



# SHROPSHIRE COUNTY CRICKET LEAGUE

Rulebook and  
T20KO Competition  
Regulations 2018

*Sponsored by*



## Henshalls

INSURANCE BROKERS



## **RULES AND PLAYING ARRANGEMENTS 2018**

### **CONTENTS**

- 1 GENERAL
  - 2 PLAYERS
  - 3 TEAM SELECTION
  - 4 PREPARATION OF PITCHES
  - 5 CANCELLATION OF MATCHES
  - 6 MATCH FORMATS
  - 7 ALLOCATION OF POINTS
  - 8 TEAMS
  - 9 THE BALL
  - 10 SIGHTSCREENS
  - 11 START TIMES AND LENGTH OF MATCHES
  - 12 BOWLING REGULATIONS
  - 13 ECB FAST BOWLING DIRECTIVES
  - 14 FIELDING REGULATIONS
  - 15 DELAYED START AND INTERRUPTIONS – Premier & Div One
  - 16 DELAYED START AND INTERRUPTIONS – All other Divisions
  - 17 NOTIFICATION OF RESULTS
  - 18 TEAS
  - 19 UMPIRES
  - 20 SCORERS
  - 21 NO-BALL
  - 22 WIDE BALL
  - 23 POINTS DEDUCTIONS, FINES AND SURCHARGES
  - 24 PROMOTION AND RELEGATION, STRUCTURE AND MEMBERSHIP
  - 25 LEAGUE POSITIONAL PLACINGS
  - 26 LEAGUE WEBSITE
  - 27 NEW MCC LAWS OF CRICKET
- |||
- Appendix A: Definition of Player Categories  
Appendix B: Delayed Start  
Appendix C: Interrupted Match  
Appendix D: Bowling Calculations  
Appendix E: Duckworth Lewis method for rain-affected matches  
Appendix F: Examples of DL Calculations  
Appendix G: PowerPlay chart, reduced overs Premier Division  
Appendix H: Pitch Markings  
Appendix I: Safety and Fast Bowler directives  
Appendix J: Ground and Facilities Criteria  
Appendix K: Win/Lose Format

### **SHROPSHIRE SLAM T20 KO COMPETITIONS**

1. OBJECTIVE
  2. ORGANISATION
  3. UMPIRES
  4. ELIGIBILITY OF PLAYERS
  5. MATCH ARRANGEMENTS
  6. PLAYING DETAILS
  7. TIME RESTRICTION ON BOWLING OF OVERS, AND OVERS LOST OWING TO BAD WEATHER
  8. FIELDING RESTRICTIONS
  9. NO-BALLS
  10. WIDES
  11. TIMED OUT
  12. BOWL-OUTS
  13. PENALTIES
  14. COLOURED CLOTHING AND COLOURED BALLS
  15. NOTIFICATIONS
  16. SEMI-FINALS AND FINAL
  17. SCORERS
- 2018 SENIOR SLAM COMPETITION DATES  
2018 JUNIOR SLAM COMPETITION DATES

## RULES AND PLAYING ARRANGEMENTS

### 1. GENERAL

- 1.1 The **Rules and Playing Arrangements** set out below apply to all divisions of the Shropshire County Cricket League (hereinafter referred to as "the League" or "the SCCL").
- 1.2 These Rules are binding on all players and clubs. In the event of any contravention, the League (or its Management Committee or constituent sub-committees) shall have powers to award or deduct points, declare a match void, and/or levy fines on any offending clubs, officials or players.
- 1.3 The Management Committee shall adjudicate on all matters not specifically covered by these Rules. The League's judgment shall be final and binding on all clubs.
- 1.4 The subscription is £50 per team, to be paid to the Treasurer not later than 1st May by direct debit or standing order (see also Rule 23.2).
- 1.5 All clubs in the League must appoint a Welfare Officer and must register, in writing, any changes to that appointment with the League's Welfare Officer.
- 1.6 All matches shall be played in accordance with current MCC Laws of Cricket.
- 1.7 Before the start of each season every member club shall send to the League Secretary a **Declaration** signed by its Chairman and Secretary committing the club to abide by the constitution and rules of the League, and to observe the code of conduct and the laws of cricket. A club shall accrue no points until the signed Declaration has been received by the League.

### 2. PLAYERS

#### 2.1 Registration

- 2.1.1 All players in SCCL matches must be registered with the League, and player registration must be in accordance with current ECB regulations.
- 2.1.2 Registration will be via the League's Play-Cricket website. Clubs may also register new players by phone or text to the Registrations Co-ordinator before noon on the day of the game, provided that the player's details are entered onto the Play-Cricket website within 48 hours. Any team playing unregistered players will be deducted two points per player per offence.
- 2.1.3 No permission will be granted to register players for matches in the Premier Division and Division One after **1st August**. In all other divisions, clubs can register players until the end of the season, provided they comply with the provisions of Rule 2.1.2.
- 2.1.4 Before the start of each season, all clubs fielding three or more teams in the SCCL and/or Birmingham and District Premier Cricket League (BDPCL) must register with the Registrations Co-ordinator the names of **10 nominated players** who will not play below their second team and who must be regular 1st and 2nd team players. If this rule is breached, points will be awarded or deducted in accordance with Rule 2.5. Applications to relax this provision, which will only be permitted in exceptional circumstances, must be made to the Registrations Co-ordinator at least 48 hours before a match. See also Rules 2.2.1 to 2.2.6 below.

#### 2.2 Eligibility

- 2.2.1 No player suspended by a Board or another League will be permitted to play in the SCCL.
- 2.2.2 A player who has played in a total of 14 or more 1st/2nd/3rd/4th/5th team matches during the season shall not be allowed to play in any of the last three matches in a lower team.
- 2.2.3 Any player who has played four games for a 1st XI will not be eligible to play for any team below the 2nd XI for the remainder of the season without the express consent of the Registrations Co-ordinator.
- 2.2.4 No player who has played in the Birmingham League is eligible to play in the last three matches of the season unless he has already played at least three SCCL matches in the same season.

- 2.2.5 Once a player has played in a Birmingham League game, he will not be eligible to play below his club's 4th XI for the remainder of that season. Such players may however play for that club's higher-ranked teams in the SCCL provided they are properly registered.
- 2.2.6 Any player who plays weekend cricket for a different club in a different league will require the specific consent of the Registrations Co-ordinator to be eligible to play in the SCCL.

### 2.3 Transfers

- 2.3.1 Transfers cannot be undertaken on the League's Play-Cricket website.
- 2.3.2 Any club wishing to transfer a player shall complete an official transfer form and forward it to the Registrations Co-ordinator (from whom the form must be obtained) together with a letter (or email) from the player's previous club confirming that he has fulfilled his obligations. He may not play in a League match for his new club until permission has been granted.
- 2.3.3 No transfers will be permitted after 1st August.

### 2.4 Player Categories including Overseas Players

Definitions of player categories are in Appendix A.

- 2.4.1 Clubs must ensure that all relevant regulations are complied with by checking evidence of any such player's continuous residence in the UK. Failure to comply will mean any such player is deemed ineligible.
- 2.4.2 At least nine Category 1 players must play in every team.
- 2.4.3 No Category 2 player (contracted to First Class county) may play in the SCCL.
- 2.4.4 Only one Category 3 player and one Category 3E player may be registered per club each season.
- 2.4.5 No replacement Category 3 nor Category 3E player will be permitted to play under any circumstances at any stage of the season.
- 2.4.6 The League will enforce these Rules strictly for the Premier Division and Division One, but will exercise discretion in all other divisions.

### 2.5 Penalties for Playing Ineligible Players

Any team that fields a player in contravention to Rules 2.1.4, 2.2.1 to 2.2.6, 2.4.1 to 2.4.6, or 3.5 shall have all points gained from that match disallowed. The offending team will also be deducted a further 10 points, and the non-offending team shall be awarded up to maximum points available, depending upon the match situation, all subject to the discretion of the Disciplinary sub-committee. A further two-point deduction will apply for fielding each unregistered player not covered by this rule, and further action may be taken.

## 3. TEAM SELECTION

- 3.1 When a Premier Division 1st XI has a blank date (two per team for the 2018 season), that club's 2nd XI must field its usual players and must email that 2nd XI selection to the Registrations Co-ordinator by 6pm on the Friday before the game, along with a list of nine 1st XI players who would have played had the club been scheduled a 1st XI fixture. Failure to comply will invoke rule 2.5 and points may also be deducted from the offending club's 1st and 2nd XI sides. Additionally, any subsequent alterations to team selections must be emailed to the Registrations Co-ordinator by noon on the day of the match. Failure to do so will result in a two-point deduction per team
- 3.2 Every club that has a Sunday team must email selections for **all** weekend sides to the Registrations Co-ordinator by 6.00pm Friday before the games. Any alterations must be emailed to the same address by noon on the day of the match. Failure to do so will result in a two-point deduction for each team.
- 3.3 Clubs are obliged to field 11 players for all matches. If short of players, the highest-ranked teams should be filled first. If, in failing to do this, the League considers a club is attempting to gain an advantage, points will be deducted.

- 3.4 A player under-17 (on August 31 of previous year) **may play on both Saturday and Sunday of the same weekend** for their club with the following restrictions: 1) a maximum of four qualifying players per team in any one week; 2) the player must have played in the immediate team above or below on the Saturday (eg 2nds on Saturday, 3rds on Sunday; or 4ths on Saturday, 3rds on Sunday); 3) this rule is not to take precedence or infringe on any other league rule; 4) This rule applies to all clubs including those whose 1st and 2nd team play in the Birmingham League.
- 3.5 Otherwise no player shall be permitted to play both on Saturday and Sunday of the same weekend (see also Rule 2.5).
- 3.6 Team selection should take account of the ECB Guidelines for Junior Players in Open Age Cricket as detailed in Appendix I. Briefly, in order to play in the League, the player must be in the county u-12 age group, be at least 11 years old on 1st September of the year preceding the season, and have written parental consent to play.

#### **4. PREPARATION OF PITCHES**

- 4.1 This must be in accordance with the MCC Laws of Cricket. Pitches must not be watered in the 48-hour period preceding any match.
- 4.2 Matches will normally be played on **grass** pitches. But provided both captains agree on match day, a game may be played on an artificial pitch when conditions would otherwise prevent it being played. If captains fail to agree, the match is cancelled and points are awarded accordingly.
- 4.3 With rain around, every club should if possible cover its entire 22-yard pitch from the previous Thursday evening. The covers may be removed for drying purposes at the discretion of the groundsman. This rule is compulsory for all Premier & Division One teams.
- 4.4 Pitches should be marked as shown in the diagram in Appendix H. The protected area five feet in front of the popping crease, one foot either side of middle stump on the bowling crease.
- 4.5 Home clubs are responsible for setting up both sets of wickets before the start of a match, for the sweeping and remarking of creases between innings, and for the roller between innings if requested. Umpires must report any failings to the Results Co-ordinator. Points may be deducted from persistent offenders at the League's discretion.

#### **5. CANCELLATION OF MATCHES**

##### **5.1 Weather**

- 5.1.1 In bad weather, a pitch inspection should be carried out on match day between three and two hours before the scheduled start.
- 5.1.2 Normally both teams must report to the ground before making a decision if conditions are fit for play. But the match may be called off without the away team travelling, subject to the following conditions:
  - Captains of both teams agree by speaking together and not by any other form of communication (see also 5.1.3).
  - The weather conditions and forecast are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time allowable.

The home club must report the abandonment to the Results Co-ordinator immediately when the decision is taken, and also inform the umpires who will be entitled to claim their full attendance fee should they travel.

- 5.1.3 If captains fail to agree in 5.1.2 above, the away team may tell the home team that it will exercise its right to travel to the appointed venue, and then the match can only be called off at the scheduled starting time with all members of both teams present and available to play. But there is no right to travel if the home team's ground is owned or controlled by a third party that has insisted the game must be called off.

- 5.1.4 If the away team exercises its right to travel under 5.1.3, but the match is cancelled without play, the away team is responsible for paying both the teas (up to a maximum of £50) and the full attendance fees of any panel umpires.
- 5.1.5 If the away team cancels a fixture within 48 hours of the scheduled start, it must contribute towards any reasonable costs unavoidably incurred by the home team in preparing for the match.
- 5.1.6 **Premier Division only.** If play is possible after the away side exercised the right to travel, the umpires will report the matter to the League Secretary who, following discussion with the Disciplinary Sub-Committee, may impose a penalty of 10 points on the home side.
- 5.2 **Other reasons**
- 5.2.1 In cancelling a fixture owing to a shortage of players, a club shall cancel the match of the lowest-ranked team and shall have points deducted from the record of its team(s) as follows:
- First offence – five points deduction
  - Second offence – 10 points deduction
  - Each subsequent offence – 10 points deduction plus five points deduction for all of the club's other teams in the League.
- 5.2.2 The team deprived of a game via Rule 5.2.1 shall be awarded 24 points in W/D/L matches and 20 pts in W/L matches.
- 5.2.3 Any team which **fails to fulfil five matches** in any one season will be **expelled** from the League forthwith. All results and points gained will be deleted, subject to the Management's decision.
- 5.2.4 The League shall call a match void if they deem it necessary, and may award or deduct points at their discretion.

## 6. MATCH FORMATS

All teams will play both the traditional Win/Draw/Lose fixtures (**W/D/L**) and straight Win/Lose (**W/L**) cricket – in which the **winner is simply the side which scores most runs** regardless of which team bats first – and will play all other teams once under both formats (except 2nd XI Div Three which contains 16 teams). In all divisions, the W/L format will be played in a straight block over the middle of the season. Please refer to the fixtures section of the website for precise details. There will be power-plays in the W/L matches ONLY in the Premier Division. See rule 14 below.

## 7. ALLOCATION OF POINTS

- 7.1 Only wickets taken shall count towards the number of bowling bonus points awarded, even in the event of declarations (which are not permitted in the W/L format).
- 7.2 If the innings ends because a side is all out, the fielding side shall be awarded maximum bowling points even if the batting team has fewer than 11 players.
- 7.3 **Win: W/D/L – 24 points**, but only **20 points** for a side that wins the toss and opts to bat second (plus, in both cases, umpires' bonus points where applicable – see also 7.10).
- Win: W/L 20 points** irrespective of the toss.
- 7.4 **Lose:** Bonus points only (both formats).
- 7.5 **Draw** (W/D/L format only): Bonus points for both sides, plus 10 points divided between the teams as follows (points for side batting first are shown first)
- 5 – 5** If the number of runs scored in both innings is the same
  - 6 – 4** If 90% or more of the first innings total is scored
  - 7 – 3** If 80% but less than 90% of the first innings total is scored
  - 8 – 2** If 70% but less than 80% of the first innings total is scored
  - 9 – 1** If 60% but less than 70% of the first innings total is scored
  - 10 – 0** If less than 60% of the first innings total is scored. **Note:** If 60% of the first innings total is not scored, the team batting first shall gain **20 points** in total (plus bonus point for umpire where applicable).

- 7.6 **Tie:** five points each + bonus points (both formats).
- 7.7 **Bowling bonus points:** one point for every two wickets taken (2, 4, 6, 8, 10) – see also Rules 7.1 and 7.2 above.
- 7.8 **Batting bonus points (Premier Division only):** one point for reaching 125, 150, 175, 200, 225 runs.
- 7.9 **Batting bonus points all other divisions including Division One** (see Rule 11.4): one point for reaching 100, 125, 150, 175, 200 runs.
- 7.10 **Umpire bonus points:** one point for teams providing a suitably qualified and registered umpire, applicable in all divisions except the Premier. **If a panel umpire designated for a non-Premier division match withdraws less than 48 hours before the designated start time, the team will still receive the point.**
- 7.11 **Cancelled (not started):** five points each (both formats).
- 7.12 **Abandoned:** five points each plus bonus points, including umpire bonus points (which are only available if a minimum of 10 overs are played). A point cannot be claimed for an umpire in a conceded or cancelled match (both formats).
- 7.13 **Interrupted match:** See rules 15 & 16 + Appendix E.

## 8. TEAMS

The team captain must name his players on the team sheet/card provided, denoting any overseas player and all players under-19 with their date of birth. The cards must be signed and handed to the umpires before the toss is made, or exchanged with the opposing captain if no umpires.

## 9. THE BALL

- 9.1 In all divisions two new balls, specified by and purchased through the League, shall be used in each game. The **home** team shall provide **both** balls, and the visiting captain will be offered the choice.
- 9.2 Home clubs must ensure that a selection of at least six suitable spare balls of varying ages and use are available to the umpires before the toss. These balls must be approved by both captains at the toss, may not be changed thereafter, and the umpires will select a spare from this stock if the ball is lost.
- 9.3 The cost of balls shall be notified to member clubs and payment shall be made to the Treasurer by the due date (see also Rule 1.4).
- 9.4 If a team is withdrawn from the League after its allocation of balls has been ordered or purchased, that club shall reimburse the League for all ball costs (see also Rule 23.3).
- 9.5 Balls and team-sheets, etc. will be available for collection at the now-compulsory pre-season Captains' Meeting (see also Rule 23.1).

## 10. SIGHTSCREENS

Sightscreens shall be operational in all matches in the Premier Division and Division One. In all divisions, where provided, they will be moved by the batting side to accommodate left- and right-handed batsmen batting together. Also, where sightscreens are on the field of play, they must have an area marked off (within which it can move) so that the boundary doesn't change.

## 11. START TIMES AND LENGTH OF MATCHES

- 11.1 Normally all matches in all divisions will start at 1pm throughout the season, except **Premier Division** and **Division One** matches on or after 15th August which begin at noon. However, in order to help facilitate the fulfilment of fixtures, clubs may arrange differing start times on the day of any match provided both sides are in agreement.
- 11.2 Any club wishing to rearrange the date of a fixture must obtain the agreement of the opposition and the Results Co-ordinator not less than 10 days before the date of the proposed alteration.
- 11.3 All changes of venue must be agreed with the visiting team and notified to the Results Co-ordinator.

- 11.4 Default overs for all matches in both formats are:  
**Premier Division:** 50 overs per side.  
**Divs One, Two, Three, Div One 2nd XI:** 45 overs per side.  
**Divs Four, Div Two 2nd XI, Div Three 2nd XI, Sunday One & Two:** 40 overs per side.  
In all divisions except the Premier and Division One, the overs can be reduced before the toss (to a minimum of 30 overs a side), providing **both** captains agree that a full overs game is not possible owing to bad weather.
- 11.5 The side batting second in W/D/L games shall utilise any balance of overs not used by the side batting first, unless bad weather intervenes (see Rules 15 & 16 + appendix E). Any odd balls bowled shall constitute an over. But in W/L games the team batting second cannot utilise any overs unused in the first innings. Declarations not permitted in W/L cricket.
- 11.6 The toss shall take place at least 15 minutes before the scheduled starting time. If a team is unable to comply, the opposition may claim the toss. A team will be deemed to be late if less than seven members are present at the time of the toss. Sides that arrive late without a satisfactory explanation will have two points deducted.
- 11.7 A player arriving more than two hours after a match has started will only be permitted to play if the opposing captain agrees, and must have been nominated on the team sheet before the start of the match.

## 12. BOWLING REGULATIONS

### 12.1 Over Rate – Premier Division and Division One only

- 12.1.1 Overs must be bowled at a minimum of **17 overs per hour** in each match. The captain of any fielding side failing to achieve this will be told by the umpires that his side will be reported to the Results Co-ordinator for enforcement of Rule 23.8. **Note:** Allowances will be made for unavoidable breaks in play of three minutes or more and confirmed to the fielding captain and the batsmen at the wicket at the time of delay. Breaks of less than three minutes are to be ignored and no allowance made.
- 12.1.2 Three minutes will be allowed for each drinks interval, plus two minutes for each wicket that falls in an innings, up to and including the fall of the 9th wicket. There will be no allowance for the 10th wicket that falls in either innings, or for any wicket taken immediately before a declaration.
- 12.1.3 The captain of the fielding side is solely responsible for the over rate, but umpires may inform the captains during the match if they are behind it.
- 12.1.4 Time allowance will not be subject to retrospective negotiation. The umpires' decisions will be final and there will be no right of appeal.
- 12.1.5 There will be no penalty for slow over-rates in any innings that lasts less than 30 overs.

### 12.2 Bowlers' Restrictions – All Divisions for Win/Draw/Lose matches

- 12.2.1 In the Premier Division and Division One, no bowler may bowl more than **30%** of the available overs in any innings up to a maximum of 15 per bowler. (In Division One in a 45 over game this is 13.5 rounded up to 14.) If on resumption of play after an interruption a bowler has already exceeded the new maximum number of overs, he shall not be allowed to bowl again other than to complete an unfinished over. Prior to the resumption, the umpires shall advise captains and scorers of the maximum number of overs available per bowler (see tables in Appendix D).
- 12.2.2 In all other divisions, any one bowler may bowl a maximum of **15 overs**. Teams must use at least **five** bowlers, all of whom must bowl a minimum of **four** overs each; alternatively, the overs of any bowler may be shared with a 6th, 7th or 8th bowler, provided that the aggregate of overs bowled by these players is at least four.

### 12.3 Bowlers' Restrictions – All Divisions Win/Lose matches

In all matches no bowler may bowl more than **one-fifth** of the allocated overs.

## 13. ECB FAST-BOWLING DIRECTIVES

- 13.1 These will be followed as described in Appendix I.
- 13.2 It is the responsibility of the captain to inform the umpires, prior to the start of the match, of the names and relevant age group of any player under-19 as at midnight on 31st August of the preceding year.
- 13.3 Captains are expected to ensure that any fast bowler who falls within the under-19 age group and younger does not exceed the ECB Directives for maximum overs per spell, maximum overs per day, and minimum rest periods between spells.
- 13.4 In these circumstances, should the captain refuse to withdraw a bowler who should be rested, the umpire (or if one is not present, the opposing captain) will inform the captain that he will be in breach of the ECB Directives and therefore: a) he will personally assume full responsibility for this action including transfer of all legal liabilities to him from the umpires, and b) both captain and bowler will be reported to the league. On receiving such a report, the league will impose sanctions against the club, captain or bowler, which may include suspension and/or deduction of points.
- 13.5 A fast bowler is defined as one to whom a wicket-keeper in the same age group would, in normal circumstances, stand back to take the ball.

## 14. FIELDING REGULATIONS

- 14.1 At the instant of delivery a maximum of five fielders must be outside an area bounded by two semi-circles centred on each middle stump, each with a 30-yard radius and joined by a parallel line on each side of the pitch. In the event of an infringement the striker's-end umpire shall call and signal a no-ball.
- 14.2 The fielding circles must be marked by white plastic discs at five-yard intervals, measuring approximately seven inches in diameter.
- 14.3 All substitute fielders must be registered player(s) for either club involved in the match.
- 14.4 In the W/L matches in the Premier Division, the following power-play regulations apply:  
Powerplay 1 – no more than two fielders are permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1–10 inclusive.  
Powerplay 2 – no more than four fielders are permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11–40 inclusive.  
Powerplay 3 – no more than five fielders are permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41–50 inclusive.  
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 in Appendix G. The table shall apply to both innings. If play is interrupted during an innings and the table in Appendix G applies, the Powerplay takes immediate effect. This applies even if the interruption has occurred mid-over.  
Example: 1. A 50-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.  
At the start of the middle and final phases of an innings, the umpire shall signal to the scorers by rotating his arm in a large circle. If any of the above fielding restrictions are infringed, the square-leg umpire shall call and signal "no ball".

## 15. DELAYED STARTS AND INTERRUPTIONS

### Premier Division and Division One

The home team is responsible for ensuring that pitches are covered during any rain interruption, and during intervals if there is rain or the threat of rain.

## 15.1 Delayed Start

- 15.1.1 In the event of bad weather causing a delayed start, the umpires shall reduce the number of overs by one over per team for every complete seven minutes of time lost from 30 minutes after the scheduled start time to the actual start – see Appendix B for the calculation.
- 15.1.2 No match shall start later than three hours after the scheduled starting time (minimum 50 overs plus 10-minute break between innings, tea having already been taken).

## 15.2 Interruptions in Play

- 15.2.1 A loss of up to 30 minutes play owing to bad weather both before and after the match has started shall be ignored.
- 15.2.2 Where time is lost owing to bad weather after the scheduled start of the game, the number of overs to be played shall be reduced by one over for every full 3.5 minutes lost (see Appendix C) after ignoring the first 30 minutes lost, either before play has started or during the match.
- 15.2.3 The team batting first shall complete its initial allotted overs (unless it is dismissed or opts to declare) and the number of overs to be received by the team batting second will be reduced by one over for every full 3.5 minutes lost since the start of the match. If the team batting second cannot receive at least 25 overs, unless a result is achieved within the time available, the match will be treated as abandoned, although play should continue until completion of the number of overs that constitute that particular match, or until both teams are satisfied that no further points can be accrued.
- 15.2.4 In their calculations, the umpires should aggregate all interruptions for bad weather once the first innings has started, counting all fractions of overs bowled as completed overs.
- 15.2.5 Should subsequent interruptions reduce the number of overs to be received by the team batting second the match must be completed unless both captains agree that their sides cannot obtain a result or further draw, batting or bowling points. If bad weather prevents completion of the scheduled overs the match shall be deemed to be abandoned.
- 15.2.6 If the second innings is interrupted, play may not restart until a revised target for the draw points calculation has been agreed between umpires, scorers and captains.
- 15.2.7 If play is suspended during an over, then when the remaining number of overs is calculated before resumption of play, any balls not bowled in the uncompleted over shall be added to the new number of overs.
- 15.2.8 Target score will be calculated using Duckworth Lewis method – see Appendix F for calculation.
- 15.2.9 ***New rule for W/L matches:*** *If the team batting first are dismissed for less than their allocated overs, these overs can be used as credit against any reduction for time lost to bad weather.*

## 16. DELAYED STARTS AND INTERRUPTIONS

### **Divisions Two, Three, Four; 2nd XI Divisions One, Two, Three; Sunday Divisions One & Two**

- 16.1 No match shall start later than three hours after the scheduled start (see Rule 11.1).
- 16.2 A loss of up to 30 minutes play owing to bad weather shall be ignored.
- 16.3 In the event of interruption by weather, light or other unforeseen circumstances amounting to more than 30 minutes after the scheduled start time, play shall cease on the completion of 20 overs in the final hour of play (but play will continue until the end of that hour, as per the Laws of Cricket), starting at 6.30 or on the completion of the number of overs that constitute that particular match.

- 16.4 If a further interruption of play occurs during the final 20 overs, the number of overs will be reduced by one over for every three minutes lost. Play will continue until the completion of the reduced number of overs, or 7.30, whichever shall be the later.
- 16.5 If the teams are off the field of play at the scheduled closing times detailed above, play shall be abandoned.
- 16.6 If the side batting second does not receive as many overs as the side batting first without achieving a result, then the game is deemed abandoned and points will be awarded accordingly.

## **17. NOTIFICATION OF RESULTS**

### **Premier Division Matches**

- 17.1 It is the responsibility of the match umpires to telephone the scores of matches, along with the relevant details, as soon as possible on Saturday evenings to the Results Co-ordinator – an answering service will be available to receive your call.
- 17.2 Premier Division result sheets must be signed by both captains and match officials and handed to the match umpires, who will then post them first-class to the Results Co-ordinator.

### **All Divisions**

- 17.3 All home teams shall enter a full scorecard on their Play Cricket website within 48 hours of the completion of the game. Failure to do so will result in the home team receiving a two-point deduction. The away team will have a further 24 hours to check entries and to add/amend fielders' details (no penalties apply).
- 17.4 It is the home club's responsibility to complete a full match result sheet (including all players' names as they appear on league registration) and, except for the Premier Division, post it first-class on the Monday following the match to the Results Co-ordinator (or send by email as an attachment). Failure to do so will result in the home team being deducted two points for each offence.
- 17.5 Clubs shall make every effort to email the result of their game to the media in time for publication and within 24 hours of the end of the game.
- 17.6 The result of a match can only be changed by the League after the match result sheet has been signed by both team captains and umpire(s).

## **18. TEAS**

Tea will be taken between innings and will last 30 minutes maximum. The home team shall provide teas for the away side and officials free of charge. A separate table must be laid for the officials, with a sufficient choice of food provided for them, and should be available as soon as practical when the first innings is completed.

## **19. UMPIRES**

- 19.1 The umpires shall be the **sole arbiters** of ground, weather and light conditions. If EITHER umpire considers conditions to be dangerous or unreasonable, play will be suspended. They must BOTH agree that conditions are fit before play is resumed. If bad weather or bad light prevents a game from starting or causes play to cease, umpires are instructed that play will not start or restart unless rain has stopped and/or the light has improved. When only one non-playing umpire is provided, he will be the sole arbiter as above. This rule is binding on captains when no umpire(s) are present. In this case captains are reminded of their duty of care to their players and should not allow play in conditions that are dangerous or unreasonable.

### **Premier Division**

- 19.2 Each panel umpire will receive a match expenses fee of 80% of the BDPCCL amount from the home team who must pay the umpires before the toss takes place. The home team also pays when panel umpires are present but no play is possible. When Rule 5.1.4 applies, the away team will pay.

- 19.3 If an umpire stands alone, he will be the official umpire for the match and shall stand at the bowler's end throughout the match. He will receive one and a half of the match expenses fee, paid by the home team before the game.
- 19.4 Panel umpires will mark all teams regarding fair play and are encouraged to comment on the conduct of teams and captains. These will be sent to the Results Co-ordinator and sanctions will be applied as necessary. See website.
- 19.5 Panel umpires are responsible for noting the times and duration of play and calculating the over rate, which must be stated on the match result sheet which should be posted first-class or emailed to the Results Co-ordinator.
- 19.6 Umpires must mark the quality of the pitch and outfield and report on the match conduct and over rate to the Results Co-ordinator.
- 19.7 Captains are required to complete an umpires' performance report and email it to the Umpires' Secretary, to arrive not later than the Thursday following the match (see Rule 23.6).

### **Other divisions**

- 19.8 Clubs must register their umpires with the Umpires' Secretary before the start of the season.
- 19.9 A suitably-qualified umpire is one who has either passed the ECBACO Level One exam or has obtained a certificate from the League following attendance at the League's own courses.
- 19.10 Umpires are encouraged to comment on the conduct of teams and captains to the Results Co-ordinator and any panel umpires will also mark all teams regarding fair play (see also Rule 19.4).
- 19.11 No person under the age of 16 is allowed to umpire at the bowler's end unless a qualified ECBACO Level One umpire.
- 19.12 Captains will be required to assess umpires' performance as indicated on the scorecard.

## **20. SCORERS**

- 20.1 Sheltered, weatherproof facilities must be provided for scorers, eg provision of a gazebo or similar, where no other covered accommodation is available. The League reserves the right to impose any appropriate penalty if this requirement is not met.
- 20.2 Two scorers must sit together in reasonable proximity to the scoreboard ensuring that overs, runs and wickets are correctly recorded and adequately displayed at the end of each over.
- 20.3 Immediately upon the conclusion of each innings the captains, scorers and umpires shall agree the accuracy of the recorded scores. The umpires' decision shall be final.

## **21. NO BALL**

- 21.1 The Laws of Cricket provide detailed definitions of no-balls (other than foot faults) in Laws 21 and 41.

### 21.1.1 Briefly:

- Short-pitched ball over head height – no-ball – see Law 21.10.
- Short-pitched ball over shoulder height – one permitted per over, thereafter no-ball – see Laws 41.6.3 and 41.6.4.
- High full-pitched ball over waist height (regardless of pace) – no-ball – see Laws 41.7.1 and 41.7.2.
- Dangerous or deliberate bowling of a high full-pitched delivery – no-ball and removal of bowler from the attack – see Laws 41.7.1 and 41.7.4.
- Before reaching the popping crease and/or striker, the ball bounces more than once, rolls along the ground or pitching off the pitch – no-ball – Law 21.7.

- 21.1.2 Either umpire shall call and signal no-ball if, other than in an attempt to run out the non-striker, the bowler breaks the wicket at any other time after the ball comes into play, and before he completes the stride after the delivery stride – Law 21.6.
- 21.2 **Free hit (Win/Lose matches only) See Appendix K for free hit qualifications – amended for 2018 season**
- 21.2.1 **Premier Division only** – Any no-ball will result in the usual one-run penalty. The following delivery is a ‘free hit’ whereby the batsman can only be dismissed under the same circumstances that apply for a no-ball. This applies even if the free-hit delivery is a wide.  
All other Divisions only foot fault no-balls will result in a ‘free hit’ delivery.
- 21.2.2 Fielders must remain in their same position for the free hit unless the batsmen change ends, although a fielder positioned less than 15 yards from the striker may retreat on the same line, as long as he is still within 15 yards of the striker.
- 21.2.3 If the free-hit delivery is not legitimate, then the next delivery will become a free hit for whichever batsman is on strike. And so on.
- 21.2.4 The legitimate free-hit delivery counts as a ball in the over.

## **22. WIDE BALL**

### **All Divisions**

- 22.1 An umpire shall call and signal wide if a delivery makes it virtually impossible for the striker to play a normal cricket stroke, particularly a ball outside leg stump. Umpires should be further guided by the 17-inch lines inside the return creases, but a wide should not be called if the ball makes contact with the striker’s bat or person, the striker brings the ball within reach by attempting to play it, or the striker steps away from the ball. In the Premier Division and Division One in W/D/L format, a stricter application should be applied and for guidance purposes, a legside wide should be called if the ball passes outside the pads of the batsman standing in a normal guard position.
- 22.2 For **W/L games in the Premier Division**, umpires are instructed to call a wide for any delivery that passes outside of the leg stump (except where the ball passes between the batsman and the leg stump).
- 22.3 **W/L games in all other divisions:** Whilst a strict and consistent interpretation of the law is required we do not recommend that all balls are called a wide that pass legside of the batsman.

## **23. POINTS DEDUCTIONS, FINES AND SURCHARGES**

### **All divisions**

- 23.1 (new rule) **20 points deduction per team** for all clubs that: 1) fail to return trophies to League Secretary or Awards Chairman by deadline of 1st Sept; 2) fail to attend the League AGM; 3) fail to attend pre-season Captains’ Meeting. If a trophy is found to be damaged or requires cleaning when returned, the offending club will be invoiced with the cost of the renovation work or the cost of a replacement.
- 23.2 Any club which has not paid its subscription by the due date (see Rule 1.4) will be liable to a surcharge of £10 per team for every month or part of a month that it is in arrears.
- 23.3 Any club which has not paid for its allocation of League balls by the due date (see Rule 9.3) shall be liable to a surcharge of £10 per team.
- 23.4 Any club that resigns or withdraws any team(s) from the League after 30th September (see Rule 24.3) is liable to be charged the full subscription for the coming season, plus any expenses incurred by the League on its behalf. The club’s highest-ranked team will have 50 points deducted from its record. Subject to the Management’s decision, no further applications from that club to enter teams into the League will be considered for up to three years, and the same applies to any club or team expelled from the League (see Rule 5.2.3).

- 23.5 If a club fails to pay any fine or surcharge within 21 days of the due date, **one point** will be deducted from each of its teams playing in the League for each day that the fine remains unpaid thereafter.

#### **Premier Division only**

- 23.6 Failure to send umpire performance reports to arrive by the due date will result in a three-point penalty for each and every occasion.

#### **Premier Division and Division One only**

- 23.7 Teams will lose one point in each match if they fail to provide an official competent scorer (not a player) throughout the duration of the match.
- 23.8 The minimum over rate to be achieved by both sides in each match will be 17 overs per hour. A warning on the first occasion will be followed by an evenly escalating points penalty on subsequent occasions (one point 2nd offence, two points 3rd offence, etc).

### **24. PROMOTION & RELEGATION, STRUCTURE & MEMBERSHIP**

- 24.1 The League will look to operate a two-up two-down promotion and relegation system to affect all divisions, although more or fewer teams may be promoted or relegated at the Management Committee's discretion.
- 24.2 The League will inspect the grounds of all clubs seeking promotion to the Premier Division, Division One and Division One 2nd XI. Minimum ground and facility requirements are set out in Appendix J.
- 24.3 All clubs, whether SCCL members or not, must indicate to the SCCL the number of teams it wishes to enter for the following season not later than 30th September of the previous year. This applies to all new applications and withdrawals, and to all requests by teams wishing to switch from Saturday to Sunday cricket or vice versa.
- 24.4 Team prerequisites for divisional membership:
- **Premier Division:** 1st XIs only
  - **Divisions One:** 1st XIs, singleton XIs (provided they have conceded no more than one match in previous season), 3rd XIs supported by a 4th XI
  - **Divisions Two, Three, Four:** 1st XIs, singletons XIs, 3rd XIs, and 2nd XIs at the Management's discretion
  - **2nd XI Divisions One, Two, Three:** 2nd & 4th XIs, and 3rd XIs at the Management's discretion
  - **Sunday Divisions One & Two:** 3rd XIs and below that opt to play their matches on a Sunday.
- 24.5 **Declaration of Intent – Premier Division only:**
- 24.5.1 Prior to the last six games of the season, the leading clubs at that stage will be required to sign a Declaration of Intent confirming that the club will apply for entry to the BDPCL should it become champions.
- 24.5.2 Any club that fails to sign and return the document to the SCCL secretary by 31st August will (if necessary) have sufficient points deducted on completion of the final round of matches to ensure it does not finish in first place.
- 24.5.3 This will also apply automatically to any club that does not conform fully with the provisions of the BDPCL Accreditation Document.
- 24.5.4 Any club – having properly signed and returned the Declaration of Intent – that subsequently informs the SCCL that it will not accept the BDPCL invitation will receive a substantial financial penalty at the league's discretion together with a significant points deduction at the start of the following season.

### **25. LEAGUE POSITIONAL PLACINGS**

- 25.1 Teams will be ranked according to points awarded.
- 25.2 If two or more sides finish equal on points, final positions – both generally and for the purposes of promotion & relegation – shall be determined as follows:

- a) Most points gained by the team in matches played between them during the season.
- b) The highest number of wins as a % of completed matches.
- c) The lowest number of defeats as a % of completed matches.
- d) The highest number of wickets taken in the season.
- e) The highest number of runs scored in the season.

## 26. LEAGUE WEBSITE

All clubs shall submit information about their club for inclusion ON THE LEAGUE WEBSITE which must include the telephone numbers of captain(s) and weekend contacts; ground information where appropriate; the secretary's name, telephone, postal & email address; and the club CWO. This information must be received by the League **not later than 16th February** of any year in question. Failure to do so by this date will result in a maximum of five points (at the discretion of the Management Committee) being deducted from each team when the season starts.

## 27. NEW MCC LAWS OF CRICKET

**The 2018 season is the first season of the SCCL using the updated Laws of Cricket that were introduced in October 2017. Please see the League Website for a summary of the changes.**

27.1 **Penalty Runs.** The Laws of Cricket (2017 Code) have introduced additional penalty runs for instances of unfair play.

The only penalty runs that will be applied in the lower divisions (2, 3, 4, 2nd XI Divisions 1, 2 & 3 and Sunday 1 & 2) will be:

- No balls and wides;
- 5 run penalty for a ball striking an unworn helmet placed in the field;
- 5 run penalty for unfair fielding of the ball – Law 28.2.

27.2 **Players Conduct (Law 42).** The SCCL will not be applying on-field sanctions for 2018 (these include penalty runs and players being removed from a game for players who commit Level 1, 2, 3 or 4 offences). Players will however continue to be reported and will be subject to the League's disciplinary procedure should they commit an offence.

The League will monitor behaviour throughout the season and the introduction of in-game sanctions by umpires will be reviewed at the end of the 2018 season.

27.3 The Law has changed in relation to penalty time (time off the field). In the past, 15 minutes were allowed before a fielder leaving the field was subject to penalty time, but this allowance has now been removed. So if a fielder goes off for any reason except external injury, they will be subject to penalty time, and when fielding they cannot return to bowl until that penalty time has been served, up to a maximum of 90 minutes. The SCCL will follow other leagues and 1st class cricket in that there will be an eight-minute allowance before any penalty time starts.

**PLEASE SEE THE SCCL WEBSITE  
www.shropshirecricketleague.co.uk  
FOR DISCIPLINARY REGULATIONS**

## **APPENDIX A**

### **DEFINITIONS OF PLAYER CATEGORIES**

#### **CATEGORY 1**

A player qualified to play for England under current ECB regulations.

#### **CATEGORY 2 – CONTRACTED PLAYER**

A player (capped or uncapped) qualified to play for England under the current ECB regulations and, currently, under contract to a First-Class County Club or MCC Young Cricketers. For the purposes of clarification, a contracted player is one who has a current full playing contract, a summer contract or a development contract, but not an academy contract (16 – 19 years).

#### **CATEGORY 3 – OVERSEAS PLAYERS**

An overseas player is one not qualified to play for England under current ECB regulations as per ECB Guidelines.

#### **CATEGORY 3 (E) – OVERSEAS PLAYER (EXEMPT)**

A player not qualified to play for England under the current ECB regulations, who is ordinarily resident in this country, and has been resident in this country for a period of 18 consecutive months, prior to the date of request for registration, and has not been out of the country for more than 35 days consecutively, or 70 days in total during the previous 18 months. Any remuneration received from playing cricket must not be the main source of his income.

The definition of “ordinarily resident” shall be in the absolute discretion of the body responsible for registration of the player in the relevant competition.

a) Every exempted player must sign a declaration, as follows:

“I confirm that I have been resident in England and Wales for the past 18 months and, during that period, I have not been outside England and Wales for longer than 35 days consecutively, or 70 days in total. I also confirm that any payment that I receive for playing cricket is not my main source of income. I understand that the punishment for making a false declaration in this regard, will be severe and will most likely result in a lengthy ban which will apply to all forms of recreational cricket in England and Wales.” (Note: England and Wales includes the Channel Islands and the Isle of Man.)

b) In the event of a player making a false declaration, the club will also be liable to disciplinary action if it has failed to carry out all reasonable checks on the player's documentary evidence. Clubs will, therefore, be expected to keep a record of all such checks.

c) As there is a continuing need to verify that the criteria are met, clubs must re-register all exempted players each season, providing evidence of their continuous residence in this country, otherwise they will be deemed to be overseas players.

d) If a Category 3E player (Exempt) has unavoidably, due to personal reasons, had to leave England and Wales for longer than the permitted period, the Management Committee will consider such player's application for continued Category 3E status, and its decision will be final.

e) A Player who has a home in England or Wales and has been granted “exempt” status, who subsequently accepts a temporary work assignment unconnected to cricket, in another country, may apply to re-instate his “exempt” status immediately on his return. Approval is at the discretion of the Management Committee and may not be automatic.

f) A Student may be granted Category 3E status subject to production of documentary evidence that he/she is a full time student attending a three year course of study in a bona-fide education establishment.

**APPENDIX B****DELAYED START (Premier Div) (see Rule 15.1)**

Guidelines for umpires and captains for matches which are delayed by more than 30 minutes at the start: Premier Division  
(Note: No overs lost between 30 and 37 minutes)

<b>Minutes Lost</b>	<b>Overs Remaining</b>	<b>Minutes Lost</b>	<b>Overs Remaining</b>
37	98	128	72
44	96	135	70
51	94	142	68
58	92	149	66
65	90	156	64
72	88	163	62
79	86	170	60
86	84	177	58
93	82	184	56
100	80	191	54
107	78	198	52
114	76	205	50
121	74		

**APPENDIX C**  
**INTERRUPTED MATCH (see Rule 15.2)**

Guidelines for umpires and captains for matches where a recalculation is required for duration of 2nd innings, after more than 30 minutes play has been lost – Premier Division (Note For Div 1 maximum overs lost is 40, ie 90 over match reduced to 50 over match)

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
33 <sup>1</sup> / <sub>2</sub>	1	121	26
37	2	124 <sup>1</sup> / <sub>2</sub>	27
40 <sup>1</sup> / <sub>2</sub>	3	128	28
44	4	131 <sup>1</sup> / <sub>2</sub>	29
47 <sup>1</sup> / <sub>2</sub>	5	135	30
51	6	138 <sup>1</sup> / <sub>2</sub>	31
54 <sup>1</sup> / <sub>2</sub>	7	142	32
58	8	145 <sup>1</sup> / <sub>2</sub>	33
61 <sup>1</sup> / <sub>2</sub>	9	149	34
65	10	152 <sup>1</sup> / <sub>2</sub>	35
68 <sup>1</sup> / <sub>2</sub>	11	156	36
72	12	159 <sup>1</sup> / <sub>2</sub>	37
75 <sup>1</sup> / <sub>2</sub>	13	163	38
79	14	166 <sup>1</sup> / <sub>2</sub>	39
82 <sup>1</sup> / <sub>2</sub>	15	170	40
86	16	173 <sup>1</sup> / <sub>2</sub>	41
89 <sup>1</sup> / <sub>2</sub>	17	177	42
93	18	180 <sup>1</sup> / <sub>2</sub>	43
96 <sup>1</sup> / <sub>2</sub>	19	184	44
100	20	187 <sup>1</sup> / <sub>2</sub>	45
103 <sup>1</sup> / <sub>2</sub>	21	191	46
107	22	194 <sup>1</sup> / <sub>2</sub>	47
110 <sup>1</sup> / <sub>2</sub>	23	198	48
114	24	201 <sup>1</sup> / <sub>2</sub>	49
117 <sup>1</sup> / <sub>2</sub>	25	205	50

**APPENDIX D****BOWLING CALCULATIONS (see Rule 20.2.1)**

Guidelines for umpires and captains for matches where a recalculation is required after more than 30 minutes play has been lost –  
Premier Division, Division One

Overs in an Innings	Max. Overs per Bowler	Overs in an Innings	Max. Overs per Bowler
50	$x 30\% = 15.0$ (15)	37	$x 30\% = 11.1$ (12)
49	$x 30\% = 14.7$ (15)	36	$x 30\% = 10.8$ (11)
48	$x 30\% = 14.4$ (15)	35	$x 30\% = 10.5$ (11)
47	$x 30\% = 14.1$ (15)	34	$x 30\% = 10.2$ (11)
46	$x 30\% = 13.8$ (14)	33	$x 30\% = 9.9$ (10)
45	$x 30\% = 13.5$ (14)	32	$x 30\% = 9.6$ (10)
44	$x 30\% = 13.2$ (14)	31	$x 30\% = 9.3$ (10)
43	$x 30\% = 12.9$ (13)	30	$x 30\% = 9.0$ (9)
42	$x 30\% = 12.6$ (13)	29	$x 30\% = 8.7$ (9)
41	$x 30\% = 12.3$ (13)	28	$x 30\% = 8.4$ (9)
40	$x 30\% = 12.0$ (12)	27	$x 30\% = 8.1$ (9)
39	$x 30\% = 11.7$ (12)	26	$x 30\% = 7.8$ (8)
38	$x 30\% = 11.4$ (12)	25	$x 30\% = 7.5$ (8)

**APPENDIX E**  
**DUCKWORTH LEWIS RESOURCE SHEET. METHOD FOR CALCULATING THE**  
**TARGET SCORE IN AN INTERRUPTED MATCH**

Overs Left	Wickets Lost									
	0	1	2	3	4	5	6	7	8	9
50	100.0	93.4	85.1	74.9	62.7	49.0	34.9	22.0	11.9	4.7
49	99.1	92.6	84.5	74.4	62.5	48.9	34.9	22.0	11.9	4.7
48	98.1	91.7	83.8	74.0	62.2	48.8	34.9	22.0	11.9	4.7
47	97.1	90.9	83.2	73.5	61.9	48.6	34.9	22.0	11.9	4.7
46	96.1	90.0	82.5	73.0	61.6	48.5	34.8	22.0	11.9	4.7
45	95.0	89.1	81.8	72.5	61.3	48.4	34.8	22.0	11.9	4.7
44	93.9	88.2	81.0	72.0	61.0	48.3	34.8	22.0	11.9	4.7
43	92.8	87.3	80.3	71.4	60.7	48.1	34.7	22.0	11.9	4.7
42	91.7	86.3	79.5	70.9	60.3	47.9	34.7	22.0	11.9	4.7
41	90.5	85.3	78.7	70.3	59.9	47.8	34.6	22.0	11.9	4.7
40	89.3	84.2	77.8	69.6	59.5	47.6	34.6	22.0	11.9	4.7
39	88.0	83.1	76.9	69.0	59.1	47.4	34.5	22.0	11.9	4.7
38	86.7	82.0	76.0	68.3	58.7	47.1	34.5	21.9	11.9	4.7
37	85.4	80.9	75.0	67.6	58.2	46.9	34.4	21.9	11.9	4.7
36	84.1	79.7	74.1	66.8	57.7	46.6	34.3	21.9	11.9	4.7
35	82.7	78.5	73.0	66.0	57.2	46.4	34.2	21.9	11.9	4.7
34	81.3	77.2	72.0	65.2	56.6	46.1	34.1	21.9	11.9	4.7
33	79.8	75.9	70.9	64.4	56.0	45.8	34.0	21.9	11.9	4.7
32	78.3	74.6	69.7	63.5	55.4	45.4	33.9	21.9	11.9	4.7
31	76.7	73.2	68.6	62.5	54.8	45.1	33.7	21.9	11.9	4.7
30	75.1	71.8	67.3	61.6	54.1	44.7	33.6	21.8	11.9	4.7
29	73.5	70.3	66.1	60.5	53.4	44.2	33.4	21.8	11.9	4.7
28	71.8	68.8	64.8	59.5	52.6	43.8	33.2	21.8	11.9	4.7
27	70.1	67.2	63.4	58.4	51.8	42.8	33.0	21.7	11.9	4.7
26	68.3	65.6	62.0	57.2	50.9	42.8	32.8	21.7	11.9	4.7
25	66.5	63.9	60.5	56.0	50.0	42.2	32.6	21.6	11.9	4.7
24	64.6	62.2	59.0	54.7	49.0	41.6	32.3	21.6	11.9	4.7

Overs Left	Wickets Lost									
	0	1	2	3	4	5	6	7	8	9
23	62.7	60.4	57.4	53.4	48.0	40.9	32.0	21.5	11.9	4.7
22	60.7	58.6	55.8	52.0	47.0	40.2	31.6	21.4	11.9	4.7
21	58.7	56.7	54.1	50.6	45.8	39.4	31.2	21.3	11.9	4.7
20	56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7
19	54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7
18	52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7
17	49.9	48.5	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7
16	47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.8	4.7
15	45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7
14	42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7
13	40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7
12	37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7
11	34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7
10	32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7
9	29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7
8	26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7
7	23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7
6	20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6
5	17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6
4	13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5
3	10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2
2	7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.5	3.7
1	3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5
0	0	0	0	0	0	0	0	0	0	0

### Interrupted match (Premier Division and Division One only):

1. Following an interruption in play of 30 minutes or more, if the side batting second would be entitled to receive fewer overs than the side batting first, subject to there being **at least 25 overs** available in the second innings, a target score is set using the Duckworth Lewis method (see below).

2. This **target score** must be agreed by umpires, captains and scorers before play resumes. If the target is reached, a win is recorded for the team batting second, and the normal points awarded (Rule 7.4 & 7.5). **In W/L matches if the target is not reached then the team batting first have won and gain 20pts. In W/D/L matches if the team batting second fail to reach the target and are not all out (having received the allocated overs), then the match is a draw and the points are allocated as per Rule 7.6.**

3. If the number of overs available to the side batting second is less than 25, the match should continue to a conclusion, mindful that only batting and bowling bonus points could be available, together with abandonment points (**unless** one of the teams achieves an outright win).

4. If the teams are off the field when the scheduled number of overs were due to be completed, the match shall be deemed abandoned. This method is not Duckworth Lewis in its purest form, it is merely utilizing the DL method to set target score(s).

The match can only be won or lost on the field of play.

The calculation used for setting the target score is as follows.

$$T = S \times R2/R1$$

Where: **T** = Team B's (Team batting 2nd) Target Score

**S** = Team A's (Team batting 1st) Total Score

**R1** = Resource % available to Team A (from the Resource Percentage Table).

This is done by looking down the 0 wkts column and reading off the Resource % for the number of overs allocated to Team A. For a game starting on time this will be 50 overs and the Resource is 100%. If it is a 45 overs a side match the Resource is 95%.

If the start was delayed and 20 overs are lost then Team A's overs would be 40, which reading down the 0 wkts column to 40 overs gives a Resource of 89.3%. Exception would be if in a W/D/L game Team A decide to declare then the overs at the declaration would be the allocated overs (rounded up if part of an over); i.e. Team A declare after 44.4 overs their allocated overs would be 45 i.e. 95% Resource.

**R2 = R2s - (X1 - Y1) - (X2 - Y2)**, etc. Resource available to Team B. If R2 is a greater number than R1 then ignore.

**R2s** = Resource % available to Team B at the start of their innings (from the Resource Percentage Table). This is done by looking down the 0 wkts column and reading off the Resource % for the number of overs allocated to Team B (Ignore any overs over 5, i.e. 100% max).

**X1, X2**, etc = Resource % still available to Team B at suspension in play. Using the Resource Percentage look down the wickets lost column at the time of the stoppage and across from the **OVERS LEFT** at time of stoppage to find a resource % value.

**Y1, Y2**, etc = Resource % still available to Team B at the restart of play. Using the Resource Percentage Table look down the wickets lost column at the time of the resumption and across from the **OVERS LEFT** at time of resumption to find a resource % value.

**Example 1:** 1st Innings Team A – score 222 for 7 wkts. In 50 overs.

2nd Innings Team B – are 30 for 1 wkt after 8 overs when there is an interruption for 53 mins. Losing 7 overs (first 30 mins. ignored) leaving 35 overs left to play.

Target Score Calculation:

S = 222 (Team A score)

R1 = 100% (50 overs available to Team A)

R2s = 100% (50 overs available at start of Team B innings)

X1 = 86.3% (1 wkt lost 42 overs left to play at time of stoppage)

Y1 = 78.5% (1 wkt lost 35 overs left to play at time of resumption)

R2 = R2s - (X1 - Y1) = 100 - (86.3 - 78.5) = 92.2

**Target Score T = S x R2/R1 ie 222 x 92.2/100 = 204.6 (205)**

**Example 2: (a)** Delayed start by 65 minutes – ignore first 30 mins so 35 mins lost (10 overs) reducing the match to 90 overs (45 overs per side)

1st Innings Team A – score 200 for 9 wkts. in 45 overs. Plus there has been a further stoppage of 36 minutes (another 10 overs lost)

2nd Innings Team B – now reduced to 35 overs

Target score calculation:-

$S = 200$  (Team A score)

$R1 = 95\%$  (45 overs available to Team A)

$R2s = 82.7\%$  (35 overs available at start of Team B innings)

$X1 = 0\%$  (no stoppages in Team B Innings)

$Y1 = 0\%$  (no stoppages in Team B Innings)

$R2 = R2s - (X1 - Y1) = 82.7 - (0 - 0) = 82.7$

**Target Score T** =  $S \times R2/R1$  ie  $200 \times 82.7/95 = 174.1$  (175)

**Example 2: (b)** After 10 overs of 2nd Innings with the score of Team B at 38 for 2 wkts there is another stoppage of 14 mins (another 4 overs lost leaving 21 overs left to play)

Target score calculation:

$S = 200$  (Team A score)

$R1 = 95\%$  (45 overs available to Team A)

$R2s = 82.7\%$  (35 overs available at start of Team B innings)

$X1 = 60.5\%$  (2 wkts lost 25 overs left to play at time of stoppage)

$Y1 = 54.1\%$  (2 wkts lost 21 overs left to play at time of resumption)

$R2 = R2s - (X1 - Y1) = 82.7 - (60.5 - 54.1) = 76.3$

**Target Score T** =  $S \times R2/R1$  ie  $200 \times 76.3/95 = 160.6$  (161)

**(c)** If after another 5 overs with the score of Team B at 60 for 3 wkts there is another stoppage resulting in another 7 overs lost. This means that Team B Innings will only be 24 overs in total (less than the 25 required to constitute a result). The remaining overs will be completed with abandoned and bonus points to play for unless Team A are able to bowl Team B out or Team B are able to reach the last calculated target, i.e. 161, in which case it will be deemed a win.

**Example 3:** In W/D/L game Team A score 247 for 6 in 45.2 overs (in 100 over game).

Team B will now be allocated 54 overs. After 10 overs with Team B score at 35 for 1 there is a stoppage amounting to a loss of 21 overs.

Target score calculation:

$S = 247$  (Team A score)

$R1 = 96.1\%$  (46 overs available to Team A because they declared)

$R2s = 100\%$  (54 overs available at start of Team B innings but 100% is max)

$X1 = 88.2\%$  (1 wkt lost 44 overs left to play at time of stoppage)

$Y1 = 60.4\%$  (1 wkt lost 23 overs left to play at time of resumption)

$R2 = R2s - (X1 - Y1) = 100 - (88.2 - 60.4) = 72.2$

**Target Score T** =  $S \times R2/R1$  ie  $247 \times 72.2/96.1 = 185.6$  (186)

### Some Ground Rules

Overs allocated to Team 1 shall be the total number of overs agreed at the start for the game divided by 2 except in a W/D/L game when Team 1 declares, then their allocated overs should be the over of the declaration or if part of an over rounded up.

25 overs min. required in 2nd Innings to constitute a result. If 25 overs are not possible in 2nd Innings play to continue (unless both captains decide against). If no win for any side is achieved then the game is deemed abandoned with abandoned points plus bonus points allocated.

If the teams are off the field when the last allocated over is due then the game shall be deemed abandoned (abandon points plus bonus).

If the teams complete the allocated overs then a result shall be determined. (allocated overs are the total overs Team 2 will have in their innings).

In W/D/L matches if the team batting 2nd fail to reach the target and are not all out (having received the allocated overs), then the match is a draw and the points are allocated as per Rule 7.6.

**APPENDIX F**  
**EXAMPLE CHART FOR DUCKWORTH LEWIS CALCULATIONS**

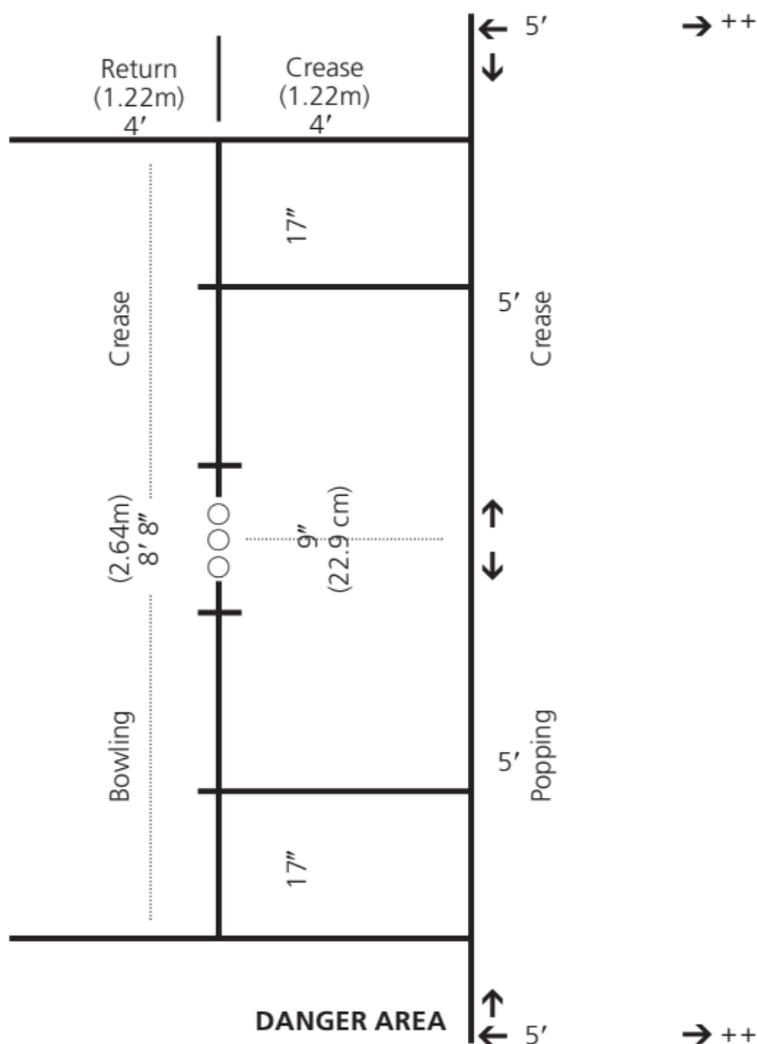
	<b>Ex. 1</b> (see Example Sheet)	<b>Ex. 2 [a]</b> (see Example Sheet)	<b>Ex. 2 [b]</b> (see Example Sheet)
<b>S</b> Team <b>A</b> Score	<b>222</b>	<b>200</b>	<b>200</b>
<b>R1</b> Resource available to Team <b>A</b> (from Resource Table)	<b>100</b> (50 overs)	<b>95</b> (45 overs available to Team <b>A</b> )	<b>95</b> (45 overs available to Team <b>A</b> )
<b>R2s</b> Resource available to Team <b>B</b> at start of inns (from Resource Table)	<b>100</b> (50 overs)	<b>82.7</b> (35 overs available to Team <b>B</b> at start of inns)	<b>82.7</b> (35 overs available to Team <b>B</b> at start of inns)
<b>X1</b> Resource available to Team <b>B</b> at Suspension of Play (from Resource Table)	<b>86.3</b> (1 Wkt lost 42 overs left at time of stoppage)	<b>0</b>	<b>60.5</b> (2 Wkts lost 25 overs left at time of stoppage)
<b>Y1</b> Resource available to Team <b>B</b> at Resumption of Play (from Resource Table)	<b>78.5</b> (1 Wkt lost 35 overs left at time of Resumption)	<b>0</b>	<b>54.1</b> (2 Wkts lost 21 overs left at time of Resumption)
<b>X2</b> Resource available to Team <b>B</b> at 2nd Suspension of Play	<b>0</b>	<b>0</b>	<b>0</b>
<b>Y2</b> Resource available to Team <b>B</b> at 2nd Resumption of Play	<b>0</b>	<b>0</b>	<b>0</b>
<b>R2</b> Resource available to Team <b>B</b> after a Stoppage <b>R2 = R2s –</b> <b>(X1–Y1) – (X2–Y2)</b>	<b>92.2</b>	<b>82.7</b> (No stoppages in Team <b>B</b> inns)	<b>76.3</b>
<b>T</b> Target Score for Team <b>B</b> <b>T = S x R2/R1</b>	<b>204.6 (205)</b>	<b>174.1 (175)</b>	<b>160.6 (161)</b>

	<b>Ex. 2 [c]</b> (see Example Sheet)	<b>Ex. 3</b> (see Example Sheet)
<b>S</b> Team <b>A</b> Score	<b>200</b>	<b>247</b>
<b>R1</b> Resource available to Team <b>A</b> (from Resource Table)	<b>95</b> (45 overs available to Team <b>A</b> )	<b>96.1</b> (46 overs available to Team <b>A</b> because of declaration)
<b>R2s</b> Resource available to Team <b>B</b> at start of inns (from Resource Table)	<b>82.7</b> (35 overs available to Team <b>B</b> at start of inns)	<b>100</b> (54 overs available to Team <b>B</b> at start of inns but 100% is max.)
<b>X1</b> Resource available to Team <b>B</b> at Suspension of Play (from Resource Table)	<b>60.5</b> (2 Wkts lost 25 overs left at time of stoppage)	<b>88.2</b> (1 Wkt lost 44 overs left at time of stoppage)
<b>Y1</b> Resource available to Team <b>B</b> at Resumption of Play (from Resource Table)	<b>54.1</b> (2 Wkts lost 21 overs left at time of Resumption)	<b>60.4</b> (1 Wkt lost 23 overs left at time of Resumption)
<b>X2</b> Resource available to Team <b>B</b> at 2nd Suspension of Play	<b>42.3</b> (3 Wkts lost 16 overs left at time of stoppage)	<b>0</b>
<b>Y2</b> Resource available to Team <b>B</b> at 2nd Resumption of Play	<b>*</b> 7 overs lost – total over for Team <b>B</b> is <b>24</b> (less than the 25 req'd)	<b>0</b>
<b>R2</b> Resource available to Team <b>B</b> after a Stoppage <b>R2 = R2s – (X1–Y1) – (X2–Y2)</b>	<b>*</b> No need to calculate	<b>72.2</b>
<b>T</b> Target Score for Team <b>B</b> <b>T = S x R2/R1</b>	<b>*</b> No Target Score set (Play for abandoned & bonus points only)	<b>185.6 (186)</b>

**APPENDIX G**

<b>Innings Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
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

**APPENDIX H  
DIAGRAM SHOWING MEASUREMENTS AND MARKING OF  
CREASE**



**BOWLER'S FOOTMARKS**

**NB** To assist Umpires, a white mark must be made 5' in front of the Popping Creases, on either side of the Pitch (see ++ above), and also a 4" mark on the Bowling Crease 1 foot either side of the Middle Stump.

17" pitch markings re wide ball on off side (see Rule 22.3)

## APPENDIX I

### CONCUSSION

Concussion is a complex and potentially significant brain injury that must be taken seriously. Failure to do so can cause major consequences both in the intermediate and long term.

Care must be taken to identify concussion, which can be difficult to diagnose and may also take time to present.

Any player with a suspected concussion must be removed from the field of play and undergo stepwise assessments.

A player cannot return to a match unless evaluation determines no concussion has occurred.

Any suspected concussion demands a graduated return to play and a player will miss the remainder of a match.

Children and adolescents require special considerations.

Further details are available from the ECB website at [www.ecb.co.uk/concussion-in-cricket/concussion-resources-and-downloads](http://www.ecb.co.uk/concussion-in-cricket/concussion-resources-and-downloads)

Clubs should display the ECB Guidelines in recognising and treating concussion on their noticeboards and in dressing rooms.

### SAFETY MEASURES FOR HELMETS WITHIN RECREATIONAL CRICKET

The ECB has recently announced new helmet safety measures, which are being introduced with a view to reducing the risk of head and facial injuries within the game.

#### PLAYERS OVER THE AGE OF 18

The ECB strongly recommends that all adult recreational cricketers should wear helmets for certain activities, preferably which meet the recent British Safety Standard (see below). This recommendation applies to batting against all types of bowling, wicket-keepers standing up to the wicket (who may as an alternative wear face protectors) and fielders fielding closer than eight yards from the batsman's middle stump, except behind the wicket on the off side.

#### YOUNG PLAYERS UNDER THE AGE OF 18

In February 2015 the ECB issued updated safety guidance on the wearing of helmets by young players up to the age of 18. In brief, the guidance recommends that:

- helmets with a faceguard or grille must be worn when batting against a hard cricket ball in matches and in practice sessions;
- young players should regard a helmet as a normal item of protective equipments when batting, together with pads, gloves and, for boys, an abdominal protector (box);
- young wicket-keepers must wear a helmet with a faceguard, or a wicket-keeper face protector when standing up to the stumps.

With the assistance of schools, cricket clubs and leagues, the wearing of helmets by young players is now standard practice in cricket throughout England and Wales. The ECB strongly recommends that wherever possible junior players use head protectors that have been tested against junior sized cricket balls.

Parental or guardian written consent allowing a young player not to wear a helmet should not be accepted in any form of cricket.

This guidance applies to players up to and including the age of 18, both in adult cricket and in all junior cricket played with a hard cricket ball. This guidance also applies during all practice sessions. Any individual taking responsibility for players should take all reasonable steps to ensure that this guidance is followed at all times.

The ECB asks that the guidance is communicated to the parents and guardians of all young players through clubs and schools, and that young players are not allowed to bat or stand up to the stumps when keeping wicket against a hard ball without wearing appropriate protection.

#### BRITISH SAFETY STANDARD FOR CRICKET HELMETS

The latest British Safety Standard is BS7928:2013 (for both adults and juniors.) The full list of helmets meeting this standard is available at [www.ecb.co.uk/helmets](http://www.ecb.co.uk/helmets).

For wicket-keeping face protectors the relevant British Safety Standard is BS7928-2:2009 (again, for both adults and juniors).

The ECB understands that there is currently no specific women's helmet and as a consequence no specific standard for women's cricket helmets. As the size of a standard women's cricket ball is between the standard men's and junior balls, it is recommended that women use helmets that have been tested against both the men's and junior sized ball, or at least against the junior size ball (as that could potentially get through the gap above the visor on a men's helmet).

Further information on the wearing of helmets can be found at [www.ecb.co.uk/governance/regulations/non-first-class-regulations](http://www.ecb.co.uk/governance/regulations/non-first-class-regulations).

## **E.C.B. GUIDELINES FOR JUNIOR PLAYERS IN OPEN AGE GROUP CRICKET**

The ECB has issued guidance covering the selection and participation of young players in open age group cricket. This is to help clubs decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups. The guidance applies to boys and girls. The ECB keeps these guidelines under review and, following feedback from clubs and leagues, has revised these guidelines from the 2014 season. The ECB will continue to monitor the impact of these guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First Class Cricket Department.

The guidance is as follows:

### **General**

- Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Ensure that the player's safety, personal development needs and overall cricket experience are considered.
- Clubs, squads and managers must take into account the requirements on age detailed in this guidance.
- Each case is to be determined on an individual basis, depending on the player's ability and stage of cognitive and emotional maturity to take part at this level. However, the minimum age guidance provided below must be adhered to.
- Juniors should be involved in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so they feel part of the team.
- Children will often feel more comfortable and able to perform if they have a family member or friend also playing in the side.
- Remember, children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.
- Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.
- Be supportive at all times for all forms of effort even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.
- The captain should inform the umpires of under 18s in the side.

### **Restrictions**

ECB Helmets, Fast Bowling Directives and Fielding Regulations should always be adhered to for junior players in open age group cricket.

### **Minimum Age**

Players who are selected in a County U12 squad in spring for a summer squad or in another squad deemed by ECB Performance Managers to be of a standard above 'district level' for that season are eligible to play Open Age Cricket.

This is providing they are at least 11 years old, are in School Year 7 on 1st September in the year preceding the season and have written parental consent to play. In allowing these players to play in open age cricket it is essential that clubs and coaches recognise the 'duty of care' obligations they have towards these young players.

This means boys and girls who are county squad and area squad players are able to play open age group cricket if they are in U12 Age group and are a minimum of 11 years old on 1st September of the year preceding the season.

District and club players who are not in county or area squads must wait until they reach the U13 age group, be in Year 8 and be 12 years old on 1st September of the preceding year before being able to play in any open age cricket. As before, written parental consent is required for these players.

In addition the guidelines note the need for clubs and leagues to recognize the positive experience that young players should have in open age cricket. Clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

## **ECB FAST BOWLING MATCH DIRECTIVES FOR YOUNG PLAYERS**

*Issued October 2009. For any subsequent changes visit [www.play-cricket.com](http://www.play-cricket.com)*

Age	Max. overs per spell	Max. overs per day
Up to 13	<b>5</b>	<b>10</b>
U14, U15	<b>6</b>	<b>12</b>
U16, U17, U18, U19	<b>7</b>	<b>18</b>

*For the purpose of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.*

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his\* spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end.

If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

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

**For guidance it is recommended that in any 7 day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row.**

Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

*\* Any reference to helhis should be interpreted to include shelher.*

## **FIELDING REGULATIONS FOR YOUNG PLAYERS**

The ECB has regulations covering the minimum fielding distances for young players in all matches where a hard ball is used.

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.

- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

## **APPENDIX J GROUND and FACILITIES CRITERIA**

Minimum facilities requirements for **all divisions**:

- Kitchen
- Electricity
- Running water
- Showers
- Toilets (male & female)
- Scorebox or scoreboard
- Six playing strips
- Rollers (heavy & light)
- Mowers (pitch, square & outfield)
- Fully-stocked up-to-date first-aid box, accessible & clearly signposted
- Clock

## **APPENDIX K WIN/LOSE FORMAT – Summary**

Rules for this format are contained within the body of the Rules themselves, but for convenience, the following is a summary of the main provisions and changes:

**Match sequence** – W/D/L – first six games, W/L next 11 games, W/D/L final five games.

**Points** – 20 win, bonus points only for defeat (as for W/D/L).

**Tie** – Five points each + bonus points.

**Abandoned** – Five points each + bonus points if started.

**Power-play** – Premier Div only.

**Fielding restrictions** – no change to present provisions.

**No ball** – free hit + one run for any no ball in Premier Div. In all other divisions, only foot no balls result in a free hit.

**Bowlers' restriction** – maximum of one-fifth of overs to be bowled.

**Multiple interruptions** – In Prem and Div One, recalculate each time.

**Target runs** – DL calculation in Premier Division and Division One. No target runs in rest of league.

**Wides** – Premier Division stricter interpretation than rest of league. We do not recommend that all balls are called a wide that pass legside of the batsman in lower divisions.

**Declarations**: Not allowed.

## **SHROPSHIRE SLAM T20 KO COMPETITIONS RULES 2018**

### **1. OBJECTIVE**

To enable teams from all member clubs to play each other in 11-a-side evening knockout competitions which are intended to provide additional cricket for those players who play regularly for the club in its League matches during the season.

### **2. ORGANISATION**

- 2.1 Participation in the competitions is only by the League's invitation.
- 2.2 Premier and Division One clubs will automatically be entered in the Shropshire Senior Slam.
- 2.3 All other clubs are eligible to apply to compete in the Shropshire Junior Slam.
- 2.4 The matches will be played according to the MCC Laws of Cricket (2017) modified as under these rules.
- 2.5 The KO Sub-Committee will adjudicate on all matters as necessary, including emergencies and any matter not specifically covered by these rules. It will decide if and when any extenuating circumstances should apply and its judgement will be binding on all clubs.

### **3. UMPIRES**

- 3.1 Umpires will be appointed from the round of 16 onwards for the Senior Slam, and for the Junior Slam semis and final. The League will pay all expenses for semi-finals and final.
- 3.2 If requested to do so, the Shropshire Association of Cricket Officials will endeavour to appoint panel umpires for matches in the earlier rounds of the competitions, and it will be the responsibility of the team(s) making the request to pay the umpires' expenses.
- 3.3 Where panel umpires are appointed, each team will pay, in cash, their expenses of £20 to one umpire. The match will not start until both payments have been made, and the payments must also be made if the game is called off because of bad weather with all parties present.
- 3.4 The home club will be responsible for paying both umpires' entitled fees if it fails to inform them that the match has been called off.

### **4. ELIGIBILITY OF PLAYERS**

- 4.1 All players must be bona fide members of the club for which they play and must be registered with the League in accordance with its "Rules and Playing Arrangements".
- 4.2 No player may take part in either competition if he plays in another league not connected to the SCCL.
- 4.3 No player may take part in either competition once they have played in any Birmingham League match during that season.
- 4.4 To qualify for the second and later rounds, all players must have taken part in at least 33% of their club's SCCL matches played before the round in question. A league match that has been abandoned without a ball being bowled does not count when determining a player's eligibility.
- 4.5 Provided application is made to the chairman of the KO sub-committee not less than seven days before the match is due to be played, explaining the reason for the request, the sub-committee may be prepared to consider relaxation of Rule 4.4 when a club is either genuinely unable to raise a full team of eligible players for a particular match, or wishes to include a player who is unable to play for his club on its scheduled weekend playing day.
- 4.6 No player may play for more than one club.

### **5. MATCH ARRANGEMENTS**

- 5.1 All games will be played on a grass pitch at the main ground of the home side.

- 5.2 Matches shall be played on the specified Thursday.
- 5.2.1 **Senior Slam only** – Round one to be played on the nominated Thursday. A following Quarter Finals Day will be played on a nominated Sunday.
- 5.2.2 **Junior Slam only** – For rounds one and two only, games may be re-arranged for the Sunday either side of the original scheduled Thursday for that round. This is conditional on:
- Both clubs agreeing (if no agreement is reached the game must be played on the scheduled Thursday)
  - The KO Chairman must be notified within seven days of the re-arranged date.
  - The ties must be completed no later than the scheduled reserve Thursday.
- 5.3 If bad weather prevents a tie from starting, it will be played at the same venue on the following Thursday.
- 5.4 If a match has started and is then abandoned, the venue for the rescheduled game shall be reversed.
- 5.5 Once a match has started, any interruption(s) totalling more than 30 minutes will mean the tie is abandoned. There will be a fresh toss in the event of a rearranged game.
- 5.6 If bad weather prevents play starting, the home club must contact the visiting team, both umpires and the KO chairman as soon as the decision is made.
- 5.7 If bad weather prevents a definitive result on the reserve date, a bowl-out shall take place to decide the winner.
- 5.8 If bad weather prevents a bowl-out taking place, the winner will be decided on the toss of a coin.
- 5.9 If bad weather prevents either or both sides from attending the reserve day, a representative from each side shall meet at a mutually agreed venue – either on the same evening or no later than the following evening – when the toss of a coin will decide the winner.
- 5.10 No match, other than one re-arranged in accordance with rules 5.3 and 5.4, shall be played after the specified week without the permission of the KO sub-committee.
- 5.11 Any side that declines to play in accordance with these rules will be deemed to have forfeited the match unless the KO sub-committee decides there are extenuating circumstances and allows the teams the opportunity to agree a new date, which must be before the next round is due. If agreement is not reached, the KO sub-committee will decide when the match is to be played and its decision will be binding on both clubs.

## 6. PLAYING DETAILS

- 6.1 Before the toss, each captain must nominate his players who may not thereafter be changed without the consent of the opposing captain. A team sheet listing the players is to be presented to both umpires before the game starts.
- 6.2 The toss for innings shall take place not later than 6.05 pm. In the event of a team not complying with this, the opposing team may, if it so wishes, claim the toss.
- 6.3 Matches shall normally start at 6.15 pm. If one team is not ready to play at 6.45 pm the match shall be awarded to the other team.
- 6.4 A team is deemed able to start at 6.15 pm if seven or more players are present at 6.05 pm.
- 6.5 The home side shall provide the match ball. It shall be approved by both captains before the toss and be used throughout the game. It need not be new but must be of good quality and in good condition. If both captains agree a coloured ball may be used; if agreement cannot be reached then a red ball shall be used. The League will supply new coloured balls for the Senior Slam round of 16 through to the final, and for the Junior Slam semi-finals and final.

- 6.6 Each side shall have one innings consisting of a maximum of 20 six-ball overs. If there is a late start or weather conditions make this desirable, the captains may, before the toss takes place, agree to reduce the number of overs to a minimum of five overs per side.
- 6.7 Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.
- 6.8 No bowler may bowl more than 20% (rounded up to the nearest over) of the agreed overs.
- 6.9 The interval between innings shall not exceed ten minutes, except in the final.
- 6.10 A match is won by the side scoring the greater number of runs in the agreed overs. If the scores are level, the team that has lost fewer wickets shall be the winner; if equal the team scoring the greater number of runs off the bat (i.e. excluding extras) shall be the winner. If still equal the winner shall be decided by a bowling competition.

## **7. TIME RESTRICTION ON BOWLING OF OVERS, AND OVERS LOST OWING TO BAD WEATHER**

- 7.1 The following rules in this section apply for both Senior and Junior Slams, but only when panel umpire(s) officiate.
- 7.2 Any interruption(s) totalling more than 30 minutes of any agreed play will mean the tie is abandoned (see also 5.5).
- 7.3 Both teams must bowl their 20 overs in 80 minutes, meaning they must complete each over at an average of four minutes.
- 7.4 Any side that fails to conform to 7.3 above must still complete their allocation, but will concede an additional total of six penalty runs per completed over not bowled within 80 minutes – subject to a result during the second innings (see also 7.7).
- 7.5 If bad weather or any other delay curtails the first innings, it will be reduced by one over for every four minutes lost. The eventual number of overs bowled will then be identical for the team batting second (see also 7.8).
- 7.6 In the event of a curtailed first innings, the umpire(s) will recalculate cessation time and penalty runs will still apply as outlined in 7.4 (see also 7.9).
- 7.7 If a match, interrupted or not, is settled before cessation time, no over rate penalty will apply.
- 7.8 If bad weather or any other delay deprives the team batting second from facing an equal number of overs, the match is abandoned.
- 7.9 In all reduced-overs matches, the fielding team will be given a leeway of one over.
- 7.10 The panel umpires will keep both captains fully aware and informed of time allowances, over rates, and potential penalties.
- 7.11 The interval will be ten minutes, during which time the pitch may be rolled at the request of the captain of the side batting second.

## **8. FIELDING RESTRICTIONS**

- 8.1 At the instant of delivery, there shall not be more than five fielders on the leg side.
- 8.2 For the first six overs of each innings, only two fielders are permitted outside a 30-yard radius marked by white plastic discs.
- 8.3 For the remaining overs of each innings, only five fielders are permitted outside the fielding circle.
- 8.4 When the overs are reduced, so are the fielding restrictions proportionately as follows:

Total overs in innings	Number of overs for which fielding restrictions will apply
5–6	1
7–9	2
10–13	3
14–16	4
17–19	5
20	6

In the event of an infringement, the striker's end umpire shall call and signal 'no-ball' and the penalty is one run.

## 9. NO-BALLS

- 9.1.1 **Senior Slam** – The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.
- 9.1.2 **Junior Slam** – The delivery following a foot no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing. If the free-hit delivery is not legitimate (wide or any kind of no-ball) then the next delivery will also be a free hit whereby the striker may be dismissed only under circumstances that apply for a no-ball, even if the delivery is a wide. Field changes are not permitted for free-hit deliveries unless there is a change of striker.
- 9.2 Umpires shall signal a free hit (after the normal no-ball signal) by extending one arm straight upwards and moving it in a circular motion.

## 10. WIDES

- 10.1 Umpires should apply a strict and consistent interpretation to prevent negative bowling, especially down the leg side.
- 10.2 **For Senior Slam only (Premier & Division One)** *For guidance a leg side "wide" shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called "wide".*
- 10.3 **For Junior Slam** Any ball passing behind the batsman (in his normal stance at the wicket) not touching his person or equipment, will be called and signalled "wide ball" by the bowler's end umpire.
- 10.4 As a guideline for the off side, pitch markings should include lines 17" inside the return crease at each end of the pitch.

## 11. TIMED OUT

To ensure a prompt turnaround of players at the fall of a wicket, the incoming batsman must be in a position to take guard, or for his partner to be ready to receive the ball, within 90 seconds. Players are expected to jog to the wicket immediately a wicket falls.

## 12. BOWL-OUTS

- 12.1 Five players from each side will bowl two overarm deliveries each, wicket to wicket on a normal 22-yard pitch.
- 12.2 Player 1 from Team A will bowl his two deliveries, followed by Player 1 from Team B. That pattern will be followed throughout the bowl-out.
- 12.3 The side that hits the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each (same format as 12.2) to achieve a result on a sudden-death basis.
- 12.4 Both teams will use the match ball. If this ball becomes wet, it may be changed subject to the umpires' approval.
- 12.5 A no-ball will count as one of the two deliveries but will not count towards the score of the team.
- 12.6 If the match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the 11 cricketers and 12th man selected for the match. If there has been no play and the toss has not taken place, the five cricketers may be selected from any of the players in the squad as registered on Play-cricket.
- 12.7 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

### **13. PENALTIES**

- 13.1 Any breach or infringement of these rules will result in the offending club(s) being expelled from the competition. The KO sub-committee will adjudicate on all matters as necessary, including any matter not specifically covered by these rules. Its judgment will be binding on all clubs.
- 13.2 Any team failing to fulfil a fixture, or found to have used an ineligible player, may be fined and excluded from the competitions the following year at the discretion of the KO sub-committee.

### **14. COLOURED CLOTHING AND COLOURED BALLS**

Coloured clothing will be allowed in all rounds of the competitions, and the new balls that the League supply (see 6.5) will be coloured.

### **15. NOTIFICATIONS**

- 15.1 Senior Slam: for the first round, it is the responsibility of the winning club to ensure that a fully-completed official SCCL KO scoresheet, including full names of all players and signed by both captains and umpires, is sent to the results secretary to arrive not later than two days after the match was played.
- 15.2 Junior Slam: 15.1 above applies to all rounds up to and including the quarter-finals.
- 15.3 For both competitions the scorecard must also be posted in full on the League website by the winning club not later than 48 hours after the completion of the match.
- 15.4 Where panel umpires have been appointed, it will be the responsibility of the panel umpires to send the results sheet to the results secretary within 48 hours of the fixture taking place.
- 15.5 The results secretary will notify clubs who their opponents will be in the next round and will send an official scoresheet to the home side.

### **16. SEMI-FINALS AND FINAL**

- 16.1 Senior Slam: The date and a neutral venue for both the semi-finals and final shall be determined by the Management Committee.
- 16.2 Junior Slam: The first and third clubs drawn will be at home in the semi-finals. The final will be staged at a neutral venue, which along with the date will be determined by the Management Committee.
- 16.3 All finalists and the match officials will receive trophies.
- 16.4 The man of the match in the final will be nominated by the umpires and will also receive a trophy.

### **17. SCORERS**

In both competitions from round two onwards, both teams must provide a suitably able scorer who is not one of the players. Clubs should endeavour to do this in earlier rounds as well.

## **2018 SENIOR SLAM COMPETITION DATES**

<i>Round</i>	<i>Matches to be played on:</i>	<i>Reserve day for rain-delayed match</i>
Round 1	Thursday 24th May	Thursday 31st May
Quarter-final Days*	June TBC	June TBC
Semi-finals & Final*	Sunday 22nd July	Sunday 29th July
Finals Day to be held at Wem CC		

## **2018 JUNIOR SLAM COMPETITION DATES**

<i>Round</i>	<i>Matches to be played on:</i>	<i>Reserve day for rain-delayed match</i>
Round 1	Thursday 17th May	Thursday 24th May
Round 2	Thursday 31st May	Thursday 7th June
Quarter-finals	Thursday 14th June	Thursday 21st June
Semi-finals*	Thursday 28th June	Thursday 5th July
Final*	Thursday 19th July	Thursday 26th July
Final to be held at neutral venue – to be confirmed		
*Panel umpires to be appointed		





Aaron & Partners  
Solicitors

**Sponsors of the  
Shropshire County Cricket  
League  
T20KO Senior & Junior Slams  
2018**