



CRICKET SCOTLAND

Women's Regional Series 50 over matches 2019

1. The Competition shall be known as the women's regional series Pro50 Cup and will be played for in 2019 by the two Regional Sides the Cricket Scotland Stormers and Cricket Scotland Eagles.
2. The Competition shall be run by Cricket Scotland.
3. In all matches, the Laws of the Marylebone Cricket Club (2017 code) shall apply except as amended in these Rules. No underarm bowling is permitted.

4. (a) **Playing Conditions**

Host clubs are responsible for providing facilities, which comply with the required standard outlined by Cricket Scotland.

(b) **Cricket Balls**

The grade of ball to be used in all matches shall be laid down by Cricket Scotland and for 2019 is the 5oz Windsor Pink Ball.

Each Regional Team Manager has been provided with the relevant number of balls for the matches in which they will play.

Each fielding team shall have one new ball

5. **Team Sheets / Toss**

Umpires should be present at the ground no later than 45 minutes prior to the start of play. At least one umpire shall be present at the toss which shall take place between 15 and 30 minutes before the scheduled starting time. Team sheets must be exchanged by the captains handed to the umpires before the toss can take place. Another copy must be handed to the scorers.

6. **Duration of Matches**

- (a) Matches shall be scheduled to start at 11.00am unless bad weather or some exceptional circumstance or emergency situation has arisen, and shall be completed on the day of commencement. Any agreement to change the date must be agreed between the named Team Manager of each region and ratified by Cricket Scotland.
- (b) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (c) The scheduled hours of play will be from 11.00am to 6.10pm. There will be two sessions of play, normally of 3 hours 10 minutes each, and separated by an interval of 30 minutes. For an agreed start time of 12.00pm the scheduled hours of play are to be extended to 7.10pm.
- (d) In all matches which are scheduled to start at 11.00am and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended to 6.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. The amount of playing time permitted to lapse is reduced to 20 minutes before there is a deduction on matches with an agreed 12.00pm start time meaning play can be extended to 7.30pm.
- (e) Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.



- (f) In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.
- (g) The minimum time for the interval will be 20 minutes. Should that mean a re-scheduled start time then the match end time will be adjusted accordingly.
- (h) One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.
- (i) The captain of the batting side may not declare his innings closed during the course of a match.
- (j) If a ball has not been bowled by 3.50pm the umpires will then abandon the match. It will always be possible that, with the agreement of both captains and the umpires, a game can be abandoned before that time, if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires, however, shall be the final arbiters of the fitness of the ground for play.

7. Uninterrupted Matches (i.e. Matches neither delayed nor interrupted)

- (a) Each team shall bat for 50 overs unless all out earlier. In that case the team is 'deemed' to have batted its scheduled number of overs.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result is achieved.
- (e) In either innings Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball.

8. Delayed or Interrupted Matches

- a) The minimum number of scheduled overs per side in a match will be 20. A game cannot start if neither side has an opportunity of receiving at least 20 overs. In addition, if there are interruptions in the first innings of a match, which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 20.
- (b) In all reduced overs matches both teams will be given 4 minutes leeway to complete their allocated number of overs.
- (c) In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.
- (d) If conditions during a rain stoppage improve and rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

9. Delay or Interruption to the Innings of the Team Batting FIRST (Refer to Appendix 5)

- (a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- (b) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.



- (c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly.
- (d) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.
- (e) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (f) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved.
- (h) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- (i) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.

10. Delay or Interruption to the Innings of the Team Batting SECOND (Refer to Appendix 6)

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocation, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the
- (b) aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (c) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (d) In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting second will continue from the point of the interruption.
- (e) To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to the innings not being completed earlier.
- (f) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (g) A fixed time will be specified for the close of play by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. With the exception of drinks intervals, the timing and duration of all relative delays, in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or re-scheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved.
- (h) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.



11. Bowling restrictions

- (a) No player may bowl more than 10 overs in a normal innings of 50 overs. However, in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second no bowler may bowl more than one-fifth of the total overs allowed,
- unless such a number has been exceeded before any interruption
 - except that, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. (Appendix 4)
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- (c) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (d) CS subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These restrictions are mandatory.
- (e) **Wide Ball - Judging a Wide**

(i) Leg side

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.

There are two exceptions to this Rule:

(i) It is not a wide when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).

(ii) It is not a leg side wide, as defined in (e) (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the wide lines (see Appendix 1) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

(ii) Off side

Any delivery that passes outside or crosses the off side wide guide-line, provided it is not hit by the striker, shall be called and signalled 'wide' by the Bowler's End Umpire.

There is one exception to this Rule:

(i) The umpire shall not adjudge an offside delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke, even if he doesn't play a shot.

For the avoidance of doubt, any delivery that passes outside or crosses the return crease shall be called and signalled wide.

(iii) Unfair Short pitched delivery

A bowler shall be limited to two fast short-pitched deliveries per over.

A fast short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease.

The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.



In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a wide.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential No ball signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

The first time a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

Should there be any further instance by the same bowler in that innings, the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the relevant Governing Body who shall take such action as is considered appropriate against the bowler concerned.

(f) No Ball

Law 21 shall apply subject to the following:

(i) Mode of delivery

Law 21.3 shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

(ii) Free Hit

In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

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

Field changes are not permitted for free hit deliveries unless:



There is a change of striker (the provisions of clause 12 shall apply),

Or

The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

- (iii) Fair Delivery - the feet Law 21.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

12. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Rule 13 shall apply) or the no ball was due to a fielding breach.
- (d) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

13. Fielding Restrictions / Powerplays

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) Two semi-circles shall be drawn on the field of play. The fielding semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 23 metres. The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.
- (c) In addition to the restriction contained in Rule 13 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplays) are set out in the following paragraphs.
- (d) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area, as defined in Rule 13 (b), at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (e) Batting Powerplay – no more than three (3) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, this is for 5 overs and shall be completed before the end of the 40th over.

The Batting Powerplay Overs shall be taken at the discretion of either batter at the wicket. A batter must nominate the Powerplay no later than the moment at which the umpire reaches the stumps at the bowlers end for the start of the next over. Once a batter has nominated the Powerplay, the decision cannot be reversed. Should the batting side not exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings the batting Powerplay will begin at the start of the 36th over.)

- (f) During non Powerplay Overs, no more than four (4) fielders shall be permitted outside the fielding restriction area.
- (g) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table in Appendix 4.



- (h) If play is interrupted during an innings and the table in Appendix 4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- (i) At the commencement of the Batting Powerplay the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (i) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- (k) In the event of the striker's end Umpire failing to call and signal "No Ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal "No Ball". If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

Numerical examples of adjustments to Powerplay overs following an interruption

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

14. Result

- (a) In matches in which both teams have had an opportunity of batting for the agreed number of overs (i.e. 50 overs in an uninterrupted match), the team scoring the higher number of runs shall be the winner.
- (b) If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target will be calculated by the DLS method using the calculator prescribed by Cricket Scotland. An integral target will be set for the team batting second with one run less than this target, namely the par score, resulting in a Tie. If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand.
- (c) If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs, provided that it has received not less than 20 overs, the result shall be decided by the DLS method.
- (d) A Tie: If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. The points will be shared equally as defined by the competition points system
- (e) No Result: Where no result is possible the points will be shared equally as defined by the competition points system

15. Declaration

The Captain of the Batting Side may **not** declare the innings closed at any time during the course of a match.

16. Weather Issues Prior to Match

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the Team Managers and/or Cricket Scotland will liaise with the host club. Team Managers shall advise the visiting Team Manager as early as possible that the match may be in doubt. However, no game shall be called off until the morning of the match unless it is agreed between the Team Managers in consultation with Cricket Scotland that an earlier cancellation is correct.



17. Discipline

All regional sides are expected to maintain a high standard of behaviour as laid down by the CS Code of Conduct (see Appendices 2 and 3). Any club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary.

Any club or player has the right of appeal to the Cricket Scotland Appeals Committee.

Any disciplinary action taken against a player at club level will also apply to regional representation – i.e. A player banned from two weeks of club league cricket would be unable to represent their regional side during that period.

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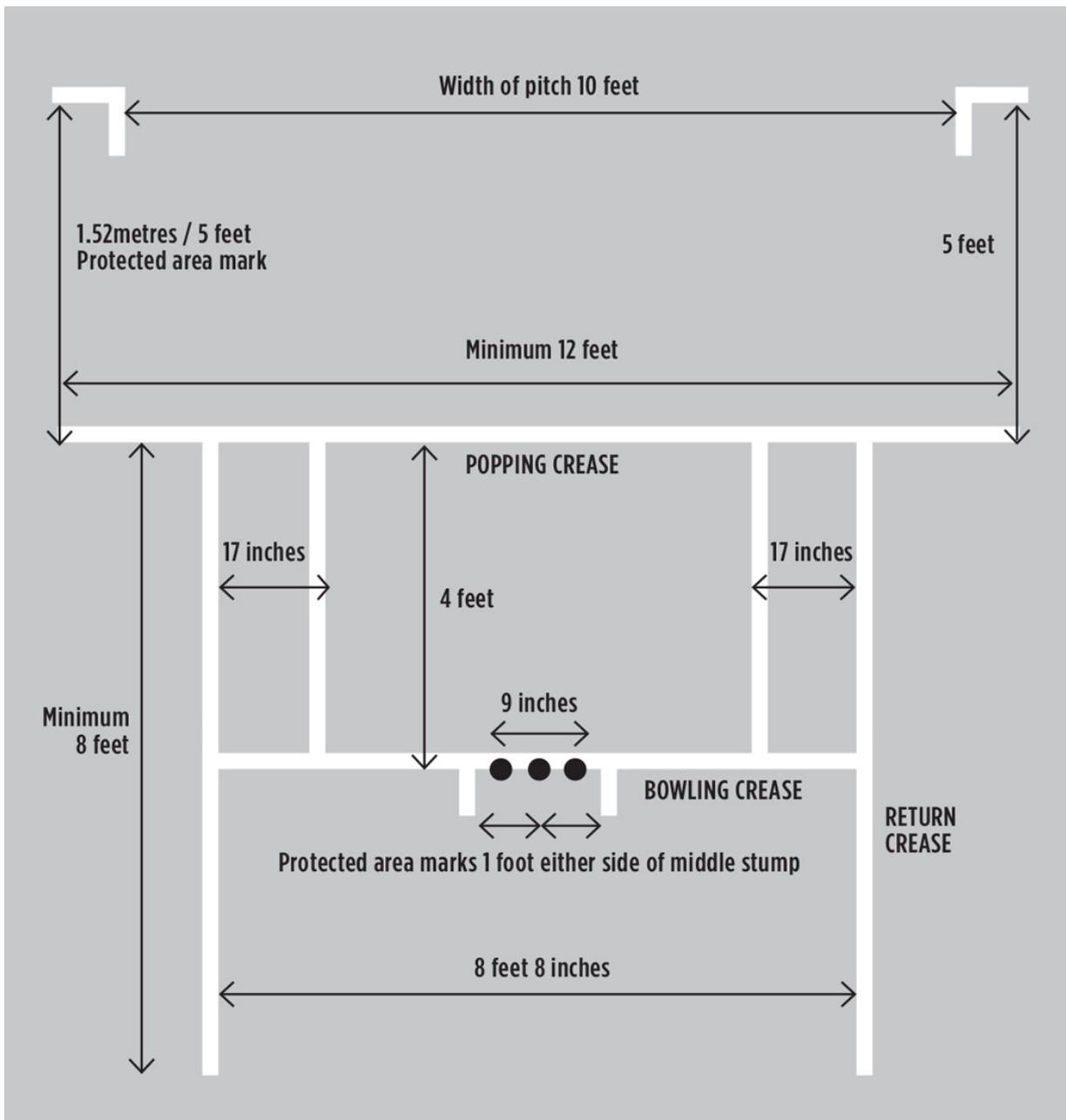


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APPENDIX 1

Additional Crease Markings – see Rule 11

As a guideline to the umpires for the calling of wides on the offside the crease markings, as detailed below, shall be marked at each end of the pitch. It is recommended that such lines, especially on pitches lying east/west, be marked in a dark colour, e.g. dark blue or black.



Please note that the back edge of the bowling crease should bisect the stumps.



CODE OF CONDUCT

APPENDIX 2

- 1 The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- 2 It is the responsibility of each Club to acquaint their officials and players with the appropriate Codes of Conduct.
- 3 Players and team officials shall not at any time engage in conduct unbecoming which could bring them or the game into disrepute.
- 4 The CS Disciplinary Code (**2014**) shall apply to players, team and club officials as appropriate. A schedule noting offences and penalties applicable under the **2014** Code is provided as Appendix 3.
- 5 Players and team officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- 6 Players and team officials shall not disclose or comment upon any alleged breach of the code or upon any hearing, report or decision arising from such breach.
- 7 Players and team officials shall not engage, directly or indirectly, in betting, gambling or any form of financial speculation on the outcome of any cricket match to which this code applies and in which the player is a participant or with which a team official is associated or on any event which shall be connected with any such cricket match the purpose (or pretended purpose) of which is to benefit such player or team official either directly or indirectly, whether financially or otherwise. Players and team officials shall not accept any form of inducement which may be considered to be likely to affect the performance of any player involved in any such cricket match adversely.
- 8 Application, Interpretation and Enforcement of the Code

The Code shall apply to players and, where applicable, to team officials for all tournaments played under the jurisdiction of Cricket Scotland Limited.

Breaches of the Code shall be deemed also to include a breach of any Cricket Scotland Regulation in force from time to time.



RULES OF CONDUCT – OFFENCES AND PENALTIES

APPENDIX 3

Level 1

The offences set out below are Level 1 Offences.

The penalty for a Level 1 offence shall be an official reprimand.

- 1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings
- 1.2 Showing dissent at an umpire's decision
- 1.3 Using language or a gesture that is obscene, offensive or insulting
- 1.4 Excessive appealing
- 1.5 Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman
- 1.6 Public criticism of, or inappropriate comment on, a match-related incident or any player, match official or team, irrespective of when such criticism or inappropriate comment is made
- 1.7 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either (a) is contrary to the spirit of the game, or (b) brings the game into disrepute
- 1.8 Note that commission of any Level 1 offence within 12 months of any previous offence may, at the discretion of the panel, be regarded, for the purposes of penalty only, as a Level 2 offence

Level 2

The offences set out below are Level 2 offences.

The penalty for a Level 2 offence shall be a ban of not more than 5 weeks

- 2.1 Showing serious dissent at an umpire's decision
- 2.2 Serious public criticism of, or inappropriate comment on, a match-related incident or any player, match official or team, irrespective of when such criticism or inappropriate comment is made
- 2.3 Inappropriate and deliberate physical contact between players in the course of play
- 2.4 Charging or advancing towards the umpire in an aggressive manner when appealing
- 2.5 Deliberate and malicious distraction or obstruction on the field of play
- 2.6 Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a player, umpire, official or spectator in an inappropriate and/or dangerous manner
- 2.7 Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another player, umpire, referee, team official or spectator. *(It is acknowledged that there will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will be required to lay charges when this falls below an acceptable standard.)*
- 2.8 Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket
- 2.9 Any attempt to manipulate a match for inappropriate, strategic or tactical reasons in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.
- 2.10 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either (a) is contrary to the spirit of the game, or (b) brings the game into disrepute
- 2.11 Note that commission of a Level 2 offence within 12 months of any previous offence may, at the discretion of the panel, be regarded, for the purposes of penalty only, as a Level 3 offence



Level 3

The offences set out below are Level 3 offences.

The penalty for a Level 3 offence shall be a ban of not less than 5 weeks and not more than 12 months

- 3.1 Intimidation of an umpire whether by language or conduct (including gestures)
- 3.2 Threat of assault on another player, team official, match official or spectator
- 3.3 Engaging in any conduct (whether through the use of language, gestures or otherwise) which is likely to offend, insult, humiliate, intimidate, threaten, disparage or vilify any reasonable person in the position of a player, team official, umpire, match official or any other person including a spectator on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin
- 3.4 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either (a) is contrary to the spirit of the game, or (b) brings the game into disrepute
- 3.5 Note that commission of a Level 3 offence within 12 months of any previous offence may, at the discretion of the panel, be regarded, for the purposes of penalty only, as a Level 4 offence

Level 4

The offences set out below are Level 4 offences.

The penalty for a Level 4 offence shall be a ban of not less than 10 weeks up to a maximum of a life ban

- 4.1 Threat of assault of an umpire
- 4.2 Physical assault of another player, team official, umpires, match official or spectator
- 4.3 Any act of violence on the field of play
- 4.4 Engaging in any conduct (whether through the use of language, gestures or otherwise) which is likely to seriously offend, insult, humiliate, intimidate, threaten, disparage or vilify any reasonable person in the position of a player, team official, umpire, match official or any other person including a spectator on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin
- 4.5 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either (a) is contrary to the spirit of the game, or (b) brings the game into disrepute



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APPENDIX 4

BOWLING AND FIELDING RESTRICTIONS

Bowling and Fielding Restrictions in a match with reduced overs

(*) This number is the general restriction

(+) The additional number is the number of bowlers allowed to bowl 1 over more than this allocation.

REDUCED INNINGS OVERS ALLOCATION	Rule 16 Bowling Restriction (*)	Rule 16 Bowling Restriction (+)
49	9	4
48	9	3
47	9	2
46	9	1
45	9	0
44	8	4
43	8	3
42	8	2
41	8	1
40	8	0
39	7	4
38	7	3
37	7	2
36	7	1
35	7	0
34	6	4
33	6	3
32	6	2
31	6	1
30	6	0
29	5	4
28	5	3
27	5	2
26	5	1
25	5	0
24	4	4
23	4	3
22	4	2
21	4	1
20	4	0

+ example: (i) after 16 overs, rain interrupts play and the innings is reduced to 32 overs

(ii) both opening bowlers have bowled 8 overs

(iii) two bowlers can bowl 7 overs and

(iv) three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit they count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.



POWERPLAY – FIELDING RESTRICTIONS

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Batting Powerplay	Powerplay Total
10 – 12	2	1	3
13 – 15	3	1	4
16 – 18	3	2	5
19 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49	10	5	15



CRICKET SCOTLAND

APPENDIX 5

Calculation sheet for use by UMPIRES when delays or interruptions occur in FIRST innings.

Score at time of Interruption (runs / wickets) /
Overs bowled _____

Time

Net playing time available at start of match 400mins **(A)**
Time innings in progress _____ **(B)**
Playing time lost _____ **(C)**
Extra time available _____ **(D)**
Time made up from reduced interval _____ **(E)**
Effective playing time lost **(C – (D + E))** _____ **(F)**
Remaining playing time available **(A – F)** _____ **(G)**

Overs and Fielding Restrictions

Overs in match **(G/4)** (round up plus 1 if necessary) _____ **(H)**
Max. overs per team **(H/2)** _____ **(I)**
Max. overs per bowler – see Appendix 4 _____ / _____ overs

Duration of Powerplay Overs – see Appendix 4

First Innings _____ + _____ + _____
Second Innings _____ + _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ **(J)**
Length of innings **(I x 4)** _____ **(K)**
Rescheduled cessation time **(J + (K – B))** _____ **(L)**
Length of interval in minutes _____ **(M)**
Second session commencement time **(L + M)** _____ **(N)**
Rescheduled cessation time **(N + K)** _____ **(O)**



CRICKET SCOTLAND

APPENDIX 6

Calculation sheet for use by UMPIRES when delays or interruptions occur in SECOND innings.

Score at time of Interruption (runs / wickets) /

Overs bowled _____

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of Interruption (C – B) _____ (D)

Extra time available (include if innings starts before scheduled time) _____ (E)

Total playing time lost (D – E) _____ (F)

Overs

Maximum overs at start of innings _____ (G)

Overs lost (F/4) - ignore fractions _____ (H)

Adjusted maximum length of innings (G – H) _____ (I)

Overs per bowler and Fielding Restrictions

Max. overs per bowler - see Appendix 4 _____ / _____ overs

Duration of Powerplay Overs - see Appendix 4 _____ + _____ + _____

Rescheduled Cessation of Play

Length of innings (I x 4) _____ (J)

Time at start of innings _____ (K)

Rescheduled cessation time (K + J + D) _____ (L)



CRICKET SCOTLAND

APPENDIX 7

OPERATION OF DUCKWORTH-LEWIS-STERN

1. It is the Host Club's responsibility to provide a PC or laptop with the DLS software – as supplied by CS - installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.
2. During the 1st innings, the umpires will record the details of any interruption, i.e. the number of overs and balls bowled and the score and wickets lost, and these must be confirmed with the scorers. They will also record the number of overs per side that have been lost as a result of the interruption.
3. At the end of the 1st innings, the above details of all interruptions, together with the final score (confirmed with the scorers) will be passed to the DLS operator. In the event of there being no interruptions, only the final score will be passed to the operator.
4. The DLS operator will enter this information into the software, produce 4 copies of the over-by-over printout and distribute one copy each to the Home Captain, the Visiting Captain, the Scorers and the Umpires.
5. During the 2nd innings, should there be an interruption in play, the umpires will record the details, as described above. When it has been decided to restart play, the umpires will determine the number of overs that have been lost as a result and they will then pass all these details to the DLS operator who will enter the information and produce and distribute the revised 4 copies of the over-by-over printout, as before.
6. This process will be repeated for any further interruptions to the 2nd innings.
7. Where a DLS revised target has been set, then the scoreboard should show the score that the team batting second has to beat in order to win the match. If there is no specific space for this figure, then it should replace the total that the first team achieved.
8. From the start of the 11th over onwards, the scoreboard should display at the beginning of each over, the DLS par score relating to the end of that over. This score should also be updated on the fall of each wicket.
9. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 42, then 5 runs must be added to the target score and all par scores.
10. In the case of a computer malfunction, then it will be necessary to revert to the paper-based edition but this must only be used as a last resort. Once the paper-based version is brought into use, it must continue to be used for the remainder of the match, even if the computer problem is resolved.
11. The report submitted by the Umpires for each match will confirm the availability of suitable computer equipment at the match and will also indicate if the paper-based version had to be brought into use.



DUCKWORTH-LEWIS-STERN REPORT

(to be completed if the number of overs was reduced in either innings)

Number of overs per side at start of match : _____

DETAILS OF INTERRUPTIONS

FIRST INNINGS

Overs.balls bowled	Runs	Wickets	Length of Interruption	Overs lost	Revised overs per Innings
			mins		
			mins		
			mins		

1ST INNINGS FINAL SCORE / OVERS	
DLS PAR SCORE (at start of 2nd innings)	
2ND INNINGS ALLOCATED OVERS	

SECOND INNINGS

Overs.balls bowled	Runs	Wickets	Length of Interruption	Overs lost	Revised overs	Revised Par Score
			mins			
			mins			
			mins			

If the innings is abandoned:

Score at abandonment		Overs.balls bowled		Revised Par Score	
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ADDITIONAL COMMENTS

Umpire 1		Umpire 2	
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Please email this form as soon after the match as possible, in order that the result can be verified, to jonathannewell@cricketscotland.com