otherwise provided by the Organisation and Playing Conditions, each game shall be played according to the laws of cricket as issued by M.C.C.

7.2 The Organisation and Playing Conditions of the League shall be as laid out in Appendix A following.

7.3 The League shall comprise the following:

1. The First XI League consisting of five Divisions known as the Premier Division, First Division, Second Division, Third Division and fourth Division of the First XI League. Promotion and relegation shall apply as referred to in Organisation and Playing Conditions Generic Rules. If, as a result of the admission of multiple Associate Members into 1st Xl Division 4 pursuant to Rule 8.1 the Executive Committee may choose to create a 5th Division at a suitable time.
2. The Second XI League consisting of four Divisions known as the Premier Division, First Division, Second Division and Third Division of the Second XI League. Promotion and relegation shall apply as referred to in Organisation and Playing Conditions Generic Rules.
3. The remaining Divisions will be numbered from Division 10 onwards. Divisions 14 and below will be organised on a regional basis as from time to time arranged by the Executive Committee. Promotion and relegation shall apply as referred to in Organisation and Playing Conditions Generic Rules.

**8. ENTRY INTO AND WITHDRAWAL FROM THE ESSEX LEAGUE**

8.1

1. Application for Full Membership of the League shall be made in writing to the Honorary Secretary not later than 15th October. Full Members shall be elected by a two-thirds majority at an Annual General Meeting under Rule 6.3. On election, new Members shall not commence active membership of the League until the conclusion of the Annual General Meeting at which their election took place. The 1st Xl and any lower XIs of any club so elected shall be entitled to become part of the League.
2. The Executive Committee may by 31st October in any year, to be effective in the following season, admit into the bottom 1st Xl Division the 1st Xls of an even number of clubs applying to become Associate Members of the League who have been previously approved by Essex Cricket in the Community, and who meet the criteria laid down by the Executive Committee. The 2nd Xl of any clubs so admitted as Associate Membership shall not become a part of the League. Each year the Executive Committee may invite Associate Member clubs to apply to have a maximum of two XIs enter the 3rd and 4th XI structure (Divisions 10 and below). Any invitation to Associate Member club lower XIs will be visited each season prior to the AGM. Clubs wishing to be considered for admission as Associate Members must apply by 15th October of the year prior to the year in which they wish to be admitted. On election, associate members must continue to enter at least their 2nd XI in their existing league structures or other Saturday leagues. Associate members must continue to meet the league entry criteria as laid down by the Executive Committee.8.2 Voluntary withdrawal from the League shall not take effect unless the Honorary Secretary has received written notification by the Club concerned not later than 15th September in the year preceding withdrawal.

8.3 A Club may be expelled from the League. Any proposal for the expulsion of a Member Club (other than pursuant to the Disciplinary Regulations) shall only be dealt with at an Annual General Meeting or Special General Meeting and a two thirds majority of Full Members present and voting is required. In the event that a Member Club is expelled such expulsion shall have immediate effect.

8.4 Membership of the League signifies acceptance of this constitution and of the League’s Playing Conditions.

8.5 The league Grounds Standard Matrix will be distributed to clubs at each AGM. Clubs are expected to use the ground matrix to help them to make sure MINIMUM standards are met when hosting clubs and matches. Failure to meet the standards set out in the Grounds Standard Matrix may result in clubs being dropped from divisions, unable to gain promotion and possibly removal from the league if no improvement in standards occurs.

**9. FINANCE**

9.1 The Membership fee shall be such amount as shall be determined from time to time by the Executive Committee.

9.2 The membership fee shall be payable by 31st May each year.

9.3 A balance sheet and profit and loss account, duly audited, for the year ended 30 September shall be prepared and sent to Member Clubs as soon as available.

9.4 The League’s Account shall be held by a Bank as decided upon by the Executive Committee. Payments made on this account must be authorised by two members of the Executive Committee.

9.5 An auditor shall be appointed at the Annual General Meeting to hold office until the conclusion of business at the next following Annual General Meeting. The auditor’s terms of reference and responsibility from time to time shall be agreed with the Executive Committee.

9.6 Any financial commitment over £500 by the League must be authorised by the Honorary Treasurer and either the Honorary Chairman or the Honorary Secretary.

**10. LEVIES**

10.1 Any club not attending a League Management Committee, Special General or Annual General Meeting or any other meeting called by the Executive Committee will incur a fine of £100.

10.2 Any club not paying their annual subscriptions by 31st May will incur a fine of £100.

10.3 Any club not fulfilling a fixture in either the League cup or T20 cup competitions will incur a fine of £100.

10.4 The Executive Committee may require each Member Club to pay a special or extraordinary levy if the same is needed to enable the Executive Committee properly to perform its duties under this Constitution. Should the Executive Committee require such a levy to be imposed all Member Clubs shall be advised of the reasons, at the time.

**11. ALTERATION OF THIS CONSTITUTION**

11.1 No alteration shall be made to this Constitution or (save as provided in Rule 11.2) to the Organisation and Playing Conditions) except at an Annual General Meeting or a Special General Meeting called in accordance with Rule 5.2 above. Notice of the proposed alterations shall be given to the Honorary Secretary not later than 30 days prior to the meeting in question and must be proposed and seconded by two Full Member Clubs. Such a proposed alteration shall be circulated with the notice convening the meeting.

11.2 The Executive Committee may make such amendments to the Organisation and Playing Conditions (including the divisional structure of the league as set out in Rule 7.3) as they may consider appropriate, provided that: -

1. This rule 11.2 does not apply to the Playing Conditions of the Premier Division
2. Any amendments to the Playing Conditions made pursuant to this Rule 11.2 will take effect only for the following season, after which time they may form part of the AGM proposals for the subsequent season and must be ratified by a vote of all Full Member Clubs.
3. The Executive Committee may form a sub-committee (to include representatives of not less than 4 Full Member Clubs from outside the membership of the Executive Committee) to discuss and agree the detailed drafting of any changes to the Playing Conditions made pursuant to this Rule 11.2.

**12. CHILD PROTECTION**

12.1 The League and its Member Clubs adopts and complies with the ECB Child Welfare Policies (‘Safe Hands’ and any subsequent amendments or additions to these policies)

**13. DISSOLUTION**

13.1 The League may be dissolved by a resolution of a General Meeting, the conditions of voting set out in Rule 6 being applicable.

13.2 In the event of a dissolution any surplus funds held to the credit of the League shall be disposed of as determined by the Executive Committee. Should there be insufficient funds at the time of dissolution to meet the liabilities of the League then the deficit shall be met by the Full Member Clubs in such proportions as the General Meeting dissolving the League shall determine.

**ORGANISATION AND PLAYING CONDITIONS OF THE ESSEX LEAGUE**

**The Organisation and Playing Conditions consist of:**

1. **The Generic regulations governing all divisions of the League.**

**The regulations governing:-**

1. **Time Based matches in the 1st Xl Premier Division**



1. **Time Based matches in all other 1st XI Divisions, 2nd XI Divisions and Divisions 9-13**
2. **50/50 Limited Over matches in all 1st XI Divisions**
3. **45/45 Limited Over matches in all 2nd XI Divisions**
4. **45/45 Limited Over matches in Divisions 9-13**
5. **40/40 Limited Over matches in Divisions 14-19**

**These generic rules equally apply to matches played in the League Cup and T20 competitions where relevant.**

**A. ALL DIVISIONS GENERIC RULES**

1. Each side of Member Clubs of the League shall play all other sides in its respective Division twice during the Season unless the weather makes it impossible for an arranged fixture to take place. One match will be in the limited over format and the other will be in the time-based format. Except in 4th XI Divisions, where all matches will be limited over format.
2. In the lowest divisions of each XI league structure there may not be 10 teams in each division and therefore teams may not play some teams in the division twice in the season.

In all other divisions the league season will consist of 18 weeks - the first 5 games of the season will be in the limited over format, the next 9 games will be in the timed format and the final 4 games in the limited over format. Except in 4th XI Divisions, where all matches will be limited over format.

For the 2022 season only, the 1st XI Division 3 league season will consist of 20 teams and 19 weeks and each team will play each other once in either format. The first 6 games of the season will be in the limited over format, the next 9 games will be in the timed format and the final 4 games in the limited over format.

1. The fixtures shall be arranged by the Honorary Fixtures Secretary of the League in conjunction with the Fixtures Secretaries of Member Clubs.
2. Member Clubs should advise the Honorary Fixtures Secretary of the number of teams they intend to enter into the League for the following season by the AGM of the preceding year.
3. If a Member Club were to withdraw one of their teams from the League after 31st March of that season the following penalties will apply:-
4. 10 points deducted from all teams of the conceding club and the team is removed from the division.
5. All matches in each Division shall be played on Saturdays designated by the Executive Committee, such days to be not earlier than the last Saturday in April and not later than the second Saturday in September.
6. Before the toss for innings, the captain must nominate his players, who may not thereafter be changed without the consent of the opposing captain.
7. The nominated players must be set out on a team sheet which is handed to the umpires prior to the scheduled start of the match.
8. The age group of all players who are Under 19 or younger must be clearly shown on the team sheet. Contracted and overseas players must also be indicated. The umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances. ***Failure to do so may result in a 5 point deduction.***

5. a. The League shall run a Panel of Umpires to umpire all 1st XI matches in division 1st XI Premier, Division 1, Division 2 and Divisions 3, while also providing as many officials as umpire availability allows to any other 1st XI division. The Executive Committee has appointed the Essex League Umpire Panel to run the Panel of umpires. The representatives of the ELUP shall operate and organise the umpiring of all matches in these Divisions in accordance with the guidelines laid down by the Executive Committee from time to time.

b. In all Divisions, if no League Panel Umpire is appointed, each Member Club shall provide its own non-playing Umpire. In a match where only one side provides an umpire, if they are prepared to do so, they shall always stand at the bowler’s end while the batting side representative takes it in turns at the striker’s end. Non-playing umpires should be introduced to oppositions prior to a match starting, preferably at the toss. Oppositions cannot refuse a non-playing umpire from standing in a match where they have been introduced prior to the first ball of a match being bowled. Non-playing umpires who make themselves available to officiate after the first ball of a match is bowled may officiate, but both captains must agree. If there are no non-playing umpires then each batting side shall provide two players to officiate – these players can be switched throughout the innings with other members of their team. There is no minimum age limit for umpires, but it is the responsibility of the captains that players that they put forward to officiate should be mature enough to deal with appeals, and should also have appropriate knowledge of the Laws of Cricket and rules and regulations of the League. The Spirit of Cricket should be remembered at all times, especially when no League Panel Umpires are available.

c. Each member club shall provide a competent scorer. Any club failing to provide a competent scorer for any 1st XI match in Premier, 1st, 2nd or 3rd Divisions ***will incur a one point penalty*** on each occasion. The umpires must advise both teams and indicate to them that a one point penalty will apply. The Umpires must also report the occurrence on the Umpire Report Form

d. In all 1st XI matches each club must complete an on-line captains report form for each match. Failure to do so by 5pm of the Monday following the match ***will incur a one point penalty.***

e. If the league receives multiple reports of a non-League Panel Umpire that disrupts games, shows lack of knowledge of the laws and regulations, or fails to act in the Spirit of Cricket the League Committee may decide to withdraw their access to officiating in League Matches. The individual involved will be encouraged to join the League Panel, so that they can continue to officiate in the league if they wish.

6. a. All matches shall be played with identical new balls nominated and supplied to the Member Club by the League for that season to ensure complete uniformity; other species of ball will not be acceptable for League fixtures. ***Any Home club in default will incur a 5 point penalty.*** If a ball is lost during play a similar equivalent ball would be acceptable.

b. Two new balls, one for each innings, shall be used in all League matches. The new ball must be taken at the start of each innings.

7. The Championship, promotion and relegation will be decided at the end of the season as follows:

1. The points awarded to all teams in the limited over and time based format matches will be aggregated into one composite league table per division. In the instance where there are an odd number of teams in any of the Regional Divisions, league positions will be decided on an average points basis.
2. At the end of each season the two sides finishing with the least number of points in the Premier, First and Second Divisions of the 1st and 2nd XI Leagues and Divisions 9 to 12 shall be relegated to the respective next Division down.

The two sides finishing with the least number of points in Division 13 shall be relegated to one of the Regional Divisions 13. The regional split between Divisions 14 and 15 will be reviewed by the Executive Committee and adjustments made as appropriate dependent on the location of the clubs that are relegated.

1. The two sides finishing with the most number of points in the First, Second and Third Divisions of the 1st and 2nd XI Leagues and Divisions 10-12 shall be promoted to the respective next Division up.

The one side finishing with the most number of points in each of the two Regional Divisions 14 & 15 shall be promoted to Division 13.

1. No club shall be allowed to field more than one side in any of the 1st and 2nd XI Divisions and Divisions 9-13. In the event of a side being relegated to a Division where its own lower XI is playing, then that lower XI would also be relegated. Similarly, a team cannot be promoted to a Division which will contain a higher team from the same club.
2. In the event of two or more sides finishing equal on points with each other, then in order to ascertain their respective finishing positions in their respective Divisions both generally and for the purposes of promotion and relegation, the position shall be determined in the following manner:
3. The side or sides with the most number of wins shall be placed higher.
4. If there are still two or more sides with an even number of points in equal position then the side with the most number of ties shall be placed higher.
5. If there are still two or more sides with an even number of points in equal position then their position shall be decided by the results of the matches played between each other in that Season, i.e. the side which obtained the highest number of points in the matches shall be placed the higher.
6. If there are still two or more sides with an even number of points in equal position then their position shall be decided on the basis that the side which finished in the higher position in the League structure in the previous Season shall be deemed to be the side finishing higher.
7. Any club which does not have a valid ECB Clubmark accreditation (Or equivalent ECB accreditation) by 31st October of the preceding season will only be allowed to compete in the lowest 1st XI Division.

If the Executive Committee, in consultation with ECiC, determines that the club has made sufficient effort to attain Clubmark status and there are extenuating circumstances, that club’s 1st XI will play in the lowest 1st XI Division and there will be no further sanctions applied.

If the Executive Committee, in consultation with ECiC, determines that the club has not made sufficient effort to attain Clubmark status and there are no extenuating circumstances, the club’s 1st XI will play in the lowest 1st XI Division and they must gain Clubmark status by the following 31st October. If they fail to do this, the Club and all of their teams will be expelled from the league with no exceptions.

1. Any Premier division club (Or a club being promoted from Division One) which does not meet the current ECB Premier Division club requirements (As communicated by the ECB on an annual basis) during any season may not be allowed to compete in the Premier Division in the subsequent season.

8. Cancelled and conceded matches.

* 1. In the event that any club is unable to raise a side for an arranged fixture the non-offending club shall receive the maximum points (25 for a Time Based match, 20 for a Limited Over format match). In this instance Clubs must always cancel their lowest Essex League team’s fixture.
  2. In the event that any club is unable to raise a side for an arranged fixture (any XI) and calls off the fixture after Thursday evening it will be responsible for any costs incurred by their opponents.
  3. If a ground arranged for a scheduled home fixture is unavailable, inaccessible or unplayable for any reason other than the weather then the visiting side shall receive the maximum points (25 for a Time Based match, 20 for a Limited Over format match) and the home side 6 points. This is subject to the League Executive’s confirmation on each occasion.
  4. Clubs may not switch their designated home grounds without the consent of the Executive Committee. Consent will not save in exceptional circumstances be granted for a switch of a higher XI (e.g. 1st XI, 2nd XI) game to a lower XI (e.g. 3rd XI, 4th XI) ground where this involves the cancellation of the lower XI game.
  5. Any club failing to fulfil a League fixture will have the following penalties applied:
     1. For the first, second and third offences - ***5 points deducted from the conceding team only.***
     2. For the fourth offence – The team is removed from the division and its record expunged

9. a. All Member Clubs shall endeavour to provide waterproof covering for the whole pitch in the event of play being suspended on account of bad light or rain during the specified hours of play.

b. For all 1st XI matches between innings sweeping and remarking, plus use of roller if required, shall be arranged by the host club.

c. Where there are no panel umpires officiating, captains of both sides must agree on whether to continue, or resume play, in adverse conditions of ground, weather or light. If the captains disagree then play will be suspended if currently in progress, or not restart if the players are off the field, until and if conditions improve and the captains agree.

d. Throughout the season panel umpires provide marks for the standard of 1st XI pitches on their match report. On receipt of these marks the Executive Committee may choose ***to apply points penalties (up to a maximum of 25 points)*** to clubs in the following scenarios:-

1. Consistently achieving marks of 14 or below
2. One-off marks below 14

10. Division 9-14 matches may be played on artificial turf pitches at the discretion of the home side, but First XI and Second XI matches may only be played on artificial turf pitches with the prior permission of the Executive Committee.

11. All Member Clubs participating in the League shall be equipped on their ground(s) with a clock sufficient in size to be readily visible by players and umpires during the course of a match.

12. Overseas Players:

1. Clubs may register Overseas players - these are classed as Category 3 players and are those that are not “Ordinarily resident” in the UK.
   1. For the purposes of ECB Premier League Cricket “Ordinarily Resident” is determined by the Premier League Executive Committee or Premier League Registration Secretary on the basis that the player has been resident in England and Wales for a minimum of 210 days per year before March 31st of the year that the season is being played. This information should be evidenced through bank statements and/or utility bills. The definition of what is an ordinary resident is spelt out in the ECB Premier League player eligibility regulations and shall be in the absolute discretion of the body responsible for registration of the player in the relevant competition. (For the avoidance of doubt a copy of the regulations governing qualification of cricketers to play for England is retained by the Hon. League Secretary. Please note that holding a British passport is not necessarily an automatic qualification.)
2. All Category 3 Players must be registered with the League before playing and must be registered on the Play-cricket.com site prior to playing each season. Forms for completion for Category 3 must be completed and returned to the Executive Committee prior to playing each season.
3. No team shall field more than one Category 3 player in an XI.
4. No Category 3 player shall play in any match after week 5 of the 1st XI Premier Division Season League programme of that year if they have not been registered by their Member Club with the Executive Committee as a playing member of that club prior to week 5 of the 1st XI Premier Division Season League programme of that year. However clubs may apply for an exemption to this regulation to the Executive Committee in the case of non-exempt overseas players who are of 3rd XI standard or below and wish to register after week 5. The decision of the Executive Committee is final with regard to any applications for exemption.

13. Contracted players:

1. In each division of the Essex League no Member Club may play more than one player in any match who is at that time contracted to a county club or who is on the MCC groundstaff (hereinafter in both cases referred to as a contracted player).

1. For the purpose of this playing condition a player who was first awarded a county contract or who was first taken on the MCC groundstaff when a member of a club shall not be a contracted player when playing for that same club\*.

\* “To determine “home grown” Essex Cricket professional Category 2 contracted players from the 2022 season and onwards, all players will have the opportunity to communicate how they wish to be determined as ‘home grown’ from either:

1. Their Club as a Junior
2. Their Club they are registered with at the time they sign a professional contract

Essex County Cricket Club will collate this information for existing county contracted players and will communicate to the league two weeks after the AGM vote on each county contracted player’s preference. Players will not have a choice to change this preference once they made their decision.

Any new county contracted player must decide if either i or ii applies and then the relevant Essex League club must communicate the players choice to the Essex League Committee no later than two weeks after signing a professional contract of their choice. If not communicated, then it will be assumed the registered club at the point of signing a professional contract will be the ‘home grown’ club.

For MCC Young Cricketer contracted players or a Professional Cricketer signing their first contract for a county that isn’t Essex CCC who decide to play in the Essex League where either i or ii applies, the player must let the League know two weeks after signing the professional contract. If not communicated, then it will be assumed the registered club at the point of signing a professional contract will be the ‘home grown’ club.

If a player who played his Junior Cricket at an Essex League club but signed his first professional contract (County or MCC Young Cricketers) for another county than Essex CCC and did not play in Essex League when signing this contract and wishes to return to Essex League at a later date whilst still being professionally contracted can be registered as per ii. The Essex League Club on behalf of the player must communicate this at the time of registering on play-cricket.

All professional players that join an Essex League club where i or ii doesn’t apply cannot choose a Essex League club as their home grown club and will remain a ‘non home club’ player for the club they represent in the Essex League.

In all cases this is to allow players to choose the club that they wish to be associated to, but the committee will not accept obvious ways to work round this rule and for certain clubs to collate all contracted players.

1. A contracted player shall only be entitled to play in the 1st XI side of a Member Club. For the purpose of this playing condition a contracted player shall mean any contracted player and the exemption in playing condition 13.a shall not apply to exempt any contracted player from his rule.
2. No contracted player as defined in playing condition 13.a above shall play in any match until he has been registered by his Member Club with the Executive Committee as a playing member of that club and no contracted player shall play in any match after week 5 of the 1st XI Premier Division Season who has not been so registered by his Member Club by week 5 of the 1st XI Premier Division Season. Registration shall take place on an annual basis and any contracted player must be re-registered each year even if he has not changed clubs.

14. a. A player can only play for one Member Club in the League during the season except with the prior approval of the Executive Committee via the Registration Sub Committee. A dated Player Transfer Form must be completed by the player and both his old and new clubs. The old club must sign the form within 7 days or notify the League Secretary of their objections to the transfer.

1. No player who has played in any match for one club in the Essex League in week 10 of the 1st XI Premier Division league season or beyond shall play for any other club in the Essex League in that same season.
2. No new players can be registered to play 1st XI cricket after week 9 of the 1st XI Premier Division league season.
3. Registration of all players who play in the Premier Division will take place in accordance with ECB guidelines at a time designated by the Executive Committee.

**DUKES ESSEX LEAGUE CUP ORGANISATION & PLAYING CONDITIONS**

1. The Essex League Cup ("the Competition") shall be controlled and administered by the Essex League Executive Committee ("the Committee").
2. The decision of the Committee in each and every circumstance relating to the Match Rules and Playing Conditions and to matches played in the Competition shall be final and binding on all concerned.
3. Essex League Clubs in the 1st XI Divisions shall be eligible to participate in the Competition.
4. A cricketer shall only be eligible to play for a club in the competition if he is registered to play for that same club in the Essex League and has been registered by and/or played for no other Saturday league club in the same season.
5. No player may represent more than one club in the Competition in any one season.
6. Regulations governing the eligibility of both Contracted players and Overseas and Overseas Exempt players are as described in the Generic Rules.
7. The draw for all rounds of the Competition shall be made by and be under the control of the Committee.
8. The club drawn at home shall be responsible for all match arrangements. Matches must be played by the appointed date set down by the Committee.
9. The Committee shall be responsible for appointing ECB ACO qualified umpires for all matches in the Competition.
10. Scorers: Each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only.
11. All matches shall be played with identical new balls nominated and supplied to the home club by the Committee to ensure complete uniformity. Two new balls, one for each innings, shall be used in each match. Both teams should arrive at each match with TWO League Cup balls, and the winners will retain their balls for the next round.
12. In the event of no decision being reached in a match because of inclement weather, inability to rearrange a fixture before the deadline date, or for any other reason then in the last resort the decision shall be made by the toss of a coin between the two captains when both are present. In the event of the captains not being able to be present, the tossing of a coin shall be referred to the Committee. (N.B. If both captains wish to resolve the decision of the match by another means, e.g. bowling at stumps, then such a decision will be accepted by the Committee). It is also possible to rearrange such a fixture but this must be done within 14 days of the cancelled match.
13. The captains shall agree before play begins what action shall be taken if a decision is not reached and shall confirm this action with the umpires.

Essex League generic rules also apply to this competition where relevant.

**NOTIFICATION OF RESULTS**

**The result of each match must also be submitted to Play cricket in the normal way**

**MATCH RULES AND PLAYING CONDITIONS**

**The Laws of Cricket will apply with the following special regulations:**

1. Matches shall be of **45 overs a side** and shall start at **12:00pm**.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is **7:00pm**. This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is **4:10pm**.

Matches will be played in **white clothing** using a **red cricket ball.**

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.

3. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler’s limit is concerned.

4. **Interruptions to play**

1. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 45 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.
2. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the “free” time).
3. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.
4. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side). One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.
5. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.
6. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.
7. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.
8. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

5. **Restrictions on the placement of fielders**

1. Two semi-circles shall be drawn on the field of play.
2. The semi-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 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
3. The field restriction area should be marked by painted white ‘dots’ at five-yard intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
4. At the instant of delivery, there may not be more than five fielders on the leg side.
5. At the instant of delivery:
   1. Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
   2. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive
   3. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive
   4. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
   5. If play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

EXAMPLES

A 45 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

1. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker’s end shall call and signal ‘No Ball’.

|  |  |  |  |
| --- | --- | --- | --- |
| **Innings duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| 20 | 4 | 12 | 4 |
| 21 | 4 | 13 | 4 |
| 22 | 5 | 13 | 4 |
| 23 | 5 | 14 | 4 |
| 24 | 5 | 14 | 5 |
| 25 | 5 | 15 | 5 |
| 26 | 5 | 16 | 5 |
| 27 | 6 | 16 | 5 |
| 28 | 6 | 17 | 5 |
| 29 | 6 | 17 | 6 |
| 30 | 6 | 18 | 6 |
| 31 | 6 | 19 | 6 |
| 32 | 7 | 19 | 6 |
| 33 | 7 | 20 | 6 |
| 34 | 7 | 20 | 7 |
| 35 | 7 | 21 | 7 |
| 36 | 7 | 22 | 7 |
| 37 | 8 | 22 | 7 |
| 38 | 8 | 23 | 7 |
| 39 | 8 | 23 | 8 |
| 40 | 8 | 24 | 8 |
| 41 | 8 | 25 | 8 |
| 42 | 9 | 25 | 8 |
| 43 | 9 | 26 | 8 |
| 44 | 9 | 26 | 9 |
| 45 | 9 | 27 | 9 |

6. **Slow play**

1. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours playing time.
2. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match; if the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
3. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. **No balls**

1. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
4. Field changes are only permitted for free hit deliveries if there is a change of striker. However, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

1. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. **Wide Balls**

1. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
2. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).

A black and white grid

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1. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

**9. The result**

1. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
2. Save as hereinafter provided the side which scores the most runs shall be the winners.
3. If the scores are level in a match where the team batting second has had the opportunity of batting the same number of overs as the team batting first then the winner will be decided as follows:
   1. The side losing the fewest wickets will be the winner.
   2. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided.
4. If due to suspension of play after the start of the match the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth Lewis Stern method.
5. It is the responsibility of the Home Club to ensure that someone is present at each match who has access to the ECB Play Cricket Scorer App. This App is available on iOS or Android, it is free, it does not require a log-in nor a network to be fully functional. This App contains a Duckworth Lewis Stern calculator which should be used to calculate revised target scores or to determine the result in the case of an abandonment. The umpires will only be responsible for recalculating the overs and giving these details to the captains, scorer and Duckworth-Lewis-Stern Official. If the home club does not provide the above App in a rain interrupted game, then they will be deemed to have forfeited the match. The away club will be declared the winners and the offending club will take no points from the match
6. The revised target score for the second innings will be determined by the Duckworth Lewis Stern Official and agreed by the captains, umpires and scorers.
7. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set then nevertheless the incorrect target shall stand.
8. If the revised target score is exceeded then the team batting second will be the winner. If the revised target score is equalled then the scores are tied.
   1. In this instance the winner will be decided as the side losing the fewest wickets. If this fails to separate the sides then a toss of the coin will be used.
9. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth Lewis Stern method.

15 No member club shall, without the sanction of the Executive Committee made by 2.00 p.m. on the Wednesday prior to the date of a match, play any player in such match in any of the 2nd XI Divisions or below during the last four matches of any season of the Essex League who has played during that season in 10 or more matches for any member club or clubs in any higher divisions. The Member Club found to be in breach of the playing condition in a match shall take no points from that match. The opponent club in the match will take the points it actually achieved in the match.

* 1. ***20 points shall be deducted from the Member Club found to be in breach of this playing condition***. The Executive Committee shall have an overriding discretion to waive all or any part of the penalties in exceptional circumstances. All allegations of breaches of the playing condition must be made in writing to the Honorary Secretary of the Essex League by any Member Club within 14 days of the alleged breach and the Executive Committee shall make and notify their decision to the Clubs within 14 days of the receipt of any complaint.

16. In accordance with the accreditation by the ECB, the League will meet the following requirements:

1. Ensure that all Member and Associate Clubs adhere to the following:-
2. ECB Guidelines for Junior Players in Open Age Cricket
3. ECB Fast Bowling Directives for young fast bowlers
4. ECB Safety Guidance on the Wearing of Helmets in the Recreational Game
5. ECB Fielding Regulations for young players
6. ECB Premier League General Conduct Regulations.
7. ECB Premier League Anti-discrimination regulations
8. ECB Premier League player eligibility regulations
9. ECB Premier League live streaming regulations
10. ECB Premier League managed migration regulations
11. ECB Premier League disparity policy regulations
12. ECB Premier League concussion protocol regulations
13. ECB Premier League injury surveillance regulations
14. ECB Premier League Disciplinary Regulations
15. ECB Premier League Suspect Bowling Action Protocol
16. Encourage players to make themselves available for the ECB Xl and for County Board or County Club sides. The following regulations will apply:

“Any player selected for an ECB Xl match or County representative match who does not make himself available will not be eligible to play in a Premier Division match scheduled for the same day unless approval is received from the ECB Director of Cricket Operations or Cricket Operations Manager (Recreational Cricket), or from the Manager of the County team in the case of County matches. This rule also covers the period when players would be expected to travel/report for ECB or County matches.

17. Short-pitched Bowling

i. In any one over the bowler may only bowl one delivery that would pass over the shoulder height but below the head height of the batsman when standing upright at the crease. Any further deliveries that pass above shoulder height shall be called No ball by the bowler’s end umpire.

ii. In addition to i above any ball passing over the batsman’s head when standing upright at the crease will be called and signalled No ball by the bowler’s end umpire. Such delivery will count as the bowler’s one delivery for the over as defined in iv above.

18. Notification and checking of results:

1. Each home team must enter an accurate summary result and scores on play-cricket.com (including details of all times and lengths of rain stoppages and, in limited overs games, changes to targets and any over reductions):-

1st XI matches – by 9pm on the day of the match.

All other matches – by 8pm on the Sunday following the match.

Failure to do so will result in a ***one point penalty****.*

1. Any 1st XI home team not entering full match details (as far as is possible) on play-cricket.com by 8pm on the Sunday following the match will have five points deducted
2. Any 1st XI home team not confirming the match result on play-cricket.com by 12 noon on the Monday following the match will have ***one point*** deducted.
3. Any 1st XI away team not entering full match details (as far as is possible) on play-cricket.com.com by 8pm on the Monday following the match will have ***five points*** deducted.
4. Any 1st XI away team not confirming the match result on play-cricket.com by 8pm on the Monday following the match will have ***one point*** deducted.
5. Any non-1st XI home team not entering full match details (as far as is possible) on play-cricket.com by 8pm on the Wednesday following the match will have ***five points*** deducted.
6. Any non-1st XI home team not confirming the match result on play-cricket.com by 8pm on the Wednesday following the match will have ***one point*** deducted.
7. Any non-1st XI away team not entering full match details (as far as is possible) on play-cricket.com by 8pm on the Friday following the match will have ***five points*** deducted.
8. Any non-1st XI away team not confirming the match result on play-cricket.com.com by 8pm on the Friday following the match will have ***one point*** deducted.
9. The Executive Committee shall be empowered to deal with any query or dispute concerning the Organisation and Playing Conditions of the League and all disciplinary matters. In the event of any query or dispute concerning the Organisation and Playing Conditions or disciplinary matters or in the event of any breach thereof or of the Spirit of Cricket the decision of the Executive Committee shall be final. In addition to the penalties laid down in these Playing Conditions, the Executive Committee shall be empowered to take whatever other action and impose whatever other penalties it deems appropriate against a Club or any individual member or members of a Club found to be in breach. This rule shall not, however, give the Executive Committee the power to expel a Member Club from the League - such a decision can only be taken in accordance with Rule 8.3.
10. All Member clubs will provide a tea for all players and officials for all home 1st and 2nd XI league and league cup matches. Lunch will also be provided by home clubs hosting a 1st XI Premier Division Time match. For 3rd XIs and below, a club can decide whether or not they wish to provide a tea for their home league matches. They can choose whether this tea is provided for just their own players and officials or for all players and officials. If a club chooses to provide a tea for a 3rd XI match or below they do so at their own cost and should inform the opposition by the Wednesday before the match if they will be providing a tea for the opposition players and officials.

**THE DUKES ESSEX 20/20 CUP COMPETITION**

**ORGANISATION, MATCH RULES AND PLAYING CONDITIONS**

**1. Title**

1.1 The title of the competition shall be The Dukes Essex 20/20 Cup and the winners of which will represent Essex in the ECB Club T20Area Finals and beyond.

**2. Match Rules**

2.1 This version of the rules is effective in all matches in The Dukes Essex 20/20 Cup. Except as varied below, the Laws of Cricket (2017 Code) shall apply. Further progress and playing conditions for the National rounds are governed by the ECB and are available at <http://cct20.play-cricket.com>.

**3. Entry**

3.1 All clubs who participate in the Shepherd Neame Essex League 1st XI Premier Division and the top 6 clubs in 1st XI Division One are normally entered into the competition. If any club chooses not to enter the next highest ranked club will be invited.

**4. Competition Structure**

4.1 The National Competition shall be organised on a knockout basis. Each League will hold its own competition open only to clubs affiliated to it, the winner shall progress on to a National Knockout, the draw for which the ECB will be responsible.

**5. Eligibility**

5.1 Player eligibility for the Dukes Essex T20 will be as for the National Stages of the ECB Club T20 as per the ECB Generic Rules. The latest version of this can be found on the ECB website.

Any club that fields an ineligible player shall be disqualified.

**6. Balls**

6.1 For each match from the Area Finals onwards ECB will supply balls to the host club.

6.2 For the Dukes Essex 20/20 each host club will be provided with two new cricket balls for each match. These balls will be supplied by Dukes. The balls shall be given to the umpires prior to the commencement of the match. The host club will also be responsible for supplying enough spare balls of equal standard.

6.3 A new ball must be used at the start of each innings.

**7. Clothing**

7.1 Players in all matches in the Competition will wear clothing and equipment in accordance with ECB guidelines.

7.2 Clothing at Finals Day will be provided by ECB, clothing in all preceding rounds can be either white or coloured.

**8. Umpires**

8.1 For the Dukes Essex T20 panel umpires will be provided by the league. ECB will provide umpires for the regional and national rounds.

**9.** **Scorers**

9.1 Each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only. This will be rigidly enforced by the Panel umpires prior to the toss.

**10. Fixtures**

10.1 The Dukes Essex T20 will be a straight knockout draw with no seeding.

10.2 The round of 16 and quarter finals will be played at a single venue and the hosts of these matches will be a free draw from those clubs competing.

10.3 All matches are to take place on the dates prescribed on play cricket and the league website. Dates of national rounds will be advised by the ECB at the start of each season.

**11. Results**

11.1 All results should be inputted onto Play-cricket by the winning side.

**12. Essex League Generic Rules**

12.1 Essex League generic rules also apply to this competition where relevant.

**MATCH RULES AND PLAYING CONDITIONS**

The Laws of Cricket (2017 Code 2nd Edition - 2019) shall apply with the following exceptions:

1 Duration 1 innings per side, each limited to a maximum of 20 overs.

2 Hours of Play

2.1 Start times, close of play and additional time are to be agreed by teams or directed by the competition organiser.

2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hours 15 minutes playing time.

2.3 Interval should be no longer than 15 minutes.

2.4 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

3 Rearrangement of overs due to inclement weather

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a Super Over.

4 Over rate penalties

4.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, one fewer fielder shall be permitted outside the fielding restriction area in 5.1, 5.2 & 5.3 than would normally be the case in the over(s) in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

4.2 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler’s end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over’s leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

4.3 If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

5 Fielding restrictions

At the instant of delivery, there may not be more than 5 fielders on the leg side.

5.1 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 30 yards for Boys U14 and above plus Open Age matches.

5.2 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

5.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

6 Overs per bowler

6.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.

Table

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6.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.

6.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

6.4 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

6.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

7 The Result

7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

7.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.

7.1.2 If this gives no result, then the team with the higher score at the end of 6th completed over shall be adjudged the winner.

7.1.3 If still equal, the side with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

7.1.4 If still equal, a Super Over (see 8) should be used to determine the winner.

7.2 For all matches if, due to the suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allocated (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth Lewis Stern method (Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.

7.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth Lewis Stern method.

7.4 In the event of the scores being tied in a match when the Duckworth Lewis Stern method has been used, no account shall be taken of wickets lost and a Super Over shall be used to find a winner.

8 Super Over

8.1 The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.

8.2 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

8.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

8.4 The umpires shall stand at the same end as that in which they finished the match.

8.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.

8.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

8.7 Any penalty time being served in the main match shall be carried forward to the Super Over.

8.8 Each team’s over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.

8.9 The team batting second in the match will bat first in the Super Over.

8.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.

8.11 The loss of two wickets in the over ends the team’s one over innings.

8.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries in the Super Over shall be the winner.

8.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Table

Description automatically generated

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

8.14 If still equal, then another Super Over shall be played.

9 Wide Ball - Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batsman and the leg stump, despite his movement.

10 No Ball

10.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

10.1.3 If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings. Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 10.1.1 and 10.1.2 are cumulative.

10.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

10.3 Free Hit after a No Ball

10.3.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it. Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

10.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

10.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

10.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

10.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

**1ST Xl PREMIER DIVISION - TIME BASED FORMAT RULES**

1. a. Each match in the Premier Division shall start at 11am, any variation to these dates or timings without League Executive sanction ***will incur a fixed 3 point penalty***. The committee may waive the penalty in exceptional circumstances.

* + - 1. All matches will be of 120 overs minimum play for the day.

There shall be a last hour which shall commence at 6.10pm or when there are 17 overs remaining, whichever is the later.

The match shall finish at the completion of the last hour or once 17 overs are completed following the start of the last hour, whichever is the later.

In the event of a drinks interval in the last session of play, it will be taken immediately prior to the “last hour” call and playing time will not be affected.

The required over rate is a minimum of 17 overs per hour, and there are fines for slow over rates (see Playing condition 2c).

c. The hours of play shall be:

|  |  |  |
| --- | --- | --- |
| **Times** | **Approx. Overs** | **Duration** |
| Start 11.00am | 40 | 2 Hours 20 Minutes |
| Lunch 1.20pm |  | 40 minutes |
| Restart 2.00pm | 40 | 2 hours 20 minutes plus 10 minute change over |
| Tea 4.30pm |  | 20 minutes |
| Restart 4.50pm | 40 | 2 hours 20 minutes |
| Close 7.10pm |  |  |
| Total | 120 | 7 hours play and 1 hour 10 minutes of breaks |

d. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3.5 minutes (or part thereof of time lost), and the first innings shall be proportionately limited. The calculator used by umpires is reproduced below.

e. At the resumption of play, if the newly calculated limit on the first innings has already been reached or exceeded, that innings shall be deemed closed.

f. In their calculations the umpires shall aggregate all interruptions for bad weather and shall count all fractions of overs as completed overs.

2 a. In a full game of 120 overs, the side batting first may not bat more than 64 overs and the side batting second would receive a minimum of 56 overs, in the event of bad weather, the overs will be reduced pro-rata (see following table).

b. No bowler may bowl more than 21 overs in an innings. This figure will not be reduced in the event of a reduction in the number of overs played in the match.

c. Slow over rate penalties will apply for sides bowling less than 17 overs per hour. For example: 16-17 overs per hour - 1 point penalty, 15-16 overs per hour - 2 points penalty etc.

Only matches in which a team has bowled for longer than two and a half hours in the match will be subject to over rate penalties. Sides will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings. Time allowances can be granted by umpires for lost ball and injuries etc. and confirmed to the fielding captain at the time of the delay.

Umpires must advise both captains of any points deductions at the end of the game. These must be shown on the play-cricket score summary and the umpires should also note them on their online report form in both cases showing the appropriate number of points to be deducted from those claimed.

Common sense should be used when a match is completed well within time - penalties should be used to penalise a team who fails to play at the correct speed, not a team who is unable to bowl at the correct pace due to stops in play, such as taking multiple wickets.

**Weather Interruptions Overs Calculator (Playing condition 1d and 2a)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Minutes lost** | **Overs lost** | **Overs left** | **1st innings** | **2nd innings** | **Minutes Lost** | **Overs lost** | **Overs left** | **1st innings** | **2nd innings** |
| **0** | **0** | **120** | **64** | **56** | **133** | **38** | **82** | **44** | **38** |
| **3.5** | **1** | **119** | **63** | **56** | **136.5** | **39** | **81** | **43** | **38** |
| **7** | **2** | **118** | **63** | **55** | **140** | **40** | **80** | **43** | **37** |
| **10.5** | **3** | **117** | **62** | **55** | **143.5** | **41** | **79** | **42** | **37** |
| **14** | **4** | **116** | **62** | **54** | **147** | **42** | **78** | **42** | **36** |
| **17.5** | **5** | **115** | **61** | **54** | **150.5** | **43** | **77** | **41** | **36** |
| **21** | **6** | **114** | **61** | **53** | **154** | **44** | **76** | **41** | **35** |
| **24.5** | **7** | **113** | **60** | **53** | **157.5** | **45** | **75** | **40** | **35** |
| **28** | **8** | **112** | **60** | **52** | **161** | **46** | **74** | **39** | **35** |
| **31.5** | **9** | **111** | **59** | **52** | **164.5** | **47** | **73** | **39** | **34** |
| **35** | **10** | **110** | **59** | **51** | **167** | **48** | **72** | **38** | **34** |
| **38.5** | **11** | **109** | **58** | **51** | **171.5** | **49** | **71** | **38** | **33** |
| **42** | **12** | **108** | **58** | **50** | **175** | **50** | **70** | **37** | **33** |
| **45.5** | **13** | **107** | **57** | **50** | **178.5** | **51** | **69** | **37** | **32** |
| **49** | **14** | **106** | **57** | **49** | **182** | **52** | **68** | **36** | **32** |
| **52.5** | **15** | **105** | **56** | **49** | **185.5** | **53** | **67** | **36** | **31** |
| **56** | **16** | **104** | **55** | **49** | **189** | **53** | **66** | **35** | **31** |
| **59.5** | **17** | **103** | **55** | **48** | **192.5** | **54** | **65** | **35** | **30** |
| **63** | **18** | **102** | **54** | **48** | **196** | **55** | **64** | **34** | **30** |
| **66.5** | **19** | **101** | **54** | **47** | **199.5** | **56** | **63** | **34** | **29** |
| **70** | **20** | **100** | **53** | **47** | **203** | **57** | **62** | **33** | **29** |
| **73.5** | **21** | **99** | **53** | **46** | **206.5** | **58** | **61** | **33** | **28** |
| **77** | **22** | **98** | **52** | **46** | **210** | **59** | **60** | **32** | **28** |
| **80.5** | **23** | **97** | **52** | **45** | **213.5** | **60** | **59** | **31** | **28** |
| **84** | **24** | **96** | **51** | **45** | **217** | **61** | **58** | **31** | **27** |
| **87.5** | **25** | **95** | **51** | **44** | **220.5** | **62** | **57** | **30** | **27** |
| **91** | **26** | **94** | **50** | **44** | **224** | **63** | **56** | **30** | **26** |
| **94.5** | **27** | **93** | **50** | **43** | **227.5** | **64** | **55** | **29** | **26** |
| **98** | **28** | **92** | **49** | **43** | **231** | **65** | **54** | **29** | **25** |
| **101.5** | **29** | **91** | **49** | **42** | **234.5** | **66** | **53** | **28** | **25** |
| **105** | **30** | **90** | **48** | **42** | **238** | **67** | **52** | **28** | **24** |
| **108.5** | **31** | **89** | **47** | **42** | **241.5** | **68** | **51** | **27** | **24** |
| **112** | **32** | **88** | **47** | **41** | **245** | **69** | **50** | **27** | **23** |
| **115.5** | **33** | **87** | **46** | **41** | **248.5** | **70** | **49** | **26** | **23** |
| **119** | **34** | **86** | **46** | **40** | **252** | **71** | **48** | **26** | **22** |
| **122.5** | **35** | **85** | **45** | **40** | **255.5** | **72** | **47** | **25** | **22** |
| **126** | **36** | **84** | **45** | **39** | **259** | **73** | **46** | **25** | **21** |
| **129.5** | **37** | **83** | **44** | **39** | **262.5** | **74** | **45** | **24** | **21** |
| **1. Using this table, the maximum number of overs for the 1st innings determines the minimum for the 2nd innings**  **2. If during an interruption to the 1st innings its revised total of overs has already been reached, the innings shall be deemed closed.**  **3 The umpires will monitor the revised total of overs of the 1st innings during any stoppage of play In order to determine its close. From that point on, the 2nd innings would consist of the overs remaining in the match.**  **4 In the event of any stoppage during the 2nd innings (which begins 10 minutes after the close - or deemed close - of the 1st innings) it will be reduced by one over per 3.5 minutes (or part thereof) of time lost.** | | | | | | | | | |

3. Points will be awarded on the following basis:

a. for the winning team batting first 25.

b. for the winning team batting second 20.

c. for a Tie each side 8 Plus Bonus Points.

d. for a Loss 0 Plus Bonus Points.

e. for a Draw 3 Plus Bonus Points.

f. for an Abandoned/Cancelled game 6 each side.

g. Bonus points will be awarded as follows:

Batting side: for the side batting first: 2 points up to a maximum of 8 points awarded at 130, 170, 210 and 250 runs.

Batting side for the side batting second: 1 point up to a maximum of 4 points awarded at 130, 170, 210 and 250.

Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.

h. In a game with a reduced number of overs, the targets for gaining bonus points will be reduced pro-rata.

Batting side: the runs per over required to obtain bonus points are listed below in the table Reduced Overs Bonus Point Calculator.

Bowling side: in a match where the overs of the side batting have been reduced then there is an adjustment downwards in the target at which bowling points are awarded as follows:

For 3,5,7,9 wickets in innings of 50 to 64 overs duration.

For 2,4,6,8 wickets in innings of 35 to 49 overs duration.

For 1,3,5,7 wickets in innings of 20 to 34 overs duration.

i. In a match adversely affected by conditions of ground, weather or light, and where a positive result is not obtained:

* 1. if the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
  2. if the last over due in the match has not been bowled:

a. If the side batting second has received less than 20 overs, then the match is classified as Abandoned and each side receives 6 points for an abandoned match and no bonus points are applicable.

b. If the side batting second has received 20 or more overs, then the match is abandoned as a draw. Draw and bonus points are awarded rather than points for an abandonment.

**Reduced Overs Bonus Point Calculator (Playing condition 3h)**

|  | **First Innings Bonus points** | | | | **Second Innings Bonus points** | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **8** | **6** | **4** | **2** | **4** | **3** | **2** | **1** |
| **Required Run Rate / rpo** | **3.91** | **3.28** | **2.66** | **2.03** | **4.46** | **3.75** | **3.04** | **2.32** |
| **OVERS** |  |  |  |  |  |  |  |  |
| **64** | **250** | **210** | **170** | **130** |  |  |  |  |
| **63** | **246** | **207** | **167** | **128** |  |  |  |  |
| **62** | **242** | **203** | **165** | **126** |  |  |  |  |
| **61** | **238** | **200** | **162** | **124** |  |  |  |  |
| **60** | **234** | **197** | **159** | **122** |  |  |  |  |
| **59** | **230** | **194** | **157** | **120** |  |  |  |  |
| **58** | **227** | **190** | **154** | **118** |  |  |  |  |
| **57** | **223** | **187** | **151** | **116** |  |  |  |  |
| **56** | **219** | **184** | **149** | **114** | **250** | **210** | **170** | **130** |
| **55** | **215** | **180** | **146** | **112** | **246** | **206** | **167** | **128** |
| **54** | **211** | **177** | **143** | **110** | **241** | **203** | **164** | **125** |
| **53** | **207** | **174** | **141** | **108** | **237** | **199** | **161** | **123** |
| **52** | **203** | **171** | **138** | **106** | **232** | **195** | **158** | **121** |
| **51** | **199** | **167** | **135** | **104** | **228** | **191** | **155** | **118** |
| **50** | **195** | **164** | **133** | **102** | **223** | **188** | **152** | **116** |
| **49** | **191** | **161** | **130** | **100** | **219** | **184** | **149** | **114** |
| **48** | **188** | **158** | **128** | **98** | **214** | **180** | **146** | **111** |
| **47** | **184** | **154** | **125** | **95** | **210** | **176** | **143** | **109** |
| **46** | **180** | **151** | **122** | **93** | **205** | **173** | **140** | **107** |
| **45** | **176** | **148** | **120** | **91** | **201** | **169** | **137** | **104** |
| **44** | **172** | **144** | **117** | **89** | **196** | **165** | **134** | **102** |
| **43** | **168** | **141** | **114** | **87** | **192** | **161** | **131** | **100** |
| **42** | **164** | **138** | **112** | **85** | **188** | **158** | **128** | **98** |
| **41** | **160** | **135** | **109** | **83** | **183** | **154** | **124** | **95** |
| **40** | **156** | **131** | **106** | **81** | **179** | **150** | **121** | **93** |
| **39** | **152** | **128** | **104** | **79** | **174** | **146** | **118** | **91** |
| **38** | **148** | **125** | **101** | **77** | **170** | **143** | **115** | **88** |
| **37** | **145** | **121** | **98** | **75** | **165** | **139** | **112** | **86** |
| **36** | **141** | **118** | **96** | **73** | **161** | **135** | **109** | **84** |
| **35** | **137** | **115** | **93** | **71** | **156** | **131** | **106** | **81** |
| **34** | **133** | **112** | **90** | **69** | **152** | **128** | **103** | **79** |
| **33** | **129** | **108** | **88** | **67** | **147** | **124** | **100** | **77** |
| **32** | **125** | **105** | **85** | **65** | **143** | **120** | **97** | **74** |
| **31** | **121** | **102** | **82** | **63** | **138** | **116** | **94** | **72** |
| **30** | **117** | **98** | **80** | **61** | **134** | **113** | **91** | **70** |
| **29** | **113** | **95** | **77** | **59** | **129** | **109** | **88** | **67** |
| **28** | **109** | **92** | **74** | **57** | **125** | **105** | **85** | **65** |
| **27** | **105** | **89** | **72** | **55** | **121** | **101** | **82** | **63** |
| **26** | **102** | **85** | **69** | **53** | **116** | **98** | **79** | **60** |
| **25** | **98** | **82** | **66** | **51** | **112** | **94** | **76** | **58** |
| **24** | **94** | **79** | **64** | **49** | **107** | **90** | **73** | **56** |
| **23** | **90** | **75** | **61** | **47** | **103** | **86** | **70** | **53** |
| **22** | **86** | **72** | **58** | **45** | **98** | **83** | **67** | **51** |
| **21** | **82** | **69** | **56** | **43** | **94** | **79** | **64** | **49** |
| **20** | **78** | **66** | **53** | **41** | **89** | **75** | **61** | **46** |

**1st XI Divisions 1, 2 & 3, 2nd XI and 3rd XI Divisions - TIME BASED FORMAT RULES**

1.` a. Each match shall start at 12.30pm.

1. All matches will be of 95 overs minimum play for the day.

There shall be a last hour which shall commence at 5.40pm or when there are 17 overs remaining, whichever is the later.

The match shall finish at the completion of the last hour or once 17 overs are completed following the start of the last hour, whichever is the later.

In the event of a drinks interval in the last session of play, it will be taken immediately prior to the “last hour” call and playing time will not be affected.

The required over rate is a minimum of 17 overs per hour, and there are fines for slow over rates in 1st XI games only (see Playing condition **2c**).

The expected approximate hours of play shall be:

|  |  |  |
| --- | --- | --- |
| **Times** | **Approx. Overs** | **Duration** |
| Start 12.30pm | 50 | 3 hours |
| Tea 3.30pm |  | 30 minutes |
| Restart 4.00pm | 28 | 1 hour 40 minutes |
| Start of last hour 5.40pm | 17 | 1 hour |
| Close 6.40pm |  |  |
| Total | 95 | 5 hours 40 minutes play and 30 minutes of breaks |

1. There will be a tea interval of 30 minutes between the innings.

d. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3.5 minutes (or part thereof of time lost), and the first innings shall be proportionately limited. The calculator used by umpires and captains is reproduced below.

e. At the resumption of play, if the newly calculated limit on the first innings has already been reached or exceeded, that innings shall be deemed closed.

f. In their calculations the umpires shall aggregate all interruptions for bad weather and all fractions of overs shall count as completed overs. Where there are no umpires officiating the captains of both sides will make this calculation.

2. a. In a full game of 95 overs, the side batting first may not bat more than 50 overs and the side batting second would receive a minimum of 45 overs, in the event of bad weather, the overs will be reduced pro-rata (see following table).

1. No bowler may bowl more than 16 overs in an innings. This figure will not be reduced in the event of a reduction in the number of overs played in the match.
2. Slow over rate penalties will apply for 1st XI sides bowling less than 17 overs per hour. For example: 16-17 overs per hour - 1 point penalty, 15-16 overs per hour - 2 points penalty etc.

There are no slow over rate penalties for 2nd and 3rd XI Division matches

Only 1st XI matches in which a team has bowled for longer than two and a half hours in the match will be subject to over rate penalties.

Sides will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings. Time allowances can be granted by umpires for lost ball and injuries etc. and confirmed to the fielding captain at the time of the delay.

Umpires must advise both captains of any points deductions at the end of the game. These must be shown on the play-cricket score summary and the umpires should also note them on their online report form in both cases showing the appropriate number of points to be deducted from those claimed.

Common sense should be used when a match is completed well within time - penalties should be used to penalise a team who fails to play at the correct speed, not a team who is unable to bowl at the correct pace due to stops in play, such as taking multiple wickets.

**Weather Interruptions Overs Calculator (Playing condition 1d and 2a)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Minutes lost** | **Overs lost** | **Overs left** | **1st innings** | **2nd innings** | **Minutes Lost** | **Overs lost** | **Overs left** | **1st innings** | **2nd innings** |
| **0** | **0** | **95** | **50** | **45** | **94.5** | **27** | **68** | **35** | **33** |
| **3.5** | **1** | **94** | **50** | **44** | **98** | **28** | **67** | **35** | **32** |
| **7** | **2** | **93** | **49** | **44** | **101.5** | **29** | **66** | **34** | **32** |
| **10.5** | **3** | **92** | **48** | **44** | **105** | **30** | **65** | **34** | **31** |
| **14** | **4** | **91** | **48** | **43** | **108.5** | **31** | **64** | **33** | **31** |
| **17.5** | **5** | **90** | **47** | **43** | **112** | **32** | **63** | **33** | **30** |
| **21** | **6** | **89** | **46** | **43** | **115.5** | **33** | **62** | **32** | **30** |
| **24.5** | **7** | **88** | **46** | **42** | **119** | **34** | **61** | **32** | **29** |
| **28** | **8** | **87** | **45** | **42** | **122.5** | **35** | **60** | **31** | **29** |
| **31.5** | **9** | **86** | **45** | **41** | **126** | **36** | **59** | **30** | **29** |
| **35** | **10** | **85** | **44** | **41** | **129.5** | **37** | **58** | **30** | **28** |
| **38.5** | **11** | **84** | **44** | **40** | **133** | **38** | **57** | **29** | **28** |
| **42** | **12** | **83** | **43** | **40** | **136.5** | **39** | **56** | **29** | **27** |
| **45.5** | **13** | **82** | **43** | **39** | **140** | **40** | **55** | **28** | **27** |
| **49** | **14** | **81** | **42** | **39** | **143.5** | **41** | **54** | **28** | **26** |
| **52.5** | **15** | **80** | **42** | **38** | **147** | **42** | **53** | **27** | **26** |
| **56** | **16** | **79** | **41** | **38** | **150.5** | **43** | **52** | **27** | **25** |
| **59.5** | **17** | **78** | **41** | **37** | **154** | **44** | **51** | **26** | **25** |
| **63** | **18** | **77** | **40** | **37** | **157.5** | **45** | **50** | **26** | **24** |
| **66.5** | **19** | **76** | **40** | **36** | **161** | **46** | **49** | **25** | **24** |
| **70** | **20** | **75** | **39** | **36** | **164.5** | **47** | **48** | **25** | **23** |
| **73.5** | **21** | **74** | **38** | **36** | **167** | **48** | **47** | **24** | **23** |
| **77** | **22** | **73** | **38** | **35** | **171.5** | **49** | **46** | **24** | **22** |
| **80.5** | **23** | **72** | **37** | **35** | **175** | **50** | **45** | **23** | **22** |
| **84** | **24** | **71** | **37** | **34** | **178.5** | **51** | **44** | **23** | **21** |
| **87.5** | **25** | **70** | **36** | **34** | **182** | **52** | **43** | **22** | **21** |
| **91** | **26** | **69** | **36** | **33** | **185.5** | **53** | **42** | **22** | **20** |
| **1. Using this table, the maximum number of overs for the 1st innings determines the minimum for the 2nd innings.**  **2. If during an interruption to the 1st innings, its revised total of overs has already been reached, the innings shall be deemed closed.**  **3 The revised total of overs of the 1st innings will be monitored during any further stoppage of play in order to determine its close. From that point on, the 2nd innings would consist of the overs remaining in the match.**  **4 In the event of any stoppage during the 2nd innings it will be reduced by one over per 3.5 minutes (or part thereof) of time lost.** | | | | | | | | | |

3. Points will be awarded on the following basis:

a. for the winning team batting first 25.

b. for the winning team batting second 20.

c. for a Tie each side 6 Plus Bonus Points.

d. for a Loss 0 Plus Bonus Points.

e. for an Abandoned/Cancelled game 6 each side.

f. Bonus points will be awarded as follows:

For the side batting first: 2 points up to a maximum of 8 points awarded at 125, 150, 175 and 200 runs.

For the side batting second: 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.

g. In a game with a reduced number of overs, the targets for gaining bonus points will be reduced pro-rata.

Batting side: the runs per over required to obtain bonus points are listed below in the table Reduced Overs Bonus Point Calculator.

Bowling side: in a match where the overs of the side batting have been reduced then there is an adjustment downwards in the target at which bowling points are awarded as follows:

For 3,5,7,9 wickets in an innings of 40 to 50 overs duration.

For 2,4,6,8 wickets in an innings of 30 to 39 overs duration.

For 1,3,5,7 wickets in an innings of 20 to 29 overs duration.

h. In a match adversely affected by conditions of ground, weather or light, and where a positive result is not obtained:

* + 1. if the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
    2. if the last over due in the match has not been bowled:

1. If the side batting second has received less than 20 overs, then the match is classified as Abandoned and each side receives 6 points for an abandoned match and no bonus points are applicable.
2. If the side batting second has received 20 or more overs, then the match is drawn and bonus points are awarded rather than points for an abandonment.

**Reduced Overs Bonus Point Calculator (Playing Condition 3g)**

|  | **First Innings Bonus points** | | | | **Second Innings Bonus points** | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **8** | **6** | **4** | **2** | **4** | **3** | **2** | **1** |
| **Required Run Rate / rpo** | **4.0** | **3.5** | **3.0** | **2.5** | **4.44** | **3.88** | **3.33** | **2.78** |
| **OVERS** |  |  |  |  |  |  |  |  |
| **50** | **200** | **175** | **150** | **125** |  |  |  |  |
| **49** | **196** | **171** | **147** | **122** |  |  |  |  |
| **48** | **192** | **168** | **144** | **120** |  |  |  |  |
| **47** | **188** | **164** | **141** | **118** |  |  |  |  |
| **46** | **184** | **161** | **138** | **115** |  |  |  |  |
| **45** | **180** | **157** | **135** | **112** | **200** | **175** | **150** | **125** |
| **44** | **176** | **154** | **132** | **110** | **195** | **171** | **146** | **122** |
| **43** | **172** | **150** | **129** | **107** | **191** | **167** | **143** | **119** |
| **42** | **168** | **147** | **126** | **105** | **186** | **163** | **140** | **117** |
| **41** | **164** | **143** | **123** | **102** | **182** | **159** | **136** | **114** |
| **40** | **160** | **140** | **120** | **100** | **178** | **155** | **133** | **111** |
| **39** | **156** | **136** | **117** | **67** | **173** | **151** | **130** | **108** |
| **38** | **152** | **133** | **114** | **95** | **169** | **147** | **126** | **106** |
| **37** | **148** | **129** | **111** | **92** | **164** | **143** | **123** | **103** |
| **36** | **144** | **126** | **108** | **90** | **160** | **140** | **120** | **100** |
| **35** | **140** | **122** | **105** | **87** | **155** | **136** | **116** | **97** |
| **34** | **136** | **119** | **102** | **85** | **151** | **132** | **113** | **94** |
| **33** | **132** | **115** | **99** | **82** | **146** | **128** | **110** | **92** |
| **32** | **128** | **112** | **96** | **80** | **142** | **124** | **106** | **89** |
| **31** | **124** | **108** | **93** | **77** | **138** | **120** | **103** | **86** |
| **30** | **120** | **105** | **90** | **75** | **133** | **116** | **100** | **83** |
| **29** | **116** | **101** | **87** | **72** | **129** | **112** | **96** | **81** |
| **28** | **112** | **98** | **84** | **70** | **124** | **109** | **93** | **78** |
| **27** | **108** | **94** | **81** | **67** | **120** | **105** | **90** | **75** |
| **26** | **104** | **91** | **78** | **65** | **115** | **101** | **86** | **72** |
| **25** | **100** | **87** | **75** | **62** | **111** | **97** | **83** | **69** |
| **24** | **96** | **84** | **72** | **60** | **106** | **93** | **80** | **67** |
| **23** | **92** | **80** | **69** | **57** | **102** | **89** | **76** | **64** |
| **22** | **88** | **77** | **66** | **55** | **98** | **85** | **73** | **61** |
| **21** | **84** | **73** | **63** | **52** | **93** | **81** | **70** | **58** |
| **20** | **80** | **70** | **60** | **50** | **89** | **78** | **67** | **56** |

**1ST XI LIMITED OVER FORMAT RULES**

1. 1 Matches shall be of 50 overs a side and shall start at 12.30pm (11.30am in August and September)
2. Matches in the Premier Division will use a pink coloured ball and players will wear coloured clothing.
3. Matches in all other 1st XI Divisions will use a pink ball and clubs can choose to either wear coloured or white clothing.
4. Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.
5. The latest finish time in rain affected games is 8.10pm (7.10pm in August and September). This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 5.20pm (4.20pm in August and September).

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.

3. No bowler shall bowl more than 10 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler’s limit is concerned.

4. **Interruptions to play**

1. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 50 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.
2. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the “free” time).
3. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.
4. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side). One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.
5. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.
6. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.
7. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.
8. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

5. **Restrictions on the placement of fielders**

1. Two semi-circles shall be drawn on the field of play.
2. The semi-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 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
3. The field restriction area should be marked by painted white ‘dots’ at five-yard intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
4. At the instant of delivery, there may not be more than five fielders on the leg side.
5. At the instant of delivery:
   1. Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
   2. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
   3. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
   4. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
   5. If play is interrupted during an innings and the table below applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

EXAMPLES

A 45 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

In the event of an infringement of any of the above fielding restrictions, the umpire at the striker’s end shall call and signal ‘No Ball’.

| **Innings duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| --- | --- | --- | --- |
| 20 | 4 | 12 | 4 |
| 21 | 4 | 13 | 4 |
| 22 | 5 | 13 | 4 |
| 23 | 5 | 14 | 4 |
| 24 | 5 | 14 | 5 |
| 25 | 5 | 15 | 5 |
| 26 | 5 | 16 | 5 |
| 27 | 6 | 16 | 5 |
| 28 | 6 | 17 | 5 |
| 29 | 6 | 17 | 6 |
| 30 | 6 | 18 | 6 |
| 31 | 6 | 19 | 6 |
| 32 | 7 | 19 | 6 |
| 33 | 7 | 20 | 6 |
| 34 | 7 | 20 | 7 |
| 35 | 7 | 21 | 7 |
| 36 | 7 | 22 | 7 |
| 37 | 8 | 22 | 7 |
| 38 | 8 | 23 | 7 |
| 39 | 8 | 23 | 8 |
| 40 | 8 | 24 | 8 |
| 41 | 8 | 25 | 8 |
| 42 | 9 | 25 | 8 |
| 43 | 9 | 26 | 8 |
| 44 | 9 | 26 | 9 |
| 45 | 9 | 27 | 9 |
| 46 | 9 | 28 | 9 |
| 47 | 10 | 28 | 9 |
| 48 | 10 | 29 | 9 |
| 49 | 10 | 29 | 10 |
| 50 | 10 | 30 | 10 |

6. **Slow play**

1. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours 20 minutes playing time.
2. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match; if the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
3. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. **No balls**

1. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
4. Field changes are only permitted for free hit deliveries if there is a change of striker. However, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

1. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. **Wide Balls**

1. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
2. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).



1. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

**9. The result**

1. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
2. Save as hereinafter provided the side which scores the most runs shall be the winner.
3. If due to suspension of play after the start of the match the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth-Lewis-Stern method.
4. It is the responsibility of both clubs to ensure that someone is present from each club at each match (This can be a player, official or non-playing person) who has access to the ECB Play Cricket Scorer App. This App is available on iOS or Android, it is free, it does not require a log-in nor a network to be fully functional. This App contains a Duckworth-Lewis-Stern calculator which should be used to calculate revised par scores or to determine the result in the case of an abandonment. The captains, umpires (if present) and scorers (if present) will be responsible for recalculating the overs and giving these details to the person who will operate the application. If either club does not provide the above App in a rain interrupted game then they will be deemed to have forfeited the match. The non-offending club will be declared the winners and the offending club will take no points from the match.
5. The revised par score for the second innings will be determined by the ECB Play Cricket Scorer App using the D/L/S Calculator and selecting the Duckworth Lewis Stern and agreed by the captains, umpires and scorers.
6. If after the restart of play it is discovered that the wrong Duckworth Lewis Stern par score has been set then nevertheless the incorrect figure shall stand.
7. If the revised par score is exceeded then the team batting second will be the winner. If the revised par score is equalled then the scores are tied.
8. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth-Lewis-Stern method.

10. **Points will be awarded on the following basis**

1. for the winning team 20 points.
2. for a tie each side 8 points plus bonus points as described below.
3. for a loss 0 points plus bonus points as described below
4. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
5. Bonus points will be awarded as follows:-
   * Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
   * Batting side 1 point up to a maximum of 4 points awarded at 130, 170, 210 and 250 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20

1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-50 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

**2nd XI LIMITED OVER FORMAT RULES**

1. Matches shall be of 45 overs a side and shall start at 12.30pm (12pm in August and September).

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.30pm (7pm in August and September). This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 4.40pm (4.10pm in August and September).

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires and / or captains) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost due to inclement weather.

3. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 31 overs, one bowler may bowl 7 overs and 4 other bowlers shall bowl 6 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler’s limit is concerned.

4. **Interruptions to play**

1. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 45 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.
2. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the “free” time).
3. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.
4. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side). One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.
5. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.
6. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.
7. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.
8. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

5. **Restrictions on the placement of fielders**

1. Two semi-circles shall be drawn on the field of play.
2. The semi-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 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
3. The field restriction area should be marked by painted white ‘dots’ at five-yard intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
4. At the instant of delivery, there may not be more than five fielders on the leg side.
5. For the first 12 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
6. For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
7. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

| Total overs of innings | Overs for which restrictions will apply |
| --- | --- |
| 20-23 | 6 |
| 24-26 | 7 |
| 27-29 | 8 |
| 30-33 | 9 |
| 34-36 | 10 |
| 37-39 | 11 |
| 40-45 | 12 |

1. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker’s end shall call and signal ‘No Ball’.

6. **Slow play**

1. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours playing time.
2. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for the cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall be of the full 30 minutes duration and the innings of the team batting second shall commence thereafter.
3. If the team fielding second fails to start its final allocated over by the scheduled time for the completion of the match it shall continue to bowl the full allocated number of overs but the batting side shall receive an additional 6 runs for each over not started at that time. If the penalty runs added under this provision take the team batting second beyond the total required for victory the game will be over at that point.
4. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. **No balls**

1. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
4. Field changes are only permitted for free hit deliveries if there is a change of striker. However, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
5. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. **Wide Balls**

1. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
2. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).



1. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

**9. The result**

1. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
2. Save as hereinafter provided the side which scores the most runs shall be the winner.
3. If due to suspension of play after the start of the match the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth Lewis Stern method.
4. It is the responsibility of both clubs to ensure that someone is present from each club at each match (This can be a player, official or non-playing person) who has access to the ECB Play Cricket Scorer App. This App is available on iOS or Android, it is free, it does not require a log-in nor a network to be fully functional. This App contains a Duckworth-Lewis-Stern calculator which should be used to calculate revised par scores or to determine the result in the case of an abandonment. The captains, umpires (if present) and scorers (if present) will be responsible for recalculating the overs and giving these details to the person who will operate the application. If either club does not provide the above App in a rain interrupted game then they will be deemed to have forfeited the match. The non-offending club will be declared the winners and the offending club will take no points from the match.
5. The revised par score for the second innings will be determined by the ECB Play Cricket Scorer App using the D/L/S Calculator and selecting the Duckworth Lewis Stern and agreed by the captains, umpires and scorers.
6. If after the restart of play it is discovered that the wrong Duckworth Lewis Stern par score has been set then nevertheless the incorrect figure shall stand.
7. If the revised par score is exceeded then the team batting second will be the winner. If the revised par score is equalled then the scores are tied.
8. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth Lewis Stern method.

10. **Points will be awarded on the following basis**

1. for the winning team 20 points.
2. for a tie each side 8 points plus bonus points as described below.
3. for a loss 0 points plus bonus points as described below
4. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
5. Bonus points will be awarded as follows:-
   * Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
   * Batting side 1 point up to a maximum of 4 points awarded at 117, 153, 189 and 225 runs.
   * In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20

1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-45 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

**3rd XI DIVISIONS LIMITED OVER FORMAT RULES**

1. Matches shall be of 45 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.30pm.

The latest start time for a 20 over per side match is 4.40pm.

2. There will be a tea interval of 30 minutes in between innings.

3. It is expected that teams should bowl their overs at a minimum rate of 15 overs per hour.

4. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings of a reduced over match.

5. Interruptions to play:

i. If for any reason a match starts up to 30 minutes late, it shall remain a match of 45 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. In the event of time being lost after the commencement of the match due to inclement weather or other cause during either innings there will be no reduction in the overs agreed at the start of the match.

In this situation the close of play may be extended to 7.30pm at which point the match will end regardless of the number of overs bowled in the second innings.

The result of the game will then be determined as set out in 6 provided the side batting second has had the opportunity to bat a minimum of 20 overs, if not the game is deemed to be abandoned.

iii. Should the loss of time result in the second innings starting later than 6.10pm, the game shall be abandoned.

1. In matches where time is lost due to inclement weather at the start of the game the tea interval may be taken (at the discretion of the umpires or captains) before the start of the match in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate overs reductions.
2. It is not possible to declare the innings or retire any remaining batsmen out in the first innings to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

6. The result:

1. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.

ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.

1. Where a team batting second is not bowled out and does not have the opportunity of batting for the same number of overs as the team batting first, the winner will be the side who has scored at the highest run rate at the close of play assuming both teams have had the opportunity of batting a minimum of 20 overs.

**EXAMPLE**

70 minutes are lost to rain prior to the start of the match.

The match is therefore reduced by 5 overs to a 40 over match. 70 minutes minus 30 minutes of free time = 40 minute reduction = 5 over reduction.

Further time is lost to rain during the first and second innings such that by the scheduled close of play of 7.30pm the side batting second has only received 26 overs.

Side A scored 200-3 in its 40 overs. The run rate for the first innings was 5.00.

Side B were 144-6 off 26 overs at the close of play. The run rate for the second innings at the close of play was 5.54

Side B are therefore the winners on run rate.

7. Points will be awarded on the following basis

1. for the winning team 20 points.
2. for a tie each side 8 points plus bonus points as described below.
3. for a loss 0 points plus bonus points as described below
4. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
5. Bonus points will be awarded as follows:-
   * Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
   * Batting side 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.38 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.75 and less than 4.38

1 batting bonus points if run rate for available overs is greater than or equal to 3.13 and less than 3.75

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-45 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

**4th XI DIVISIONS LIMITED OVER FORMAT RULES**

1. Matches shall be of 40 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.00pm.

The latest start time for a 20 over per side match is 4.10pm.

2. There will be a tea interval of 30 minutes in between innings.

3. It is expected that teams should bowl their overs at a minimum rate of 15 overs per hour.

4. No bowler shall bowl more than 8 overs in a match, nor more than one fifth of the total number of overs in the innings of a reduced over match.

5. Interruptions to play:

i. If for any reason a match starts up to 30 minutes late, it shall remain a match of 40 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of ‘free’ time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. In the event of time being lost after the commencement of the match due to inclement weather or other cause during either innings there will be no reduction in the overs agreed at the start of the match.

In this situation the close of play may be extended to 7.00pm at which point the match will end regardless of the number of overs bowled in the second innings.

The result of the game will then be determined as set out in 6 provided the side batting second has had the opportunity to bat a minimum of 20 overs, if not the game is deemed to be abandoned.

iii. Should the loss of time result in the second innings starting later than 5.40pm, the game shall be abandoned.

1. In matches where time is lost due to inclement weather at the start of the game the tea interval may be taken (at the discretion of the umpires or captains) before the start of the match in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate overs reductions.
2. It is not possible to declare the innings or retire any remaining batsmen out in the first innings to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

6. The result:

1. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.

ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.

1. Where a team batting second is not bowled out and does not have the opportunity of batting for the same number of overs as the team batting first, the winner will be the side who has scored at the highest run rate at the close of play assuming both teams have had the opportunity of batting a minimum of 20 overs.

**EXAMPLE**

70 minutes are lost to rain prior to the start of the match.

The match is therefore reduced by 5 overs to a 35 over match. 70 minutes minus 30 minutes of free time = 40 minute reduction = 5 over reduction.

Further time is lost to rain during the first and second innings such that by the scheduled close of play of 7.00pm the side batting second has only received 26 overs.

Side A scored 175-3 in its 35 overs. The run rate for the first innings was 5.00.

Side B were 144-6 off 26 overs at the close of play. The run rate for the second innings at the close of play was 5.54

Side B are therefore the winners on run rate.

7. Points will be awarded on the following basis

1. for the winning team 20 points.
2. for a tie each side 8 points plus bonus points as described below.
3. for a loss 0 points plus bonus points as described below
4. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
5. Bonus points will be awarded as follows:-
   * Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
   * Batting side 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.38 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.75 and less than 4.38

1 batting bonus points if run rate for available overs is greater than or equal to 3.13 and less than 3.75

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.