



Cricket Scotland Match Officials Association (CSMOA)

2024 Playing Conditions Handbook

Updated May 2024

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Change Record

- 10th May 2024 – Eastern Premier League (version 2)
 - Removal of points deduction for slow over rate
 - Clarification on sight screen requirements for different colours of ball

BUCS CRICKET REGULATIONS

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CRI i The BUCS Cricket Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the MCC Laws of Cricket (2017 Code, 3rd Edition – 2022), together with any permanent or experimental conditions approved by the England and Wales Cricket Board (ECB) for the recreational game.

CRI ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

CRI iii In the event that these regulations contradict the MCC Laws of Cricket (2017 Code, 3rd Edition – 2022) or any permanent or experimental conditions approved by the England and Wales Cricket Board (ECB) for the recreational game, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

RULES

CRI 1 There shall be separate Team Championships for Men and Women. The programme for each Championships shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').

CRI 1.1 Women playing in men's teams

CRI 1.1.1 Women may play for either men's or women's teams, however once an individual is selected (listed on a team sheet) for a team in a specific Championships (Men's or Women's) they may not then compete for a team in the other Championships for the remainder of the season.

CRI 1.1.2 Up to a maximum of four women are permitted in a team of 11.

CRI 2 **Minimum number of players for a fixture to start** A match shall not commence if either team is unable to nominate at least eight players. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under these regulations and the MCC Laws of Cricket.

CRI 3 University Centres of Cricketing Excellence (UCCEs)

CRI 3.1 The University Centres of Cricketing Excellence (UCCE) scheme is an initiative of the England and Wales Cricket Board (ECB). BUCS's (formerly BUSA) General Council agreed in June 2000 that the UCCEs would compete in the BUCS Men's/Women's Team Championships. This included allowing those which constituted of multiple institutions to field joint teams, i.e. a single team would represent the UCCE regardless that players within that team may come from different institutions in membership of BUCS.

CRI 3.2 Individual institutions involved in the UCCE scheme will be permitted, should they so wish, to enter other men's/women's teams to represent their institution, with the first of these being designated as their 1st Team. These teams may only comprise players eligible under BUCS regulations to represent that individual institution. These additional teams will always play at a level of the Championships below that of the UCCE team. The fixtures of the UCCE team will always take priority.

CRI 3.3 REG 11.1 regarding team selection shall apply to these UCCE teams and any other teams entered by an institution which is a UCCE, or a constituent part of a UCCE, with the following variations and clarifications:

CRI 3.3.1 REG 11.1.1 is varied for UCCE teams which comprise of more than one institution as follows: All individuals in a team must be from those institutions that constitute the UCCE and meet the individual eligibility requirements of REG 4.

CRI 3.3.2 References to "first team" in REG 11.1.3 shall be taken to mean the UCCE team and references to second team" shall be taken to mean the "1st Team" of an institution which is a UCCE or part of a UCCE as per CRI 3.2, with any further teams being a 2nd Team and so on. For example, if a UCCE team does not have a match, but the 1st Team of an institution which is part of that UCCE/solely that UCCE does, players who would normally (defined as per REG 11.1.3) represent the UCCE team are NOT eligible to be selected for the 1st Team.

CRI 3.4 CRI 3.2–CRI 3.3 will also apply to any non-UCCE institutions that have been granted permission by the BUCS Cricket Sports Advisory Group to field a joint team and who then choose to enter other teams within the Men's/Women's Team Championships.

CRI 4 Ground and pitch conditions

CRI 4.1 Men's North/South league matches, Men's Tier 1 and below league matches, Women's Premier Tier matches, and Women's Tier 1 matches Matches can be played on grass (turf) or artificial (non-turf) pitches. It is the responsibility of the first named (home) team when confirming the fixture (note REG 9.5) to advise the opposition team and all match officials of the playing surface and on any footwear restrictions and the type of surface to be used (note REG 9.3.3).

CRI 4.2 Men's National league matches, the Men's National Championship Semi-Finals and Final, the Men's North/South Playoff match, the Men's National Playoff match, the Men's National Trophy Semi-Final and Final, and the Women's National Championship Semi-Finals and Final Artificial (non-turf) pitches may be used if available but only if the umpires and both captains agree that, as a result of inclement weather, no grass (turf) pitch would be playable but that conditions are otherwise acceptable.

CRI 4.3 Additional requirements for Men's National league matches, the Men's National Championship Semi-Finals and Final, the Men's North/South Playoff match, the Men's National Playoff match, and the Men's National Trophy Final

CRI 4.3.1 Pitches must be of good quality. Umpires are to complete the ECB Pitch and Fair Play form on 'Who's the Umpire' after each match, which is completed against the ECB Pitch Marking Criteria. Any pitch marked poor or unsuitable will be investigated by BUCS who reserve the right to request reversed venues in further rounds should pitches receive two or more marks of these low level.

CRI 4.3.2 Sufficient ground staff (or equivalent) must be available on match days to provide the following duties: a) operate covers, b) roll between innings (if requested) and c) brush and remark pitch between innings.

CRI 4.3.3 Suitable sightcreens should be available.

CRI 4.3.4 There should be provision of sawdust.

CRI 6 Covers Should covers be available the pitch shall be completely covered during any interval or interruption of play. For all Men's National and North/South league matches, Men's National Championship and National Trophy Semi-Final and Final matches, the Men's North/South playoff match and the Men's National Playoff match it is a requirement that covers be available.

CRI 7 Balls The home team shall provide two new identical balls for all matches. The requirements of these balls are as follows:

CRI 7.1 Men's National league and National Championship knockout competition matches The Kookaburra White Turf Ball shall be used. Note: This will require the use of black sightcreens.

CRI 7.2 All other league and knockout competition matches Grade A standard and English manufactured pink balls shall be used, unless agreed with the opposition to use red balls. BUCS recommends the Oxbridge Windsor Ball for men and the Oxbridge Kensington Ball for women.

CRI 8 Clothing

CRI 8.1 Men's National league and National Championship knockout competition matches

Teams shall wear coloured clothing. For the avoidance of doubt, teams cannot wear white, ivory or any light colour likely to impact the sighting of a white ball.

CRI 8.2 All other league and knockout competition matches All teams are strongly encouraged to play in coloured clothing although this is not mandatory, but all players within the team must be in the same kit. Coloured tops and white trousers, white tops and coloured trousers, or traditional whites are acceptable. Teams are not permitted to wear kit which is predominantly pink, unless agreed with the opposition.

CRI 9 Umpires

CRI 9.1 Umpires should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').

CRI 9.2 Men's National and North/South league matches, Men's National Championship and National Trophy matches, and Men's Playoff matches

CRI 9.2.1 Umpires will be appointed by the ECB Association of Cricket Officials (ACO) or Cricket Scotland and all appointments detailed on www.whostheumpire.com (WTU). Institutions/Playing Entities must ensure that they are signed up to WTU to access appointments details and to communicate with umpires, including advising them of timings and venue.

CRI 9.2.2 Should any match, except for the Men's National Championship Final and Men's National Trophy Final, be postponed/rearranged, then the home side shall be responsible for the appointment of both umpires. The home side should however liaise with their ECB ACO Regional Appointer or Cricket Scotland who will do their best to assist with these appointments.

CRI 9.2.3 Payment of the umpires shall be the responsibility of the first named (home) team, except for the Men's National Championship and Final Men's National Trophy Final for which this shall be the responsibility of BUCS. When the first named (home) team is communicating directly with the appointed umpires to confirm fixture details, they shall provide the umpires with a copy of the BUCS Cricket Umpire Reimbursement Pro Forma. The umpires shall then complete the reimbursement pro forma and present it to the team for payment before the fixture commences.

CRI 9.2.4 The fees payable shall be:

- Men's National league matches, National Championship matches, and Playoff matches – £60.00 per umpire per match with no additional travel allowance.
- Men's North/South league matches and National Trophy matches – £50.00 per umpire per match with no additional travel allowance.
- If a match is postponed or cancelled, and an umpire has either commenced or completed their journey to the ground, the umpire will be reimbursed as above.

CRI 9.3 Women's North/South, Women's Tier 1, and Men's Tier 1 and below league matches, Women's Playoff matches, and Women's National Championship Semi-Final matches

CRI 9.3.1 The first named (home) team shall be responsible for the appointment of both umpires, except for the Women's National Championship Final, for which umpires will be appointed by the ECB Association of Cricket Officials (ACO).

CRI 9.3.2 Payment of the umpires shall be the responsibility of the first named (home) team, except for the Women's National Championship Final for which this shall be the responsibility of BUCS.

CRI 10 Scorers Each side shall be responsible for supplying its own scorer. For Men's National and North/South league matches, Men's National Championship and National Trophy matches, the Men's North/South playoff match and the Men's National Playoff match, any side not supplying a scorer, who shall not be a player in the match, will be fined £30.

CRI 11 Helmets and faceguards Any player under the age of 18 shall be bound by the ECB Directive relating to helmets and faceguards. Please note: REG 4.1.2 must be complied with.

CRI 12 Hospitality For the Men's National League, the Men's Championship Semi-Finals, the Men's Trophy Semi-Finals, the Men's Playoff matches, and the Women's Championship Semi-Finals, the home team is required to provide hospitality (cricket teas) for its opponents (up to 13 players plus manager/coach) and officials (two umpires and two scorers) free of charge. The home team should notify its opponents in writing prior to the match if hospitality will not be made available. Failure to do so may result in disciplinary proceedings. For the Men's Championship Final, Men's Trophy Final and Women's Championships Final, BUCS shall provide hospitality (cricket teas) for both teams (up to 13 players plus manager/coach) and officials (two umpires and two scorers) free of charge.

CRI 13 Postponed and abandoned league matches

CRI 13.1 Men's National league fixtures

CRI 13.1.1 Postponed matches In the event that a match is called off up to and including the day of the match, before a ball is bowled, due to one of the reasons listed under REG 14.1.1, both teams will be awarded one league point each.

CRI 13.1.2 Abandoned matches In the event that a match which has started is abandoned due to adverse weather conditions before the minimum number of overs (as per the relevant Playing Conditions) are bowled to obtain a result using the Duckworth/Lewis method (D/L) (version to be used as per the relevant Playing Conditions), then both teams shall be awarded one league point each.

CRI 13.1.3 Matches which fall under CRI 13.1.1/CRI 13.1.2 should be recorded on BUCS Play as 'Abandoned' and an email should be sent to fixtures@bucs.org.uk confirming why the fixture was 'Abandoned' and requesting the allocation of one league point to each team.

CRI 13.2 All other Men's and Women's league fixtures

CRI 13.2.1 Postponed matches In the event that a match is called off up to and including the day of the match, before a ball is bowled, due to one of the reasons listed under REG 14.1.1, then institutions/Playing Entities should rearrange fixtures according to REG 14. If a match does not start, is not rearranged, and no walkover is claimed/conceded, then the match will be deemed void and both teams shall receive zero league points.

CRI 13.2.2 Abandoned matches In the event that a match which has started is abandoned due to adverse weather before the minimum number of overs (as per the relevant Playing Conditions) are bowled to obtain a result using the Duckworth/Lewis method (D/L) (version to be used as per the relevant Playing Conditions), and cannot be rearranged, then both teams shall be awarded one league point each.

CRI 13.2.3 Matches which under CRI 13.2.2 cannot be rearranged should be recorded on BUCS Play as 'Abandoned' and an email should be sent to fixtures@bucs.org.uk confirming why the fixture was 'Abandoned' and requesting the allocation of one league point to each team.

CRI 14 Postponed and abandoned knockout competition and playoff fixtures

CRI 14.1 For all fixtures a reserve day will be scheduled.

CRI 14.2 In the event that a match on the first scheduled day is called off up to and including the day of the match, before a ball is bowled, due to one of the reasons listed under REG 14.1.1, then it must be played on the advertised reserve day unless both institutions/Playing Entities agree with the BUCS Executive that an alternate date is suitable.

CRI 14.2 In the event that a match which has started on the first scheduled day is abandoned due to adverse weather before the minimum number of overs (as per the relevant Playing Conditions) are bowled to the side batting second, then it shall be continued on the advertised reserve day unless both institutions/Playing Entities agree with the BUCS Executive that an alternate date is suitable. For the avoidance of doubt any previously effected reduction in the

length of the innings in progress (and any applicable Duckworth/ Lewis method (D/L) target) will still apply at the start of the reserve day.

CRI 14.3 Should the minimum number of overs (as per the relevant Playing Conditions) required to be bowled to obtain a result using the Duckworth/Lewis method (D/L) (version to be used as per the relevant Playing Conditions) not be able to be completed across both the first scheduled day and the reserve day, then a bowl out shall be undertaken (as per the relevant Playing Conditions).

CRI 14.4 Where it is absolutely certain on a reserve day that there will be no play, or insufficient play to obtain a result under these regulations and that a bowl out (as per the relevant Playing Conditions) will be required, if the home side advises the visiting side in sufficient time to prevent travel and if the visiting side accepts that there is no prospect of sufficient play, then the visiting side may opt not to travel. In these circumstances, both teams would be required to have a qualified umpire present to oversee the bowl out in two separate locations with the two teams concerned.

CRI 15 League points

CRI 15.1 Three points shall be awarded for a win, 1.5 points for a tie, one for an abandoned match (note CRI 13) and no points for a loss.

CRI 15.2 Where a walkover has been awarded/conceded (REG 13), three points shall be given to the non-offending team and three points deducted from the offending team.

CRI 15.3 No points will be awarded to either team in the case of a void fixture.

CRI 16 Calculating final league positions

CRI 16.1 Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system:

CRI 16.2 A team tied on points who has conceded at least one voluntary walkover shall automatically be placed below any other tied teams who have conceded fewer voluntary walkovers. If a tie still exists, then CRI 16.3 or CRI 16.4 shall be followed as applicable.

CRI 16.3 Tie between two teams

CRI 16.3.1 The result between the two teams will be the determining factor in placing one team above the other. Where this is not possible, e.g. That match was not played, was abandoned with no result able to be taken, or in the case of Women's Premier North/Premier South each team won one fixture (as they play both home and away in these leagues), then CRI 16.3.2 shall be used.

CRI 16.3.2 Where CRI 16.3.1 cannot be used to separate the teams, for whatever position in the league, the final standings for these teams shall be determined on Net Run Rate (NRR) (as per the relevant Playing Conditions). Where a tie on points has been effected by any walkovers conceded to them or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the NRR comparison calculation for the purpose of determining league positions.

CRI 16.4 Tie between three or more teams CRI 16.3.2 shall be used.

PLAYING CONDITIONS

CRI 17 Playing conditions for Men's National/North/South/Tier 1 leagues, Women's North/South leagues, National Championship/National Trophy knockout competitions, and Playoff matches

CRI 17.1 Duration All matches will consist of one innings per side, and each innings will be limited to 50 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of CRI 17.8 below).

CRI 17.2 Hours of play and intervals

CRI 17.2.1 Men's National/North/South league matches, Men's National Championship/National Trophy knockout competition matches, and Men's Playoff matches may not start earlier than 12:30 unless there is written consent of both institutions/Playing Entities and the ECB ACO Regional Appointer or Cricket Scotland are notified at least 14 days before the match, with BUCS Play and Who's the Umpire being updated accordingly. The BUCS Executive reserves the right to set the start time for the Men's National Championship and National Trophy Finals without requiring consent from the teams involved.

CRI 17.2.2 Men's Tier 1 league matches, Women's North/South league matches, Women's National Championship knockout competition matches, and Women's Playoff matches may not start earlier than 12:30 unless there is written consent of both institutions/Playing Entities. The BUCS Executive reserves the right to set the start time for the Women's National Championship Final without requiring consent from the teams involved.

CRI 17.2.3 The interval will be 30 minutes unless agreed otherwise by both teams.

CRI 17.2.4 The total match time, including interval, should be no longer than 7 hours, exception given for the final over of each innings.

CRI 17.2.5 Sessions of play and interval between innings

CRI 17.2.5.1 Provided that no time has been lost (CRI 17.2.5.3) the interval will be of the agreed duration (CRI 17.2.3) commencing at the end of the innings of the team batting first.

CRI 17.2.5.2 If the innings of the side batting first is completed more than 60 minutes prior to the scheduled interval, then a 10-minute break will occur and the team batting second will commence their innings and the interval will occur as scheduled.

CRI 17.2.5.3 In the event of time being lost umpires have the discretion to reduce the length of the interval.

CRI 17.2.5.4 Additional Hour Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. The teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

CRI 17.2.6 Intervals for drinks

CRI 17.2.6.1 One interval for drinks per innings will be taken after 25 overs of the innings unless a wicket falls in the 25th over, in which case the interval will be taken immediately. The interval shall not exceed five minutes in length.

CRI 17.2.6.2 If the number of overs in an innings is reduced to 25 overs or less as a result of delays or interruptions, there will be no interval for drinks.

CRI 17.2.6.3 An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

CRI 17.2.6.4 Any player taking drinks on to the field shall be dressed in proper cricket attire.

CRI 17.2.6.5 In all cases the time taken for drinks is included in the playing time for that innings.

CRI 17.3 Length of innings

CRI 17.3.1 Uninterrupted matches

CRI 17.3.1.1 Each team shall bat for 50 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

CRI 17.3.1.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in CRI 17.4.1 or CRI 17.4.2 than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

CRI 17.3.1.3 The full quota of overs will be completed.

CRI 17.3.1.4 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

CRI 17.3.1.5 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

CRI 17.3.1.6 Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

CRI 17.3.2 Delayed or interrupted matches

CRI 17.3.2.1 Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason*. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings. It should also take into account time already played when recalculations are required to calculate cessation time for that innings. Any revision of the number of overs that may be necessary shall take no account of the potential existence of a reserve day.

*Both teams should arrive at the ground in plenty of time to allow for warming up and a prompt start. Should the start of the match be delayed on account of one team's not being ready at the appointed time, that team shall be deemed to have lost the toss. Where a team arrives too late for the minimum number of overs to be bowled (note CRI 17.3.2.2 and CRI 17.8), then they shall concede a walkover. There are no extenuating circumstances for late arrival and the umpires' decision as to the team at fault shall be final.

CRI 17.3.2.2 The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions

of CRI 17.8). The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to the scheduled Close of Play.

CRI 17.3.2.3 If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in CRI 17.3.2.2 above.

CRI 17.3.2.4 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

CRI 17.3.2.5 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

CRI 17.3.2.6 Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up. Please refer to CRI 17.8 for methodology of calculating target scores in interrupted matches.

CRI 17.4 Restrictions on the placement of fielders

CRI 17.4.1 Men's National/North/South/Tier 1 league matches, Men's National Championship/National Trophy knockout competition matches, and Men's Playoff matches

CRI 17.4.1.1 At the instant of delivery, there may not be more than five fielders on the leg side.

CRI 17.4.1.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

CRI 17.4.1.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2

11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7

39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

CRI 17.4.1.4 If play is interrupted during an innings, overs are reduced and the table in CRI 17.4.1.3 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

CRI 17.4.1.4.1 Illustrations of CRI 17.4.1.4 A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled. A 50 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.

CRI 17.4.1.5 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

CRI 17.4.2 Women's North/South league matches, Women's National Championship knockout competition matches, and Women's Playoff matches

CRI 17.4.2.1 At the instant of delivery, there may not be more than five fielders on the leg side.

CRI 17.4.2.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards (22.86 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- Powerplay – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- During non-Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area.

CRI 17.4.2.3 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 below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay
10 – 12	2
13 – 17	3
18 – 22	4
23 – 27	5
28 – 32	6
33 – 37	7
38 – 42	8
43 – 47	9
48 – 49	10

CRI 17.4.2.4 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

CRI 17.4.2.4.1 Illustration of CRI 17.4.2.4 A 50 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 6 and have already been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

CRI 17.4.2.5 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

CRI 17.5 Number of overs per bowler

CRI 17.5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. Example: After 16 overs of a 50 over innings, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. 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.

CRI 17.5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

CRI 17.5.3 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.

CRI 17.5.4 The ECB Fast Bowling Directives will apply to all matches.

CRI 17.6 No Ball

CRI 17.6.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

CRI 17.6.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

CRI 17.6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in CRI 17.6.1.1 has been bowled. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

If a bowler is No Balled a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

CRI 17.6.1.3 For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in CRI 17.6.1.1 and CRI 17.6.1.2 are cumulative.

CRI 17.6.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

CRI 17.6.3 For the Men's National League, the Men's National Championship Semi-Finals and Final, the Men's North/South Playoff match, and the Men's National Playoff match, all no balls shall incur a penalty of two runs which shall be scored as no balls. For all other fixtures, all no balls shall incur a penalty of one run which shall be scored as a no ball. These penalties shall stand in addition to any other runs which may be scored or awarded.

CRI 17.6.4 Free Hit after a No Ball

CRI 17.6.4.1 The delivery following a no ball shall be a free hit for whichever batter is facing it. This applies to all modes of No Ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

CRI 17.6.4.2 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery shall become a free hit for whichever batter is facing it.

CRI 17.6.4.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide Ball.

CRI 17.6.4.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach, in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

CRI 17.6.4.5 The umpires shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

CRI 17.7 Wide bowling – Judging a Wide Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the

batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

CRI 17.8 The result

CRI 17.8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this regulation) shall be declared 'Abandoned' (note CRI 13 and CRI 14).

CRI 17.8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

CRI 17.8.3 In a league match where the maximum number of overs available to both sides remains unaltered once play has commenced, should the teams score an equal number of runs, the match shall be declared as a tie, irrespective of the number of wickets lost.

CRI 17.8.4 In a knockout competition or playoff match where the maximum number of overs available to both sides remains unaltered once play has commenced, should the teams score an equal number of runs, the result shall be determined as follows:

CRI 17.8.4.1 The side losing the fewer wickets shall be the winner. Or, if still tied;

CRI 17.8.4.2 The winner shall be the side with the higher score after 40 overs. Or, if still tied;

CRI 17.8.4.3 The winner shall be the side with the higher score after 30 overs. Or, if still tied;

CRI 17.8.4.4 The winner shall be the side with the higher score after 20 overs. Or, if still tied;

CRI 17.8.4.5 The winner shall be the side with the higher score after 10 overs. Or, if still tied;

CRI 17.8.4.6 There will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner. If circumstances make a bowl-out impossible, the winner will be decided by the toss of a coin except for the case of a Final, in which the title shall be shared.

CRI 17.8.5 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

CRI 17.8.5.1 If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (D/L).

CRI 17.8.5.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method (D/L). With the Duckworth/Lewis method (D/L), an integral target will be set for the team batting second with one run less than this target resulting in a Tie. If after the restart of play it is discovered that the wrong target has been set, the faulty target shall stand.

CRI 17.8.5.3 If CRI 17.8.5.1 or CRI 17.8.5.2 results in a tie in a knockout competition or playoff match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner. If circumstances make a bowl-out impossible, the winner will be decided by the toss of a coin except for the case of a Final, in which the title shall be shared.

CRI 17.8.5.4 The Standard Edition of the Duckworth-Lewis method (D/L) should be used and where applicable the G50 coefficient shall be 245. Before the start of play the teams must agree on a system to be used for Duckworth/Lewis calculations and inform the umpires of this and who will be responsible for any calculations. The home team is responsible for having a working computer/tablet/phone available to use for this purpose should it become necessary.

CRI 17.9 Bowl-outs Where a bowl-out is required to achieve a result, the following shall apply:

CRI 17.9.1 The umpires will determine the location of the bowl out which may take place on a grass pitch, artificial pitch or indoors. Where a bowl-out is held in two separate venues under CRI 14.4, there shall need to be a live communications link between the two venues.

CRI 17.9.2 The captain of each side will nominate five of their players who will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7).

CRI 17.9.3 The teams shall toss for the order of bowling and then one player from each side shall bowl one ball alternately.

CRI 17.9.4 The wicket shall not be obstructed by any person or item.

CRI 17.9.5 Except where a bowl-out is held in two separate venues under CRI 14.4, each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

CRI 17.9.6 Except where a bowl-out is held in two separate venues under CRI 14.4, the same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.

CRI 17.9.7 The umpire shall officiate at the bowler's end.

CRI 17.9.8 If a player scores a hit from a no ball, that hit shall not count, nor shall they retake the attempt. If a bowler bowls a No Ball it will count as a delivery but will not count towards the score of the team.

CRI 17.9.9 The side, which bowls down the wicket (as defined in Law 29.1.1) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

CRI 17.10 Net Run Rate (NRR)

CRI 17.10.1 A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not the number of overs in which the team was dismissed. Where fractions of overs are involved, each legitimate ball bowled shall count as one sixth of an over.

CRI 17.10.2 Only those matches where results are achieved will count for the purpose of NRR calculations.

CRI 17.10.3 Where a match is abandoned, but a result is achieved under the Duckworth/Lewis method (D/L), for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

CRI 17.10.4 Where a match is concluded but with the Duckworth/Lewis method (D/L) having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

CRI 18 Playing conditions for Women's Tier 1 leagues

CRI 18.1 Duration All matches will consist of one innings per side, and each innings will be limited to 30 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of CRI 18.8 below).

CRI 18.2 Hours of play and intervals

CRI 18.2.1 Matches may not start earlier than 12:30 unless there is written consent of both institutions/Playing Entities.

CRI 18.2.2 The interval will be 30 minutes unless agreed otherwise by both teams.

CRI 18.2.3 The total match time, including interval, should be no longer than 4 hours 30 minutes, exception given for the final over of each innings.

CRI 18.2.4 Sessions of play and interval between innings

CRI 18.2.4.1 Provided that no time has been lost (CRI 18.2.4.3) the interval will be of the agreed duration (CRI 18.2.2) commencing at the end of the innings of the team batting first.

CRI 18.2.4.2 If the innings of the side batting first is completed more than 45 minutes prior to the scheduled interval, then a 10-minute break will occur and the team batting second will commence their innings and the interval will occur as scheduled.

CRI 18.2.4.3 In the event of time being lost umpires have the discretion to reduce the length of the interval.

CRI 18.2.4.4 Additional Hour Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. The teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

CRI 18.2.5 Intervals for drinks

CRI 18.2.5.1 One interval for drinks per innings will be taken after 15 overs of the innings unless a wicket falls in the 15th over, in which case the interval will be taken immediately. The interval shall not exceed five minutes in length.

CRI 18.2.5.2 If the number of overs in an innings is reduced to 20 overs or less as a result of delays or interruptions, there will be no interval for drinks.

CRI 18.2.5.3 An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

CRI 18.2.5.4 Any player taking drinks on to the field shall be dressed in proper cricket attire.

CRI 18.2.5.5 In all cases the time taken for drinks is included in the playing time for that innings.

CRI 18.3 Length of innings

CRI 18.3.1 Uninterrupted matches

CRI 18.3.1.1 Each team shall bat for 30 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

CRI 18.3.1.2 All sides are expected to be in position to bowl the first ball of the last of their 30 overs within 2 hours playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in CRI 18.4 than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time. All penalties in this regard will be

imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

CRI 18.3.1.3 The full quota of overs will be completed.

CRI 18.3.1.4 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

CRI 18.3.1.5 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

CRI 18.3.1.6 Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

CRI 18.3.2 Delayed or interrupted matches

CRI 18.3.2.1 Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason*. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings. It should also take into account time already played when recalculations are required to calculate cessation time for that innings. Any revision of the number of overs that may be necessary shall take no account of the potential existence of a reserve day.

*Both teams should arrive at the ground in plenty of time to allow for warming up and a prompt start. Should the start of the match be delayed on account of one team's not being ready at the appointed time, that team shall be deemed to have lost the toss. Where a team arrives too late for the minimum number of overs to be bowled (note CRI 18.3.2.2 and CRI 18.8), then they shall concede a walkover. There are no extenuating circumstances for late arrival and the umpires' decision as to the team at fault shall be final.

CRI 18.3.2.2 The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of CRI 18.8). The calculation of the number of overs to be bowled shall be based on a rate of 15 overs per hour in the total time available for play up to the scheduled Close of Play.

CRI 18.3.2.3 If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in CRI 18.3.2.2 above.

CRI 18.3.2.4 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

CRI 18.3.2.5 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

CRI 18.3.2.6 Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up. Please refer to CRI 18.8 for methodology of calculating target scores in interrupted matches.

CRI 18.4 Restrictions on the placement of fielders

CRI 18.4.1 At the instant of delivery, there may not be more than five fielders on the leg side.

CRI 18.4.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards (22.86 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) During non-Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area.

CRI 18.4.3 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 below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay
10 – 12	2
13 – 17	3
18 – 22	4
23 – 27	5
28 – 32	6
33 – 37	7
38 – 42	8
43 – 47	9
48 – 49	10

CRI 18.4.4 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

CRI 18.4.4.1 Illustration of CRI 18.4.4 A 30 over innings is interrupted after 4.3 overs, and on resumption has been reduced to 17 overs. Powerplay overs are 3

and have already been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

CRI 18.4.5 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

CRI 18.5 Number of overs per bowler

CRI 18.5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. Example: After 12 overs, rain interrupts play and the innings is reduced to 22 overs. Both opening bowlers have bowled 6 overs. Two bowlers can bowl 5 overs and three bowlers can bowl 4 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (5 as opposed to 4) and so any other bowlers are limited to 4 overs.

CRI 18.5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

CRI 18.5.3 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.

CRI 18.5.4 The ECB Fast Bowling Directives will apply to all matches.

CRI 18.6 No Ball

CRI 18.6.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

CRI 18.6.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

CRI 18.6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in CRI 18.6.1.1 has been bowled. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

If a bowler is No Balled a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

CRI 18.6.1.3 For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in CRI 18.6.1.1 and CRI 18.6.1.2 are cumulative.

CRI 18.6.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

CRI 18.6.3 Free Hit after a No Ball

CRI 18.6.3.1 The delivery following a no ball shall be a free hit for whichever batter is facing it. This applies to all modes of No Ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

CRI 18.6.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery shall become a free hit for whichever batter is facing it.

CRI 18.6.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide Ball.

CRI 18.6.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach, in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

CRI 18.6.3.5 The umpires shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

CRI 18.7 Wide bowling – Judging a Wide Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

CRI 18.8 The result

CRI 18.8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this regulation) shall be declared 'Abandoned' (note CRI 13 and CRI 14).

CRI 18.8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

CRI 18.8.3 Where the maximum number of overs available to both sides remains unaltered once play has commenced, should the teams score an equal number of runs, the match shall be declared as a tie, irrespective of the number of wickets lost.

CRI 18.8.4 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

CRI 18.8.4.1 If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (D/L).

CRI 18.8.4.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method (D/L). With the Duckworth/Lewis method (D/L), an integral target will be set for the team batting second with one run less than this target resulting in a Tie. If after the restart of play it is discovered that the wrong target has been set, the faulty target shall stand.

CRI 18.8.4.3 The Standard Edition of the Duckworth-Lewis method (D/L) should be used and where applicable the G50 coefficient shall be 245. Before the start of play the teams must agree on a system to be used for Duckworth/Lewis calculations and inform the umpires of this and who will be responsible for any calculations. The home team is responsible for having a working computer/tablet/phone available to use for this purpose should it become necessary.

CRI 18.9 Net Run Rate (NRR)

CRI 18.9.1 A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of

the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not the number of overs in which the team was dismissed. Where fractions of overs are involved, each legitimate ball bowled shall count as one sixth of an over.

CRI 18.9.2 Only those matches where results are achieved will count for the purpose of NRR calculations.

CRI 18.9.3 Where a match is abandoned, but a result is achieved under the Duckworth/Lewis method (D/L), for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

CRI 18.9.4 Where a match is concluded but with the Duckworth/Lewis method (D/L) having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

CRI 19 Playing conditions for Men's Tier 2 and below leagues

CRI 19.1 Duration All matches will consist of one innings per side. The number of six-ball overs that each innings will be limited to shall be determined on a league-by-league basis based on majority decision between all teams in that league, choosing from 50, 40, 30, or 20 overs, and must be communicated to the BUCS Executive in writing. If a majority decision cannot be reached, it shall be 50 overs. A minimum of 10 overs per team (5 overs for 20 over format leagues) will constitute a match (subject to the provisions of CRI 19.8 below).

CRI 19.2 Hours of play and intervals

CRI 19.2.1 Matches may not start earlier than 12:30 unless there is written consent of both institutions/Playing Entities.

CRI 19.2.2 The interval will be 30 minutes (15 minutes for 20 over format leagues) unless agreed otherwise by both teams.

CRI 19.2.3 The total match time, including interval, should be no longer than:

- 7 hours for 50 over format leagues;
- 5 hours 50 minutes for 40 over format leagues;
- 4 hours 30 minutes for 30 over format leagues;
- 2 hours 45 minutes for 20 over format leagues;

exception given for the final over of each innings.

CRI 19.2.4 Sessions of play and interval between innings

CRI 19.2.4.1 Provided that no time has been lost (CRI 19.2.4.3) the interval will be of the agreed duration (CRI 19.2.2) commencing at the end of the innings of the team batting first.

CRI 19.2.4.2 If the innings of the side batting first is completed more than:

- 60 minutes prior to the scheduled interval for 50 and 40 over format leagues;
- 45 minutes prior to the scheduled interval for 30 over format leagues;

then a 10-minute break will occur and the team batting second will commence their innings and the interval will occur as scheduled.

CRI 19.2.4.3 In the event of time being lost umpires have the discretion to reduce the length of the interval.

CRI 19.2.5.4 Additional Time Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour (30 minutes for 20 over format leagues). The teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

CRI 19.2.5 Intervals for drinks

CRI 19.2.5.1 One interval for drinks per innings will be taken after:

- For 50 over format leagues, 25 overs of the innings unless a wicket falls in the 25th over, in which case the interval will be taken immediately;
- For 40 over format leagues, 20 overs of the innings unless a wicket falls in the 20th over, in which case the interval will be taken immediately;
- For 30 over format leagues, 15 overs of the innings unless a wicket falls in the 15th over, in which case the interval will be taken immediately;

The interval shall not exceed five minutes in length.

CRI 19.2.5.2 If the number of overs in an innings is reduced to 25 overs or less as a result of delays or interruptions, there will be no interval for drinks.

CRI 19.2.5.3 For 20 over format leagues, there will be no interval for drinks.

CRI 19.2.5.4 An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

CRI 19.2.5.5 Any player taking drinks on to the field shall be dressed in proper cricket attire.

CRI 19.2.5.6 In all cases the time taken for drinks is included in the playing time for that innings.

CRI 19.3 Length of innings

CRI 19.3.1 Uninterrupted matches

CRI 19.3.1.1 Each team shall bat for 50/40/30/20 six-ball overs as per CRI 19.1 unless all out earlier. A team shall not be permitted to declare its innings closed.

CRI 19.3.1.2 All sides are expected to be in position to bowl the first ball of the last of their overs within:

- 3 hours 15 minutes playing time for 50 over format leagues;
- 2 hours 40 minutes playing time for 40 over format leagues;
- 2 hours playing time for 30 over format leagues;
- 1 hour 15 minutes for 20 over format leagues;

In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in CRI 19.4.1 or CRI 19.4.2 than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

CRI 19.3.1.3 The full quota of overs will be completed.

CRI 19.3.1.4 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

CRI 19.3.1.5 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In

addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

CRI 19.3.1.6 Over-rate penalties apply only to innings of 15 overs or more (10 overs or more for 20 over format leagues) duration unless a penalty has been applied before 15 overs (10 overs for 20 over format leagues) have been bowled.

CRI 19.3.2 Delayed or interrupted matches

CRI 19.3.2.1 Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason*. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings. It should also take into account time already played when recalculations are required to calculate cessation time for that innings. Any revision of the number of overs that may be necessary shall take no account of the potential existence of a reserve day.

*Both teams should arrive at the ground in plenty of time to allow for warming up and a prompt start. Should the start of the match be delayed on account of one team's not being ready at the appointed time, that team shall be deemed to have lost the toss. Where a team arrives too late for the minimum number of overs to be bowled (note CRI 19.3.2.2 and CRI 19.8), then they shall concede a walkover. There are no extenuating circumstances for late arrival and the umpires' decision as to the team at fault shall be final.

CRI 19.3.2.2 The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of 10 overs (5 overs for 20 over format leagues) must be bowled to the team batting second in order to constitute a match (subject to the provisions of CRI 19.8). The calculation of the number of overs to be bowled shall be based on a rate of:

- 16 overs per hour in the total time available for play up to the scheduled Close of Play for 50, 40 and 20 over format leagues;
- 15 overs per hour in the total time available for play up to the scheduled Close of Play for 30 over format leagues.

CRI 19.3.2.3 If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in CRI 19.3.2.2 above.

CRI 19.3.2.4 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

CRI 19.3.2.5 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

CRI 19.3.2.6 Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up. Please refer to CRI 19.8 for methodology of calculating target scores in interrupted matches.

CRI 19.4 Restrictions on the placement of fielders

CRI 19.4.1 50, 40 and 30 over format leagues

CRI 19.4.1.1 At the instant of delivery, there may not be more than five fielders on the leg side.

CRI 19.4.1.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of:
 - (i) 50 overs, these are overs 1 to 10 inclusive;
 - (ii) 40 overs these are overs 1 to 8 inclusive;
 - (iii) 30 overs these are overs 1 to 6 inclusive.
- b) Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of:
 - (i) 50 overs, these are overs 11 to 40 inclusive;
 - (ii) 40 overs, these are overs 9 to 32 inclusive;
 - (iii) 30 overs, these are overs 7 to 24 inclusive.
- c) Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of:
 - (i) 50 overs, these are overs 41 to 50 inclusive;
 - (ii) 40 overs, these are overs 33 to 40 inclusive;
 - (iii) 30 overs, these are overs 25 to 30 inclusive.

CRI 19.4.1.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3

18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

CRI 19.4.1.4 If play is interrupted during an innings, overs are reduced and the table in CRI 19.4.1.3 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

CRI 19.4.1.4.1 Illustrations of CRI 19.4.1.4 A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled. A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

CRI 19.4.1.5 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

CRI 19.4.2 20 over format leagues

CRI 19.4.2.1 At the instant of delivery, there may not be more than five fielders on the leg side.

CRI 19.4.2.2 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

CRI 19.4.2.3 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 30 yards.

CRI 19.4.2.4 For the remaining overs of each innings only 5 fielders are permitted to be outside the fielding circle at the instant of delivery.

CRI 19.4.2.5 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs	No. of overs for which fielding restrictions apply
5 – 6	1
7 – 9	2
10 – 13	3
14 – 16	4

17 - 19	5
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CRI 19.4.2.6 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

CRI 19.5 Number of overs per bowler

CRI 19.5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. Example: After 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.

CRI 19.5.1.1 In a 20 over format league, for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.

CRI 19.5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

CRI 19.5.3 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.

CRI 19.5.4 The ECB Fast Bowling Directives will apply to all matches.

CRI 19.6 No Ball

CRI 19.6.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

CRI 19.6.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

CRI 19.6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in CRI 19.6.1.1 has been bowled. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

If a bowler is No Balled a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

CRI 19.6.1.3 For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in CRI 19.6.1.1 and CRI 19.6.1.2 are cumulative.

CRI 19.6.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

CRI 19.6.3 Free Hit after a No Ball

CRI 19.6.3.1 The delivery following a no ball shall be a free hit for whichever batter is facing it. This applies to all modes of No Ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

CRI 19.6.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery shall become a free hit for whichever batter is facing it.

CRI 19.6.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide Ball.

CRI 19.6.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach, in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

CRI 19.6.3.5 The umpires shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

CRI 19.7 Wide bowling – Judging a Wide Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

CRI 19.8 The result

CRI 19.8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs (5 overs for 20 over format leagues), unless one team has been all out in less than 10 overs (5 overs for 20 over format leagues) or unless the team batting second scores enough runs to win in less than 10 overs (5 overs for 20 over format leagues). All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (5 overs for 20 over format leagues) (subject to the provisions of this regulation) shall be declared 'Abandoned' (note CRI 13 and CRI 14).

CRI 19.8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

CRI 19.8.3 Where the maximum number of overs available to both sides remains unaltered once play has commenced, should the teams score an equal number of runs, the match shall be declared as a tie, irrespective of the number of wickets lost.

CRI 19.8.4 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

CRI 19.8.4.1 If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (D/L).

CRI 19.8.4.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method (D/L). With the Duckworth/Lewis method (D/L), an integral target will be set for the team batting second with one run less than this target resulting in a Tie. If after the restart of play it is discovered that the wrong target has been set, the faulty target shall stand.

CRI 19.8.4.3 The Standard Edition of the Duckworth-Lewis method (D/L) should be used and where applicable the G50 coefficient shall be 245. Before the start of play the teams must agree on a system to be used for Duckworth/Lewis calculations and inform the umpires of this and who will be responsible for any calculations. The home team is responsible for having a working computer/tablet/phone available to use for this purpose should it become necessary.

CRI 19.9 Net Run Rate (NRR)

CRI 19.9.1 A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not the number of overs in which the team was dismissed. Where fractions of overs are involved, each legitimate ball bowled shall count as one sixth of an over.

CRI 19.9.2 Only those matches where results are achieved will count for the purpose of NRR calculations.

CRI 19.9.3 Where a match is abandoned, but a result is achieved under the Duckworth/Lewis method (D/L), for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

CRI 19.9.4 Where a match is concluded but with the Duckworth/Lewis method (D/L) having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

2024 Caley Region (SPCU Central/South) CS T20 COMP – RULES

1. The competition shall be known as the Caley Region CS T20.
2. Finals Day shall be played at a venue and on a date determined by the Competition Management Group.
3. Players in the Competition must be eligible and registered to play in the current season for the Club 1st XI in Saturday league matches. This includes Professionals and O'seas Amateurs.
4. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes. On the fall of a wicket, the incoming batsman **must** cross on the field with the dismissed batsman.

5. **Bowling restrictions**

No player may bowl more than 4 overs in a normal innings of 20 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.

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.

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

6. **Short Pitched Bowling**

A bowler shall be limited to one short-pitched delivery per over. A 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 such a 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 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.

If another short pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No Ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

7. **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 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.

The umpire shall not adjudge a 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.

8. Fielding Restrictions / Powerplays

- (a) 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 27.45 metres (30 yards). 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.
- (b) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.
- (c) At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the square leg umpire shall call and signal no-ball.

9. 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.

10. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
11. Any match which is abandoned before 10 overs of the second innings have been completed will be declared No Result. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method, as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/Lewis method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
12. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.

13a. Points & League Position

Win = 2 points Tie/No Result = 1 point Loss = 0 points Concession = -2 points

The ranking will be based on:

- † The team with most points will be placed higher in the ranking
- † If equal on points, the team with most wins will be placed higher
- † If equal on points and wins, the team with a higher NRR will be placed higher † If still equal, the team with most runs scored

- 13b. The team's standings are calculated based on the net run rate.

$$\text{NRR} = [(\text{Total runs scored}) / (\text{Total overs faced})] - [(\text{Total runs conceded}) / (\text{total overs bowled})]$$

If a team is bowled out before the allotted number of overs, full quota of overs is used.

If a match is abandoned as a No Result, none of the runs scored or overs bowled count towards this calculation.

If a match has revised targets, then, the revised numbers are used for NRR calculation.

The winners and runners-up in the round-robin format will proceed to Finals Day along with one team from SPCU North and one team from NOSCA/NESC. CMG reserve the right to alter Finals Day schedule and format should circumstances dictate.

14. A reserve date should be arranged for each match to be used in the event of a cancellation & within the event timetable. If the match is cancelled on the reserve date, then 1 point will be awarded to either team.
15. For all matches clubs should use the CS/SPCU NEC Pink Balls. For all matches clubs are encouraged to wear coloured clothing however this is not mandatory.
15. Clubs must agree dates for matches to be played in line with the timetable provided by CMG. The format does not allow for matches to be played outwith the timetable provided.
16. Matches in all rounds must be umpired by two neutral umpires. Umpires will be appointed by CSMOA and Clubs will be invoiced by CSMOA at a later date.
17. Match results should be tweeted by 10pm on the evening of the game. Thereafter a short score listing should be forwarded to Graham Ferguson – pdccsecretary2@gmail.com - within 24 hours of each match. The CS Digital Platform should also be used.

18. The control and management of the competition rests solely with the CMG whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final. Any disciplinary issues will be referred to the Discipline Officer of the SPCU for appropriate action to be taken as covered by the Cricket Scotland Code of Conduct.

Competition Management Group

Graham Ferguson (PDCC & SPCU Comps Committee)
David Chambers (Falkland & SPCU Comps Committee)
Paul Gray (Gordonians)

Issued: 26th March 2024

OPERATION OF DUCKWORTH-LEWIS

- a. It is the Home Club's responsibility to provide a PC, laptop or tablet with the DLS software – as supplied by Cricket Scotland - 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.
- b. Point (a) is mandatory for teams participating in the EPL. Teams participating in SPCU are actively encouraged to use the DLS software, but may use a suitable app. It is recommended that one of the following apps are used:
- c. <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8> d. or
- e. <https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.
- f. (Please note that when using an app, Umpires and both Captains must agree what app is to be used).
- g. 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.
- h. 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.
- i. 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.
- j. 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.
- k. This process will be repeated for any further interruptions to the 2nd innings.
- l. 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.
- m. 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.
- n. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or 42, then 5 runs must be added to the target score and all par scores.
- o. 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.
- p. 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.

CRICKET SCOTLAND CHALLENGE CUP RULES 2024

1. The Competition shall be known as the **Cricket Scotland Challenge Cup** and will be played for by clubs entered through Cricket Scotland (CS).
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland.
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22).** Law 42 will apply only when at least one umpire appointed by Cricket Scotland Match Officials Association (CSMOA) is in attendance.
4. **Clubs** who compete in the ESCA Championship, Western Premiership 2 and the Strathmore and Perthshire Cricket Union NE Championship have the option to play in the CS Challenge Cup or the Scottish Cup. A club cannot compete in the Scottish Cup and the CS Challenge Cup in the same season.

All other clubs, except those who compete in the Eastern Premier League and the Western Premiership 1, are eligible to take part in the CS Challenge Cup.

Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the CMG as per Rule 23 below. In addition, any Away Club who withdraws from the Competition may be liable for any legitimate expenses, as determined by the CMG, incurred by the Home Club.

5. All participating Clubs must be **paid-up members** of Cricket Scotland in the current year of the Competition and have paid the agreed entry fee before their first match.
6. **Competition Final**
This will be played on a stipulated date at a ground selected by the CMG and shall start at 12.00pm. A reserve date will be fixed for the Final.

The draw for the Competition shall be made by the CMG which shall also select a ground for the Final.

7. All other matches shall be played on stipulated dates subject to the provision of Rule 12. Matches shall start at **1pm** or earlier if both sides agree. The tea interval shall normally be held between innings, although in certain circumstances, such as weather interruption or a shortened first innings, it may be held outwith that time, provided both Captains are in agreement. The duration of this interval shall be 30 minutes and the umpires shall inform both Captains at the beginning of the interval as to the time when play shall recommence.

It will be up to each home club to advise the visiting club and the umpires by the Tuesday preceding the match whether, or not, it will be providing teas.

Hybrid or artificial pitches may be used for ties. Where an artificial pitch is to be used, the Home Club must advise the Away Club seven days before the tie or as soon as the Home Club is known if there are less than seven days before the tie. LED stumps and bails are also permitted.

8. (a) **Players** in the Competition must be eligible and registered to play in the current season for their Club in Saturday league matches.
- (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1st April in the current season in order for the player to play without prior approval of the CMG.
- (c) No player may participate in the Competition in any one season for more than one Club.
- (d) No player, even if transferred, may play for a club in the Competition in any one season if they have already played in a competitive league match or Scottish Cup tie for another club in that season.
- (e) All Paid Players must be registered and only one Paid Player may ordinarily be registered by a club to play in the competition. Exceptionally, the registration of a substitute Paid Player may be approved by Cricket Scotland, but only where a Paid Player is unable to complete the season through injury, or other acceptable reason. The relevant League Management Committee responsible for the League in which the club plays must also approve the replacement of the Paid Player before Cricket Scotland will consider any request.
- (f) Either paper or electronic team sheets must be exchanged by the Captains and a version given to the umpires before the toss can take place. Another copy must be given to the scorers.

9. Umpires

CSMOA shall, where possible, appoint Umpires for all matches. Umpires will be paid via Who's The Umpire (WTU) with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 23.

In matches where only one umpire is available, that umpire will be paid one and a half the match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

10. Duration of Matches

In all matches in the Competition, each team shall be allowed a maximum of 40 six ball overs or until the batting side is dismissed. Based on 4 minutes per over, there will be two sessions of play, normally of 2 hour 40 minutes each, and separated by an interval of 30 minutes.

Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.

If the start of the match is delayed for more than half an hour due to inclement weather, the Umpires, in consultation with the Captains, shall have the option of reducing the number of overs to be played, but never to less than 10 overs per side. The interval between innings for tea may not be reduced to less than 30 minutes.

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. The interval between innings, where tea has been taken during a stoppage in play, shall be no less than 15 minutes.

If a ball has not been bowled by 5.45pm for a 1.00pm start, 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.

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, spectators, the ground or pavilion or which may adversely affect the completion of the game.

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.

If the match remains unfinished, then, provided at least 10 overs of the second innings have been completed, the result will be decided by the rain calculator :-

<http://www.cricketstats.org.uk/raincalc.html>

Note: Once a match has started umpires have no discretion to authorise a reduced overs match.

11. No result – All rounds up to and including the semi-finals

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 12 below that the ground is unfit for play but, nevertheless, decided to travel.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, up to the Wednesday before the next round of the competition, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on that 'third' date.

The venue for the agreed 'third' date will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the match will be decided by the toss of a coin.

No result – Final

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date.

If a match on the reserve date is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If 'no result' is obtained on the scheduled reserve date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the trophy will be shared.

12. Fielding Restrictions

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 30 yards (27.43 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery there must be not more than five fielders on the leg side.

For the duration of the innings a maximum of five fielders are permitted to be outside the field restriction area at the instant of delivery.

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

13. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) 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.

14. On any occasion when the Home Ground Authority considers that **weather conditions** have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home side shall advise the visiting side 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 by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

15. **A Tie.** In the event of a tie, i.e., the scores are equal, the following shall apply:
 (a) the side taking the greater number of wickets shall be the winner
 (b) if both sides are all out, the side with the higher overall scoring rate shall be the winner
 (c) if the result cannot be decided by (a) or (b) the winner shall be the side with the higher score after 30 overs, or if still equal after 20 overs, or if still equal after 10 overs.
16. **Number of Overs per Bowler** In a 40-overs match no bowler may bowl more than 8 overs in an innings. In a delayed or interrupted match when the overs for both teams are restricted from the start to fewer than 40, no bowler may bowl more than one-fifth of the total overs allowed. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
17. **Declaration.** The Captain of the batting side may **not** declare the innings closed at any time.
18. **Thanks to sponsorship in 2024 from Lords Cricket Balls,** the pink ball to be used in the Competition will be provided free of charge by Cricket Scotland. A new ball must be used for each innings. Either white or non-white clothing may be worn.

19. Match Returns

- (a) A failure by a club to provide a competent scorer may give rise to sanctions under Rule 23.
 - (b) Returns will be made by the home side using the prescribed scorecard submission form via its CS Live login. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.
 - (c) The home club should provide summary details of a game immediately following its end or cancellation, and no later than 12 noon on the day following the game via CS Live as above.
 - (d) The captain of each team must complete the 'Captain's Report on Umpires' and submit it via <https://www.whostheumpire.com> within 7 days of each game where any play has taken place. This form should be completed to ensure that any comments made are meaningful.
 - (e) An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.
20. **Any complaint** by one club against another club must be notified to the CMG by email, to georgeburns@cricketscotland.com by midnight on Tuesday following the match. The CMG retains the right to investigate any matters which come to its attention outwith this period. The CMG will determine the process to be followed. Any decision of the CMG can be subject to appeal to the CS Appeals Committee.

21. Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the CS Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

22. Safety Guidelines

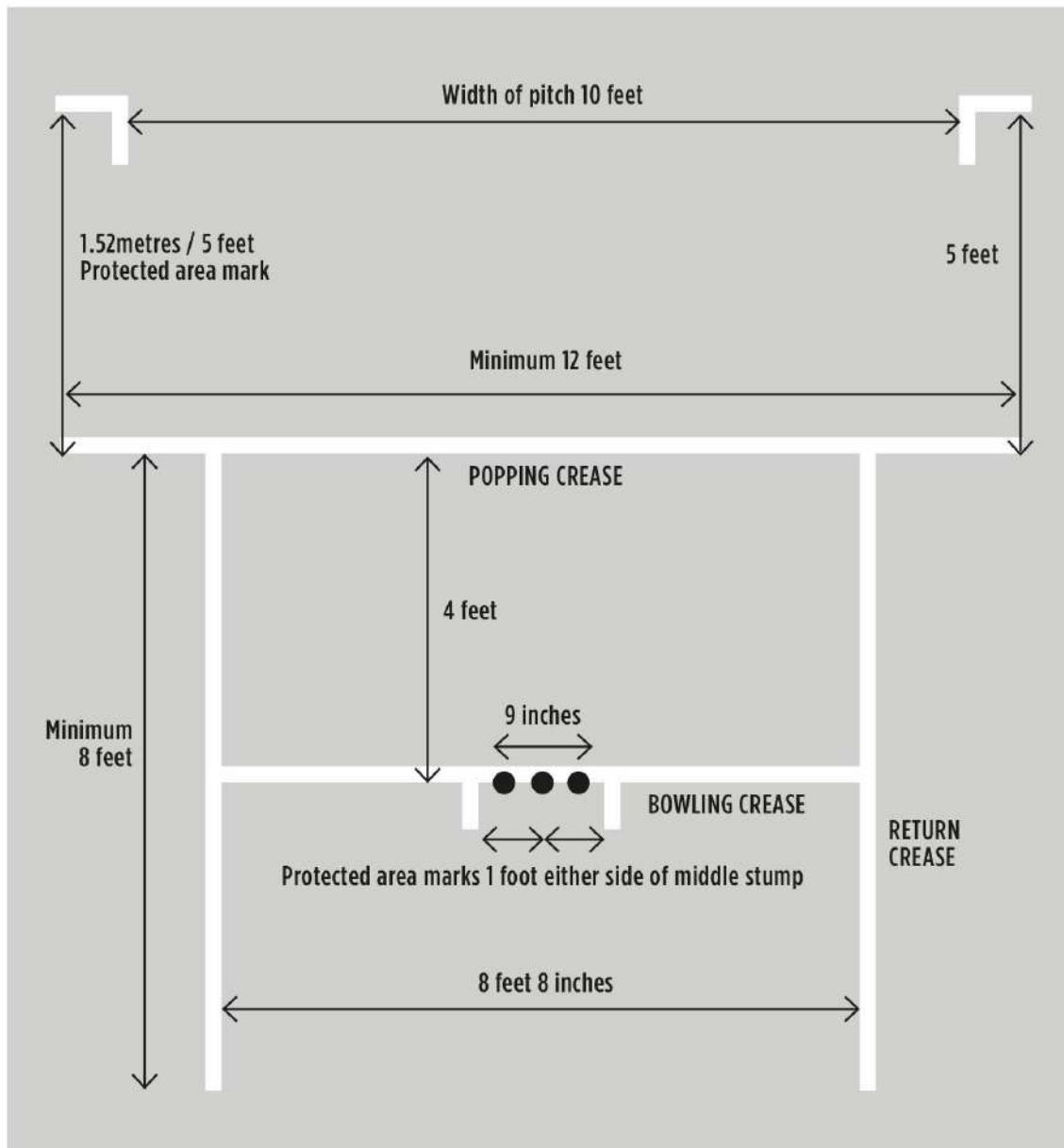
All clubs participating in the competition must comply with the safety guidelines issued by CS in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast-bowling directives. The home club is responsible for the provision of a first-aid kit at all CS Challenge Cup matches.

23. Sanctions

The CMG shall have the power to impose sanctions on any club and / or player and / or team official in breach of the provisions of these rules. Without prejudice to the foregoing generality, the CMG shall have the power (i) to suspend a club's participation in the competition or the Scottish Cup for a specified number of seasons, and / or (ii) to order that, for a specified period of time, a club must play all its matches in the competition at the grounds of its opponents.

PITCH MARKINGS

APPENDIX 1



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

APRIL 2024

EAST OF SCOTLAND CRICKET ASSOCIATION
THE EAST LEAGUE RULES
APRIL 2024



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THE EAST LEAGUE RULES - APRIL 2024

Rev 1 – April 2024

1. ADMINISTRATION OF LEAGUE

The League shall be administered by the General Committee of the East of Scotland Cricket Association (ESCA), in accordance with the League Rules and within the terms of the Constitution.

2. COMPOSITION OF LEAGUE

- 2.1 The League shall be divided into Divisions. The General Committee shall determine annually the number of Divisions and the number of teams within each Division and shall allocate teams to such Divisions. The top East League Division shall be known as the Championship. A specific sub-set of rules apply only to the Championship - these are included as Appendix C.
- 2.2 No club may be represented by more than one team in any one Division with the exception of the lowest division.
- 2.3 The Committee shall have discretion in determining to which Division a team shall be allocated in exceptional circumstances.
- 2.4 A club who is also a member of another regional cricket body (e.g. SPCU) and playing weekend league cricket, may enter a team in the ESCA leagues, in line with the constitution. If a club's team is accepted into the league, this team shall be considered to be their lowest team and shall be named accordingly. No club shall be able to have two teams of the same name/classification playing in different regional bodies' competitions (e.g. no club can have a 2nd XI playing in ESCA and a 2nd XI playing in SPCU).

3. PROMOTION AND RELEGATION

At the end of each season, subject to the provisions of Rule 2.2, promotion and relegation will take place as follows:

- 3.1 A minimum of 2 teams shall be promoted from each Division (except the top Division) to the Division above.
- 3.2 If a team is relegated from Eastern Premier League (EPL) to the top East League Division, and no team promoted from the top East League Division to EPL, the bottom 3 teams in each Division shall be relegated to the Division below.
- 3.3 If either one team is relegated from EPL to the top East League Division, and one team promoted from the top East League Division to EPL, or no team relegated from EPL to the top East League Division and no team promoted from the top East League Division to EPL the bottom 2 teams in each Division shall be relegated to the Division below.
- 3.4 If no team is relegated from EPL to the top East League Division, and one team promoted from top East League Division to EPL, the bottom team in each Division shall be relegated to the Division below.
- 3.5 Any team failing to fulfil three fixtures will be automatically relegated to the next lowest division.
- 3.6 Any team failing to fulfil more than three fixtures shall be automatically relegated two divisions.

- 3.7** Any team failing to fulfil six or more fixtures will be deemed to have withdrawn from the League competition, shall have all results expunged from completed and defaulted games, and shall require to re-apply for admission to the league in accordance with 3.9 below.
- 3.8** To fulfil a fixture a team needs 9 or more players in the Championship and Division 1, 7 or more players in other divisions.
- 3.9** Any team in the lowest Division of the East League failing to fulfil three or more fixtures during the course of the season shall require to apply for readmission to the East League at the next Annual General Meeting of the Association along with any other team seeking admission to the East League.
- 3.10** For each team that has failed to fulfil three or more fixtures in the season, a club must pay a £100 deposit to compete in the League in the following season. The deposit must be paid prior to the 31st March before the start of the following season, or that team will be removed from the League. The deposit will be returned at the end of the following season, provided that the team has fulfilled its fixtures and did not default on more than two occasions.

4. FIXTURES

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

5. TROPHIES AND PRIZES

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

6. PLAYING CONDITIONS

- 6.1** All matches shall be played in accordance with the current MCC Laws of Cricket (2017 Code 3rd Edition - 2022), except as otherwise provided for in ESCA Rules and the following specific exceptions.
- 6.1.1** For Laws 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.2 (Practice on the outfield), 28.2 (Fielding the ball) and 41 (Unfair Play), the provisions allowing for the award of "Penalty Runs" shall only apply where an umpire appointed by Cricket Scotland Match Officials Association (CSMOA) is standing. For the avoidance of doubt, "Penalty Runs" will continue to be applied under Law 28.3.2 where a ball strikes a fielding helmet on the ground.

6.1.2 Law 42 (Players' Conduct) shall only apply where an umpire appointed by CSMOA is standing.

- 6.2** Clubs playing in the Championship and First Division of the East League must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard as shall be determined by the Competitions Committee in its sole discretion.
- 6.3** Although preference should be given to natural turf pitches where possible, an artificial pitch may be used in any Division other than the Championship provided the away team is notified 48 hours before the fixture. If notification is not provided 48 hours in advance, an artificial pitch may be used only with the agreement of both teams.
- 6.4** The home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue to opponents not less than 48 hours before the fixture), regulation stumps and bails, for the proper marking of the pitch and boundary, and for a scoreboard (Rule 17.9). Each team shall otherwise provide its own equipment, including a ball of a type approved by the General Committee. Each team shall bowl with its own ball.
- 6.5** In the event of bad weather the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel (unless an independent groundsman or umpire declares the pitch unplayable), and the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under Rule 11.3 if the weather improves. In the event that a game is called off 24 hours or more prior to the starting time then the away club has the right to host the fixture if the away club can provide a ground and the home team is informed by 6pm on the day prior to the game.
- 6.6** The General Committee shall prescribe from time to time the type or types of ball which may be used for East League matches and may prescribe different balls for use in different Divisions.

7. PLAYERS

Any Club playing a player who is not eligible to be registered as described below in Rules 7.1, 7.2 and 7.3 will forfeit the game(s) in which the player takes part.

- 7.1** Except as provided for by rule 8.6 and juniors as covered by rule 8.3, no player may play East League cricket if they have played a competitive game for any other club in the United Kingdom (UK) that season without first obtaining the permission to do so from the Competitions Committee. Such permission is unlikely to be given unless the request is received by 31 July and where the player's previous club has confirmed that it has no objection to the change of club. The Competitions Committee has the power to overrule the wishes of the previous club. This rule will not apply to midweek competitions or to University or college competitions.
- 7.2** No player may transfer to another East League club during the season without explicit confirmation from the releasing club to the Competitions Committee through the Divisional Representative of the Division in which the 'new' club's 1st XI plays. Any Club playing a player who has transferred without the above permission will forfeit the game(s) in which the player plays.
- 7.3 Overseas Player** (all Divisions except the Championship)

No club may play more than one Overseas Player in any East League match. An **Overseas Player** is any player not qualifying as a Domestic Player as per 7.3 below.

7.3.1 No Overseas Player who has played 1st Class or List “A” cricket as defined by the Association of Cricket Statisticians, may play in any match below Division 2 of the East League.

7.3.2 If an Overseas Player is to be paid for playing cricket, or employed by the cricket club in any capacity, the club must ensure that work permits and other immigration documentation are in order. The Competitions Committee shall have the right to refuse any registration until sight of such documents, or written confirmation that they are not required has been received.

7.4 Domestic Player (all Divisions except the Championship)

A player shall be defined as a **Domestic Player** provided they meet at least one of the following criteria.

7.4.1 A **Domestic Player** is a player who was born in the UK or a player who is resident and has been resident in the UK for at least 90 out of the 120 days before any match. However, even if this residency criterion is met, no player may play as a Domestic Player if they have been a Paid Player (as defined in Appendix C) at any time in the 36 months preceding any match, except with the special permission of the Competitions Committee.

7.4.2 **Where the above residency criterion is not met**, they have received special permission to play from the Competitions Committee. Such permission shall only be granted where the player has a demonstrable, long-term connection to Scotland, or has moved to Scotland for the purposes of education or full-time employment unconnected with employment by a cricket club or cricket-related employment by a school. It is unlikely that such permission will be granted for any player who, in the last 36 months preceding any match, has played cricket as a Paid Player, Overseas Amateur (both as defined in Appendix C) or Overseas Player.

For the avoidance of doubt, it is the responsibility of clubs to ensure that their players comply with the above requirements. Requests for special permission should be made in sufficient time to allow the committee to make enquiries regarding the circumstances. No player may play while a request for special permission is pending.

7.4.3 If a club chooses not to register an Overseas Player or its Overseas Player is not being paid to play cricket, then it may employ one Domestic Player as a paid player. Apart from this, no player may be paid or receive any monetary or other inducement to play cricket, or to facilitate playing cricket in matches under the jurisdiction of ESCA. Expenses as permitted under Rule 9 shall not be deemed to breach this stipulation.

7.5 Selection of Players

The penalty for any breach of these rules will be decided by the Competitions Committee.

If ESCA consider that the use of higher players (outwith the allowance set out in the rules below) is conduct detrimental to the game of cricket (where it may be considered a team has gained a significantly unfair advantage), the match shall be awarded to the non-offending team, with league points being allocated 20-0.

7.5.1 No player who has been selected for a representative squad or team at area level or above, at any age group, shall play in any match in any ESCA competition on the day of the scheduled representative match without the written permission of the manager of the relevant representative side.

7.5.2 No club which has more than one team in the East League or any other League shall be entitled to play any player in different teams engaged in a League fixture in the same weekend, unless specific permission has been granted in advance by the Competitions Committee.

On a weekend when a team has league matches on both Saturday and Sunday, this rule may be relaxed provided that clubs inform their rep in advance and do not use players who normally play for a higher team.

7.5.3 On a Saturday when all a club's teams are scheduled to play, a player who normally plays for a higher team may drop down one team, but not two. The divisional rep should be informed about such 'dropped' players by 12noon on the Friday prior to the match. This will negate suspicion if the match for the higher team is later cancelled. However no more than two players may drop down at the same time even if the above criteria are met. If any club wishes to drop more than two players, permission should be requested from the Divisional Representative.

7.5.4 On a weekend when one (or more) of a club's teams is scheduled to play on a Sunday, a player who normally plays for a higher team may drop down one team, but not two. No player may however drop down more than three divisions (including EPL) without the permission of the Competitions Committee, unless all of the club's teams are playing on the Sunday. The divisional rep should be informed about such 'dropped' players by 12noon on the Friday prior to the match. This will negate suspicion if the match for the higher team is later cancelled. However no more than two players may drop down at the same time even if the above criteria are met. If any club wishes to drop more than two players, permission should be requested from the Divisional Representative.

7.5.5 On a day on which a club has a higher team with no league fixture, it is not acceptable for a player who normally plays in a higher team to move down even one team, unless covered by 7.4.4. Where doubt exists, the divisional rep should be contacted by 12noon on the Friday prior to the match.

7.5.6 Where a player has initially been selected for a higher team and that game is subsequently cancelled, it is not acceptable for the player to move down even one team. Exception may be made in relation to a player who would normally play in the lower team, if the lower team do not have enough numbers to fulfil the fixture (in line with rule 3.8). Where doubt exists, the divisional rep should be contacted by 12noon on the Friday prior to the match, to seek clarification and/or approval.

7.5.7 "Normally" means that once a player has participated in 4 completed or abandoned matches, more than 50% of these are for the higher team.

7.5.8 Penalties – If all a club's teams are playing and the club fails to inform ESCA of a player moving down a team, no penalty will apply.

8. PLAYER REGISTRATION (ALL DIVISIONS EXCEPT THE CHAMPIONSHIP)

8.1 In order that the Competitions Committee may administer the rules relating to player eligibility, clubs should ensure that the majority of players are registered at least 7 days before the first match of the East League Season. Should this not be possible, the club is responsible for contacting the Competitions Committee as soon as possible, but definitely before this deadline. Player registration will be done online using the Cricket Scotland Results Vault website:-

<https://admin-cricketscotland.resultsvault.co.uk>

Clubs must provide, as a minimum, the following information for every player:

- First name and surname
- Date of birth for juniors as specified in Rule 8.3 below
- Indication of overseas status as specified in Rule 7.2 above

- 8.2** Provided that a Club has complied with Rule 8.1 above, it may register additional players until the end of the Monday following the first match in which they have played. The club is responsible for informing the relevant divisional representative of the player, their registration number, their position in the batting order and any other relevant contributions made in the match (i.e. catches or stumpings) by the same deadline so that they can update the match return should it already have been completed.
- 8.3** Players younger than age 16 on or after 1 September of the previous season may play for more than one club and may play two games in a weekend provided that one of the games is not an EPL or Scottish Cup match. The player should be registered with all clubs for whom they play as specified by rules 8.1 and 8.2 with their date of birth completed. Under 16 players may not drop down more than three divisions (including EPL) from their normal team without permission from the Competitions Committee.
- 8.4** The following points deductions will normally be applied where a Club fails to comply with the requirements of rules 8.1, 8.2 and 8.3:
- Failure to complete the preseason registrations as specified in Rule 8.1 - 10 points deduction for all teams within the club.
 - Failure to register one player as specified in Rule 8.2 – 5 points deduction for the team.
 - Failure to register two or more players as specified in Rule 8.2 – 10 points deduction for the team.
- 8.5** No player registered on PlayerReg as a Paid Player may play in any East League match, other than in the Championship.
- 8.6** Players registered with one club may play for a second club provided the agreement is ratified by the ESCA General Committee, and is within the guidance of Appendix D.

9. EXPENSES

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

10. START AND FINISH TIMES

- 10.1** All East League Championship matches shall, unless otherwise agreed by both clubs or where the Committee consider it appropriate and reasonable, commence at 12 noon – see Appendix C. Matches in all other divisions shall commence at 1.00 pm.

Matches shall be concluded by a pre-determined time as follows:

- a) 12 noon or 1pm start, 50 overs. The timings for these Championship matches are defined in Appendix C4.
- b) 1.00pm start, 45 overs, the first innings should be concluded no later than 4.00pm and full game concluded by 7.30pm. This is based on 3 hours per innings (average 4 minutes per over) and a

maximum 30 minute interval.

- c) 1.00pm start, 40 overs, the first innings should be concluded no later than 3.40pm and full game concluded by 6.50pm. This is based on 2 hours 40 minutes per innings (average 4 minutes per over) and a maximum 30 minute interval.

These times include allowances for the fall of wickets, but not for delays due to injury or other exceptional circumstances.

The option to extend by 30 minutes by agreement of both captains is available if a completed game is probable within the following half an hour with both outcomes still possible. Failure to agree will revert the end time previously defined. If the match is not concluded by this time the ELC calculation method should be used to determine the result. Note that this is not applicable for matches in the Championship, where timings are as Appendix C4.

In games without neutral umpires, teams should use the Fair Play score to indicate where a team has failed to meet the timings set out as above. Unless there are mitigating circumstances, the fair play should be marked a point lower than would have otherwise been awarded. This rule does not overrule ESCA rules 14.1 and 14.2, with the Competitions Committee retaining the power to deduct points as deemed appropriate for non-compliance with the Rules of the League. This includes the ability to review the outcome of games that have been decided by ELC method and applying sanctions for misuse including award of games and/or point deductions.

- 10.2** Matches may start at other times with the agreement of both sides prior to the date of the fixture and confirmed with the Divisional Representative, or where a start time has been defined at the start of the season by the ESCA Competition's Sub-Committee.
- 10.3** The Home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the defined start time.
- 10.4** If a team does not have 7 players ready to start by 15 minutes after the defined start time, then that team shall automatically lose the toss.
- 10.5** If a team does not have 7 players ready to start by 30 minutes after the defined start time, there shall be a deduction of 5 points from that team's total points for the season.
- 10.6** If a team does not have 7 players ready to start (9 players in the Championship and Division 1) by one hour after the defined start time, a win shall be awarded to the other team.

Rule	Time after scheduled start	Min. number of players required	Penalty against offending team
10.4	15 minutes	7	Loss of toss.
10.5	30 minutes	7	5 point deduction.
10.6	1 hour	7 (9 in Championship & Division 1)	Win awarded to non-offending team. 20 points to 0.

The provisions of rules 10.5 and 10.6 may be waived by the Competitions Committee if it is satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.

11. DURATION OF MATCHES

11.1 Except as detailed in 11.3 below each team competing in a match shall be entitled to bat for 50 overs in Championship, 45 overs in Division 1 and 40 overs in all divisions below Division 1.

11.2 No points shall be awarded in matches which are not completed, and in which the provisions of Rule 13.1(c) do not apply.

11.3 Where the weather conditions indicate that the full number of overs may not be completed, the umpires have the power, before the call of 'Play', to reduce the number of overs to be played by multiples of 5 overs per side. In games with no appointed umpires, captains can agree to delay the start of the game if there is inclement weather or, if the forecast is poor for later in the day, agree to play a shortened game.

All reductions are subject to a minimum length of 30 overs per innings in the Championship and Division 1, and 20 overs per innings in other Divisions. No reduction in the scheduled number of overs in the first innings is permitted after the start of the match, with the following exception:

If, shortly after the start or toss, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the match may, with the agreement of both captains or in Championship matches the CSMOA appointed Umpire(s), be restarted. Everything occurring before the interruption will be deemed not to have happened, including the toss.

11.4 Other amendments to allow for a quicker completion of the game can be made with prior agreement of both clubs 48 hours in the advance of a game, so long as they do not materially impact the ESCA conditions of the game. A record of all non-standard arrangements must be available on the match day for signing by both captains prior to the start of play and recorded in the match return. Agreements relating to amendments for rain affected matches remain as noted in the ESCA rules.

11.5 In all leagues, excepting the Championship, the following rules shall be observed for rain affected games:

11.5.1 If a game has been affected by weather and a ball has not been bowled by 2.30pm, the match will be abandoned unless both captains agree to extend this by a maximum of 1 hour. No game, irrespective of number of overs the game has been reduced to, shall start the first innings any later than 3.30pm.

11.5.2 If a game has been affected by weather and a ball has not been bowled in the second innings by 5.10pm, the match will be abandoned unless both captains agree to extend this by a maximum of 40 minutes. No game, irrespective of number of overs the game has been reduced to, shall start the second innings any later than 5.50pm.

11.5.3 When playing time has been lost prior to the first innings and, as a result, it may not be possible to provide a full allocation of overs by the finishing time of 6.50pm, the number of overs for both innings shall be reduced in the interval by five over blocks at the rate of 5 overs per 40 minutes (4 minutes per over, per innings) down to 20 overs minimum. Bonus points will be calculated using the ELC method for a reduced overs game.

11.5.4 When playing time has been lost during the first innings, and, as a result, it is not possible for the team batting second to receive its full allocation by the finishing time of 6.50pm, the number of overs for the second innings shall be reduced in the interval by five over blocks at the rate of 5 overs per 20 minutes (4 minutes per over) down to 20 overs minimum. In these matches when it is impossible for the team batting second to receive its full allocation, its target score will be calculated

as a % of the actual score achieved by the team batting first. The table below provides these percentages and it can also be used for matches that have been reduced from the start of the match, under Rule 11.3, to 35, 30, 25 or 20 overs and are then further interrupted.

Scheduled 1 st Innings Overs	2 nd Innings 40 overs	2 nd Innings 35 overs	2 nd Innings 30 overs	2 nd Innings 25 overs	2 nd Innings 20 overs
40	100%	92.6%	84.1%	74.5%	63.4%
35	n/a	100%	90.8%	80.4%	68.4%
30	n/a	n/a	100%	88.5%	75.4%
25	n/a	n/a	n/a	100%	85.1%
20	n/a	n/a	n/a	n/a	100%

Examples:

- i. In a scheduled 40 overs game, Team 1 scores 187. Because of rain interruptions, the 2nd innings after the innings break is due to start at 4.40pm. For a 1pm scheduled start, that means only 2 hour 10 minutes (130 minutes) are left before 6.50pm. At 4 minutes per over, the 2nd innings will be 30 overs. So the Par Score for the tie is 84.1% of 187 = 157.27 rounded down to 157. The winning target for Team 2 is therefore 158.
- ii. A 40 over match scheduled to start at 1pm is unable to start until 2.10pm. 70 minutes have been lost, this equals 17.5 overs for the game (8.75 per innings). Therefore the match is reduced to 30 overs per side. After further rain interruptions Team 1 scores 120. The 2nd innings is due to start at 5.10pm, leaving 100 minutes before 6.50pm cut off. The 2nd innings will therefore be 25 overs and the Par Score is 88.5% of 120 rounded down i.e. 106 for the tie. The winning target for Team 2 is 107.

11.6 In games with no appointed umpires, abandonment of a match (whether due to rain, playing conditions, or other) should be agreed by both captains. If the captains cannot agree, then the route to conclusion of the match shall follow the status quo of play at the point of discussion (e.g. if the match was in play at the point of discussion around abandonment, then play will continue and if the match was not in play at the point of discussion around abandonment, then play will remain halted or match abandoned).

11.7 In the event that a game is agreed to be abandoned between the captains, both captains shall sign the home team scorebook to record the decision. No formal complaint will be allowed to be lodged under rule 15.2. If the two captains do not agree on an abandonment, the home team captain shall notify the divisional rep as such. Notification should be provided in the same timescales as the match return. No formal complaint will be allowed to be lodged under rule 15.2 whether the match abandonment was agreed between the captains or not.

12. BOWLING RESTRICTIONS

12.1 No bowler may bowl more than one-fifth of the total overs scheduled for that innings. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

12.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Appendix A. Infringements shall be penalised as per Rule 12.1.

- 12.3** For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated in the Laws of Cricket (Law 21.10).

13. POINTS

- 13.1** Points known as “result points” and “bonus points” shall be awarded as follows:

- a) **Result Points:** Winning team 20 points. Each team in a tie 15 points. Except in the circumstances governed by 13.1 c), the team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal, or the result under the provisions of 13.1 c) is a tie, the result shall be a tie. No account shall be taken of wickets lost.
- b) **Bonus Points:** No bonus points shall be awarded to the team which wins the match or to either team in the case of a tie.

Batting bonus points shall be awarded as follows:

No. of overs innings scheduled for	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:
50	100	125	150	175	200
45	90	110	130	150	170
40	70	90	110	130	150
30/35	50	70	90	110	130
20/25	40	60	80	100	120

One **Bowling bonus point** will be awarded to the fielding team at the fall of the first, third, fifth, seventh, and ninth wickets. If a side is “all out”, 5 bowling points shall be awarded to the fielding team, regardless of how many wickets fell.

- c) In the event that a match is abandoned, then, provided at least 20 overs of the second innings have been completed, the result will be decided by the ELC method as defined in Appendix B. This will also indicate the number of winning/tie/bonus points to be awarded to the teams.

14. FORFEITURE OF POINTS

- 14.1** The Competitions Committee shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.
- 14.2** Where a team fails to fulfil a fixture on the original date specified by the Competitions Committee or on a substitute date agreed with the Competitions Committee and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match.

Where a club cannot fulfil all its fixtures for a given weekend, the first fixture to be cancelled must be that of its lowest team. Where a club's lower team has played, or is scheduled to play, on a Saturday and their higher team are scheduled to play on the Sunday and the higher team's fixture cannot be fulfilled and therefore forfeited, then the lower team's fixture will also be considered to be forfeited, even if this has already been played.

Any Club forfeiting a game will be responsible for any legitimate expenses incurred by the opposition except in exceptional circumstances as determined by the Competitions Committee. Any such expenses should be intimated to the forfeiting team within 1 week of the match and must be paid within 2 weeks of the match. Any club forfeiting a game on the scheduled day of the game will incur an additional 5 point penalty.

- 14.3** Where member clubs wish to appeal against the penalties arising from sections 14.1 or 14.2 above, they must do so within seven days of the date of the notification of the decision to the ESCA Honorary Secretary. Where member clubs wish to appeal against a decision made by the Competitions Committee, then any such appeal must be received by the ESCA Honorary Secretary within seven days of notification of the Committee's decision. Notification of appeal must include the grounds of appeal with reference to the relevant Rules, and a £100 deposit, which will be returned to the appellant club if the appeal is successful. In the event of an appeal being unsuccessful the appellant club will forfeit the £100 deposit. The appeal will be heard by an independent (non-conflicted) Appeals Sub-Committee, appointed to hear the appeal.

15. MATCH RETURNS AND COMPLAINTS

15.1 Match Returns

The home team in any East League match is responsible for completing the online summary (or full return) by the end of the day following the match and the full return by the end of the Tuesday following the match, including when a match is cancelled or abandoned. In the event of a failure to comply, the Competitions Committee will deduct 5 points for each offence from the total points earned during the season. Should any player not be registered then they should complete the return as far as possible and contact their Divisional Rep to notify of a missing player.

- 15.2** The away team in any East League match must confirm the full match return online within 7 days of the day of the match (within 5 days for the penultimate match of the season (expected to be week 17)), including when a match is cancelled or abandoned. Any requested revision of the points awarded should be submitted to the Divisional Representative within these 7 (or 5) days. If the away club fails to confirm online or make contact with the Divisional Representative, it will be assumed that they have accepted the match return.

15.3 Complaints

Any complaint being made should be submitted on the relevant form on the Association's website and submitted no sooner than 24 hours and no later than 72 hours of the matter taking place/the complainer becoming aware of it – the latter part is important in terms of potential complaints about the use of social media. It is acknowledged that there may be cases where it is impracticable to submit full details within 72 hours and in this case an initial intimation of a likely complaint should be made with the formal complaint made within 7 days. The complaint submission should be submitted with sign off / approval from at least one office bearer from the club concerned.

The complaint must be fully detailed and accompanied by a minimum of two WRITTEN witness statements. No complaint will be considered if this documentation is not submitted as specified above.

All players and officials participating in the East League are bound by the Cricket Scotland Code of Conduct and clubs, players and officials are deemed to know the content of the Code. The process for dealing with complaints is set out in Appendix A of the Constitution.

16. LEAGUE PLACINGS

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

17. UMPIRING AND SCORING

17.1 Wherever possible, umpires to East League games shall be appointed by the CSMOA.

17.2 Where no umpires are appointed under Rule 17.1, each club taking part in a game shall have the right to provide one umpire. Such umpire shall not be one of the 11 players participating in the game, should be registered with CSMOA and hold an umpiring qualification to at least Stage 1 level (as defined by the ECB). Evidence of qualification should be made available on request. These requirements can be waived with the agreement of both captains. A team captain should inform their counterpart that their club has provided an umpire at the earliest opportunity.

17.3 Where only one club chooses to provide an umpire under Rule 17.2, that umpire shall normally stand at one end of the pitch throughout the match (i.e. at square leg and bowler's end for alternate overs). With the agreement of both captains, a single provided umpire may stand at the bowler's end for every over in a game.

17.4 Where fewer than 2 umpires are appointed or provided under Rules 17.1 and 17.2, the match shall be umpired by players or other convenient people operating in shifts.

17.5 **No club shall have a right of objection to any umpire.** All umpires are expected to uphold the Laws and Spirit of the game and make all decisions that are required with strict impartiality.

17.6 Wherever possible, each club shall appoint a scorer for each game, who shall not be one of the 11 players participating in the game. If a scorer is not appointed, the club must provide a standard "box-style" scorebook, score sheet or access to electronic scoring through the "Cricket LiveScore EU" application.

17.7 If fewer than 2 scorers are appointed under Rule 17.6, the score shall be kept by members of the batting side not currently involved in the game. There must be 2 scorers recording the action at all times.

17.8 Where umpires are appointed under Rules 17.1 or 17.2, they shall agree the scores at the conclusion of each innings as mandated in Law 2.15, 3.2 and 16.8. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook, and the captains shall jointly resolve any discrepancies within or between the two scorebooks.

17.9 A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over.

17.10 All clubs are encouraged to support their members in attending training courses and sessions, in order to promote the highest possible standards of umpiring and scoring throughout the Association.

17.11 Appointed umpires are each entitled to a match fee. The amount shall be set each year and confirmed pre-season by Cricket Scotland, in conjunction with CSMOA.

The clubs shall be invoiced by CSMOA through the 'Who's the Umpire' system and payment should be made electronically to CSMOA.

Teams in the Championship shall be subject to rules on umpire pre-payment as set out in Appendix C, which supersedes the above.

18. LEAGUE RULES

18.1 Each East League club shall have a copy of these Rules available at its ground at each League match. The copy can be hard copy or in electronic form.

18.2 These Rules shall be capable of amendment, but only as provided for in the Constitution of the Association or as provided for by 18.3.

18.3 The General Committee or any club may propose a temporary rule. If the rule is passed by 50% or more of those voting at a General Meeting then it will apply for up to 1 year from the date of the meeting. No temporary rule can be extended by a further temporary rule.

APPENDIX A: ECB MATCH DIRECTIVES FOR YOUNG PLAYERS

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Fast Bowling Match Directives

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

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

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

In matches of 20 overs per team, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (i.e. where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

Once a bowler covered by these Directives has bowled in a match they cannot exceed the maximum number of overs per day for their age group even if they subsequently bowl spin. They 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 their spell have been bowled from the same end. If they bowl spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as they revert to bowling fast. The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

Safety Guidance on the Wearing of Cricket Helmets and Faceguards

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

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

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

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Fielding Regulations

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

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

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

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

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet and, for boys, an abdominal protector (box) when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Coaching Regulation

Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the Competitions Committee.

APPENDIX B:

ELC METHOD FOR DETERMINING RESULTS IN ABANDONED MATCHES

This uses a combination of the first team's score, the number of overs bowled* and the number of wickets in hand to determine the result and losing bonus points in abandoned matches. The appropriate chart is used depending on the length of the first innings. To determine a team's 'progress' at a particular point in the innings, find the entry for the number of overs bowled and wickets lost. This figure is multiplied by the first innings score and divided by 100 to give a winning score should the match be abandoned at that point. The resultant figure is rounded down to give the score for a tie with one more run the total for a win.

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

<http://www.eastleague.org.uk/other-pages/rain-calculator/>

Calculation of Bonus Points

The online ELC will indicate the number of bonus points for losing teams.

This works in the following way:

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

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

These can be used to calculate bonus points. Below are 2 examples to show this:

A 200 for 6 off 50

B 135 for 7 off 30

ELC: Team A wins by 22 runs

i.e. Team B were 22 runs behind A so award team B bonus points based on 178 : 22 runs behind A
(200-22=178)

A 200 for 6 off 50

B 135 for 3 off 30

ELC: Team B wins by 34 runs

However, had B been 135 for 6 then A would have won

i.e. Team A were 3 wickets short of victory so bonus points awarded for 7 wickets (3 short of 10)

ELC method of determining a result in interrupted one-day cricket matches

Table of resource percentages used, over by over, for matches scheduled for 50 overs.

Overs bowled	Wickets lost										Overs bowled
	0	1	2	3	4	5	6	7	8	9	
20	24.9	28.2	32.7	38.4	45.9	55.3	66.4	78.2	88.1	95.3	20
21	26.5	29.7	33.9	39.5	46.6	55.8	66.6	78.2	88.1	95.3	21
22	28.2	31.2	35.2	40.5	47.4	56.2	66.8	78.2	88.1	95.3	22
23	29.9	32.8	36.6	41.6	48.2	56.7	67.0	78.3	88.1	95.3	23
24	31.7	34.4	38.0	42.8	49.1	57.2	67.2	78.3	88.1	95.3	24
25	33.5	36.1	39.5	44.0	50.0	57.8	67.4	78.4	88.1	95.3	25
26	35.4	37.8	41.0	45.3	51.0	58.4	67.7	78.4	88.1	95.3	26
27	37.3	39.6	42.6	46.6	52.0	59.1	68.0	78.5	88.1	95.3	27
28	39.3	41.4	44.2	48.0	53.0	59.8	68.4	78.6	88.1	95.3	28
29	41.3	43.3	45.9	49.4	54.2	60.6	68.8	78.7	88.1	95.3	29
30	43.4	45.2	47.6	50.9	55.4	61.4	69.2	78.8	88.1	95.3	30
31	45.6	47.2	49.5	52.5	56.6	62.3	69.7	78.9	88.1	95.3	31
32	47.8	49.3	51.4	54.1	58.0	63.2	70.2	79.1	88.1	95.3	32
33	50.1	51.5	53.3	55.9	59.4	64.2	70.8	79.3	88.1	95.3	33
34	52.4	53.7	55.3	57.7	60.9	65.3	71.5	79.5	88.2	95.3	34
35	54.8	55.9	57.4	59.5	62.4	66.5	72.2	79.8	88.2	95.3	35
36	57.3	58.3	59.6	61.5	64.1	67.8	73.0	80.1	88.2	95.3	36
37	59.8	60.7	61.9	63.5	65.8	69.2	73.9	80.5	88.3	95.3	37
38	62.4	63.2	64.2	65.7	67.7	70.6	74.9	81.0	88.4	95.3	38
39	65.1	65.8	66.6	67.9	69.6	72.2	76.0	81.5	88.5	95.3	39
40	67.9	68.4	69.2	70.2	71.7	73.9	77.2	82.1	88.6	95.3	40
41	70.7	71.1	71.8	72.6	73.9	75.8	78.6	82.9	88.8	95.3	41
42	73.6	74.0	74.5	75.2	76.2	77.7	80.1	83.8	89.1	95.3	42
43	76.6	76.9	77.3	77.8	78.6	79.9	81.8	84.8	89.5	95.3	43
44	79.7	79.9	80.2	80.6	81.2	82.2	83.6	86.1	89.9	95.4	44
45	82.8	83.0	83.2	83.5	83.9	84.6	85.7	87.5	90.6	95.4	45
46	86.1	86.2	86.3	86.5	86.8	87.3	88.0	89.3	91.6	95.5	46
47	89.4	89.5	89.6	89.7	89.8	90.1	90.5	91.3	92.8	95.8	47
48	92.8	92.9	92.9	93.0	93.0	93.2	93.4	93.8	94.5	96.3	48
49	96.4	96.4	96.4	96.4	96.4	96.5	96.5	96.6	96.8	97.5	49
50	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	50
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
Wickets lost											

Team A – 230 for 8 from 50 overs
Team B – 39 overs for 5 wickets
72.2% of 230 = 166.06
i.e. 166 to tie 167 to win

Table of resource percentages used, over by over, for matches scheduled for 45 overs.

Overs bowled	WICKETS LOST										Overs bowled
	0	1	2	3	4	5	6	7	8	9	
20	28.57	31.55	35.51	40.74	47.57	56.31	66.84	78.22	88.10	95.30	20
21	30.50	33.33	37.06	42.00	48.50	56.86	67.06	78.30	88.10	95.30	21
22	32.50	35.15	38.66	43.33	49.50	57.46	67.28	78.34	88.10	95.30	22
23	34.55	37.04	40.33	44.72	50.55	58.13	67.56	78.40	88.10	95.30	23
24	36.66	39.00	42.06	46.16	51.66	58.86	67.90	78.46	88.10	95.30	24
25	38.85	41.00	43.84	47.68	52.77	59.64	68.31	78.57	88.10	95.30	25
26	41.07	43.08	45.71	49.24	54.06	60.51	68.75	78.68	88.10	95.30	26
27	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	27
28	45.84	47.43	49.71	52.67	56.75	62.40	69.75	78.92	88.10	95.30	28
29	48.31	49.78	51.82	54.50	58.31	63.42	70.33	79.14	88.10	95.30	29
30	50.86	52.23	53.96	56.49	59.89	64.56	71.03	79.36	88.13	95.30	30
31	53.46	54.67	56.23	58.50	61.56	65.83	71.81	79.63	88.20	95.30	31
32	56.18	57.23	58.62	60.61	63.34	67.22	72.64	79.96	88.20	95.30	32
33	58.96	59.90	61.13	62.83	65.23	68.73	73.59	80.36	88.26	95.30	33
34	61.82	62.64	63.68	65.21	67.27	70.28	74.67	80.88	88.37	95.30	34
35	64.80	65.51	66.33	67.65	69.38	72.02	75.87	81.44	88.48	95.29	35
36	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	36
37	71.02	71.42	72.09	72.88	74.15	76.01	78.76	83.00	88.83	95.29	37
38	74.26	74.64	75.12	75.77	76.73	78.18	80.47	84.02	89.18	95.30	38
39	77.63	77.90	78.26	78.73	79.46	80.66	82.40	85.23	89.63	95.33	39
40	81.07	81.27	81.53	81.88	82.40	83.26	84.53	86.72	90.21	95.40	40
41	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	41
42	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	42
43	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	43
44	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	44
45	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	45
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
	Wickets lost										

Table of resource percentages used, over by over, for matches scheduled for 40 overs.

Overs bowled	Wickets lost										Overs bowled
	0	1	2	3	4	5	6	7	8	9	
20	33.50	36.10	39.50	44.00	50.00	57.80	67.40	78.40	88.10	95.30	20
21	35.87	38.25	41.40	45.62	51.25	58.57	67.77	78.42	88.10	95.30	21
22	38.30	40.50	43.40	47.30	52.50	59.45	68.20	78.55	88.10	95.30	22
23	40.79	42.82	45.47	49.05	53.89	60.39	68.69	78.67	88.10	95.29	23
24	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	24
25	46.15	47.72	49.97	52.90	56.95	62.52	69.82	78.95	88.10	95.30	25
26	48.95	50.40	52.34	55.00	58.70	63.70	70.50	79.19	88.10	95.30	26
27	51.82	53.15	54.80	57.25	60.52	65.02	71.32	79.45	88.17	95.30	27
28	54.80	55.90	57.40	59.50	62.40	66.50	72.20	79.80	88.20	95.30	28
29	57.92	58.89	60.17	62.00	64.52	68.14	73.22	80.19	88.22	95.30	29
30	61.09	61.95	63.05	64.59	66.75	69.90	74.40	80.75	88.35	95.30	30
31	64.42	65.14	66.00	67.35	69.12	71.80	75.72	81.37	88.47	95.30	31
32	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	32
33	70.70	71.09	71.80	72.59	73.90	75.80	78.59	82.90	88.80	95.30	33
34	73.59	74.00	74.50	75.20	76.20	77.70	80.09	83.80	89.10	95.30	34
35	76.59	76.90	77.30	77.80	78.59	79.90	81.80	84.80	89.50	95.30	35
36	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	36
37	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	37
38	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	38
39	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	39
40	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	40
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
Wickets lost											

Team A – 195 for 8 from 40 overs
Team B – 35 overs for 3 wickets
77.80% of 195 = 151.71
i.e. 151 to tie 152 to win

Other tables
available for
35,30 etc. overs.

APPENDIX C: ESCA CHAMPIONSHIP

The Rules in this Appendix apply to the ESCA Championship and take precedence over any general ESCA League Rule that could overlap.

C1. PLAYERS

For a player to be registered to play in an ESCA Championship match, they must fulfil the requirements of one (or more) of the following categories of players.

- (a) Scottish Qualified Player
- (b) Resident Player
- (c) Paid Player
- (d) Overseas Amateur

The above categories are defined as follows:

- (a) **“Scottish Qualified Player”** shall mean a player who
 - was born in Scotland or
 - holds a UK passport and has a parent who was born in Scotland or
 - has been resident in Scotland for at least 10 months, on aggregate, for each of the immediately preceding three years, save for exceptional circumstances, as agreed by the Competitions Committee. The ‘immediately preceding three year’ period shall mean the three-year period that immediately precedes the date when the PlayerReg application is submitted.

Clubs will be permitted to register Scottish Qualified Players, currently playing outside Scotland, but they may only be registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the player to be granted permission to play.

- (b) **“Resident Player”** is a player who is resident and has been resident in the United Kingdom (UK) for at least 90 days out of the 120 days before any match.

Consideration may be given by the Competitions Committee to waive some or all of the requirements for a Resident Player in suitable cases where the player has moved to Scotland through work or study or marriage or other acceptable reason.

No player may play as a Resident Player or Overseas Amateur if they have been a Paid Player or professional cricketer at any time in the 36 months preceding any match. However, in the spirit of encouraging participation and where it is clear that the player is no longer a Paid Player and has moved to Scotland as above, this provision may be waived if the permission of the Committee is obtained prior to such a player taking part in any match.

- (c) **“Paid Player”** is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket in the ESCA Championship:
 - payment in cash or in kind;
 - accommodation whether free, subsidised, or otherwise assisted;
 - employment, whether full-time or part-time;
 - payment in whole or in part of fares to the United Kingdom from that player’s place of abode.

For the purposes of these rules, the payment of reasonable travelling expenses is permitted without any player being deemed a Paid Player.

A cricket coach is not deemed to be a Paid Player for a member club unless they are paid directly or indirectly for playing cricket for that member club.

Any payment made to a player by Cricket Scotland, or to a player contracted by Cricket Scotland for playing in a match organised by Cricket Scotland, will not render that player as a Paid Player.

Any payment made to a Scottish Qualified player when playing in a trial or an occasional match for an English County will not render that player as a Paid Player.

Each club may register and play only one Paid Player. Where a Paid Player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the Committee.

A Paid Player must possess a Certificate in Coaching Young People and Adults (formerly UKCC 2) or an acceptable overseas equivalent. There shall be no residency requirements for the one permitted Paid Player, but if sourced from outwith the UK, then UK Home Office Immigration Rules must be satisfied.

- (d) **“Overseas Amateur”** is a player who is less than 23 years of age on 31 August of any season in which they play in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket.

An Overseas Amateur must not have played first class cricket or List A cricket in the 24 months preceding any match. There shall be no residency requirements for the Overseas Amateur, but if sourced from outwith the UK, then UK Border Agency regulations must be satisfied.

Each club may register one Overseas Amateur. However, if a club has no registered Paid Player, a second Overseas Amateur may be registered provided that at least one of the two Overseas Amateurs possesses a Certificate in Coaching Young People and Adults (or an acceptable overseas equivalent). In that case, the player with the coaching qualification will be registered as a Paid Player.

Where the Overseas Amateur is unable to play for exceptional reasons acceptable to the Committee, the registration of a substitute Overseas Amateur may be approved by the Committee.

An Overseas Amateur must be registered and available to play by 30 June. This deadline does not apply to a substitute Overseas Amateur that may be approved as above.

Assistance by clubs:-

- (i) Clubs must **not** provide financial assistance towards air fares.
- (ii) Clubs may help an Overseas Amateur by providing accommodation with a member. The club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.
- (iii) Clubs may help in obtaining part or full-time employment for an Overseas Amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.
- (iv) Clubs must, within the approved registration form, disclose full details relating to arrangements and payment for accommodation, airfares and employment. The Committee may request further information before considering the registration for approval.

C2. PLAYER REGISTRATION

- (a) The Committee will provide clubs with access to the PlayerReg system - <https://playerreg.co.uk/> - in which details of all players must be recorded.
- (b) In normal circumstances, all players must be registered on PlayerReg before playing in any Championship match. Details of players to be registered must be entered on PlayerReg no later than 12 noon on the Thursday ('48 hour' rule) prior to that player playing in their first match.
- (c) The Committee may require to see the passport of any player. Possession of a UK passport shall not of itself satisfy the requirements for any of the four playing categories above and shall not give an automatic entitlement for a player who possesses such a passport to be registered to play in any Championship match.
- (d) No club will be allowed to play their Paid Player or Overseas Amateur until it has received confirmation that all required documentation has been received and meets the requirements for registration. The relevant registration forms for a Paid Player and an Overseas Amateur are available from the Championship divisional representative.
- (e) In exceptional circumstances, a player (other than a Paid Player or Overseas Amateur) may be registered on PlayerReg before the end of Monday after the match. Away clubs must immediately inform the home club when this has been done. This timetable is to allow the home side to submit the full online match return on time. Clubs will be sanctioned if it transpires that a player registered after a match does not satisfy the requirements for a 'Scottish Qualified Player' or a 'Resident Player'.
- (f) No player may play in a Championship match, without the prior approval of the Committee, if they have played for any other club in any league or cup competition on a scheduled Championship match day in the same season. This restriction does not apply to students returning to their 'home club' nor to Scottish Qualified Players, who are currently playing outside Scotland and who have been registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the returning player to play without prior approval.
- (g) Players wishing to transfer during the season to an ESCA Championship club from another club must provide the Committee with a written statement from the club for whom they wish to play detailing the player's change of circumstances, together with a written statement from their previous club confirming that they have no objection to the change of club. The Committee has the power to overrule the wishes of the previous club. Such transfer requests after 31 July are unlikely to be approved.
- (h) Team sheets must be exchanged by the captains and a signed copy handed to the umpires before the toss can take place. Another copy must be handed to the scorers.

C3. GROUND FACILITIES

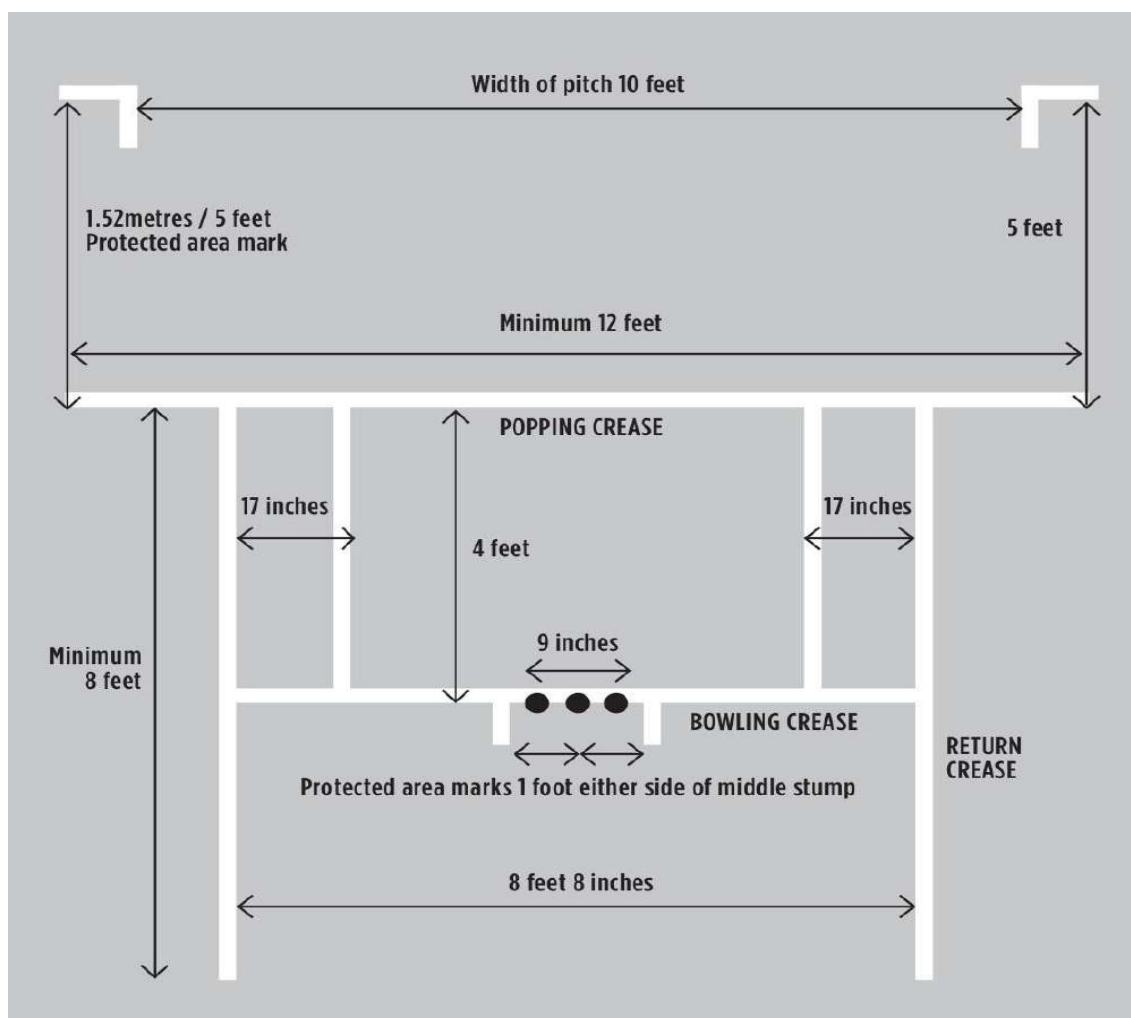
Clubs playing in the Championship must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard as shall be determined by the Competitions Sub-Committee. Any new ground must be approved by ESCA not less than three months prior to the start of the season.

All Championship matches will be played on grass pitches unless in exceptional circumstances and only with the agreement of **both** teams.

The Match / Pitch Report (Appendix C1) submitted online by the umpires via the WTU website will be used to determine compliance with these ground requirements and to assess whether the quality of the pitch meets Championship standards.

C3.1 Pitch Markings

The pitch diagram below includes the offside wide lines (as required under 6. Bowling Restrictions). It is recommended that these offside wide 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 bisects the stumps. Creases shall be re-marked during the interval between innings.



C3.2 Covers

- a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as required. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible. Covers must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.
- b) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained. Whichever covers are used they must protect an area of at least 22.56 metres x 3.66 metres (74 feet x 12 feet).
- c) In addition to the match pitch, clubs are encouraged to make every effort to ensure that bowlers' run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps.
- d) In addition, clubs are encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).

C3.3 Sightscreens

The structure and non-reflective surface of the sightscreens must be in good condition. They must be provided at both ends and must measure a minimum of 4 metres (13 feet) wide and 3.65 metres (12 Feet) high and must be completely outside the playing area. Newly promoted clubs will be given a season where sightscreens are not mandatory, but if they remain in the Championship for a second season, then they will be required.

The requirement for sightscreens may be waived, with the prior written approval of the Committee, if local circumstances or the contours of the ground preclude the provision of sightscreens.

C3.4 Scorebox

- (a) The numbers on the board should show, at least, Total, Wickets, Overs bowled and First Innings Total. They should be of adequate size to be seen from the far side of the playing area.
- (b) The scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. A temporary structure will be acceptable. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90% of the playing area.

C3.5 Scorers

Each club must provide a scorer for every match and this scorer shall not be a player in the match. A failure to provide such a scorer shall give rise to a 2 point penalty on every occurrence after the second failure to do so in that season.

C3.6 Rollers

At least one light roller (75 to 100 kg, 1.5 to 2 cwt) must be available for use during the tea interval to the captain of the side batting second.

C4. MATCH DAYS (see Appendix C3)

Championship matches shall, unless otherwise agreed by both clubs or where the Committee consider it necessary, commence at 12 noon. The scheduled hours of play will be from 12 noon to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, separated by an interval of 30 minutes. In all matches which are scheduled to start at 12 noon 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 7.40pm. This extension will not apply to matches which are scheduled to start after 12 noon.

Slow Play – In matches with appointed umpires, the fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule C5 c)). Based on an allowance of 4 minutes per over, the bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise.

Where the weather conditions indicate that the full number of overs may not be completed, the umpires (or the captains when there are no appointed umpires) have the power, before the call of 'Play', to reduce the number of scheduled overs to be played by multiples of 5 overs per side. All reductions are subject to a minimum length of 30 overs per innings in the Championship.

If, shortly after the start, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the umpires (or the captains when there are no appointed umpires) can decide to restart the match. Everything occurring before the interruption will be deemed not to have happened, including the toss.

If a ball has not been bowled by 3.30pm (4.00pm for a 1.00pm start) the umpires will abandon the match.

In matches when playing time has been lost (except for reasons of slow play) before the start of the second innings and, as a result, it is not possible for the team batting second to receive its full allocation by the finishing time of 7.40pm (or 8.10pm), the number of scheduled overs for the second innings shall be reduced in the interval by 5 over blocks at the rate of 5 overs per 20 minutes (4 minutes per over) down to 30 overs minimum. The second innings in a Championship match must therefore start no later than 5.40pm to ensure a 7.40pm finish for a match scheduled to start at 12 noon or start no later than 6.10pm for a match scheduled to start at 1pm.

In these matches when it is impossible for the team batting second to receive its full allocation, its target score will be calculated as a % of the actual score achieved by the team batting first. The table below provides these percentages and it can also be used for matches that have been reduced from the start of the match to 45,40,35 or 30 overs and are then further interrupted.

Scheduled 1 st innings overs	2 nd innings 45 overs	2 nd innings 40 overs	2 nd innings 35 overs	2 nd innings 30 overs
50	95.0%	89.3%	82.7%	75.1%
45	100%	94.0%	87.1%	79.1%

40	n/a	100%	92.6%	84.1%
35	n/a	n/a	100%	90.8%
30	n/a	n/a	n/a	100%

Once the second innings has commenced, there can be no further reduction in the scheduled number of overs.

Should time be lost after the start of the 2nd innings, then, so long as the scheduled finishing time of 7.40pm or 8.10pm has been reached OR it is agreed to abandon the match, then the result, assuming that 20 overs have been completed, will be decided by the ELC method as defined in Appendix B.

Examples of weather affected matches, including use of the above table:-

1. *Team 1 scores 187. Because of rain interruptions, the 2nd innings after the tea interval is due to start at 5.15pm. For a 12 noon, scheduled start, that means only 2 hours 25 minutes (145 minutes) are left before 7.40pm. At 4 minutes per over, the 2nd innings will be 35 overs. So the Par Score for the tie is 82.7% of 187 = 154.6 rounded down to 154. The winning target for Team 2 is therefore 155.*
2. *A match scheduled to start at 1pm is unable to start until 2.30pm. 90 minutes have been lost, this equals 23 overs, so the match is reduced to 35 overs per side. After further rain interruptions Team 1 scores 160. The 2nd innings is due to start at 6pm, leaving 130 minutes before 8.10pm. The 2nd innings will therefore be 30 overs and the Par Score is 90.8% of 160 rounded down i.e. 145 for the tie. The winning target for Team 2 is 146.*
3. *A match starts on schedule at 12 noon. After 10 overs, an unexpected heavy shower means no play is possible until 3.15pm by when tea has been taken. With only 4 hours 25 minutes remaining until the latest finishing time of 7.40pm, there is insufficient time to continue even with a 50 overs + 30 overs match which would take 70 overs x 4 minutes plus 10 minutes between innings = 4 hours 50 minutes. The only alternative is to re-do the toss and start a new 30 over match lasting 60 x 4 minutes plus 10 minutes = 4 hours 10 minutes. At 6.53pm, after 22 overs of the 2nd innings, rain returns meaning no further play is possible until 7.24pm. Although 22 overs have been completed, and the ELC is available to determine a result, there is still 16 minutes or 4 overs of playing time available during which the ELC result and/or the losing bonus points may change. Play therefore re-commences at 7.24pm and finishes at 7.40pm after 26 overs of the 2nd innings. The ELC is then used to determine the result.*

C5. FIELDING RESTRICTIONS

- a) At the instant of delivery, there must not be more than 5 fielders on the leg side. In the event of infringement, the striker's end umpire shall call and signal 'No Ball'.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two straight lines parallel to the pitch. This fielding restriction area shall be marked by a continuous painted white line or white dots at 5 yard (4.57 metres) intervals, covered by circular white plastic or rubber (but not metal) discs 7 inches (18 cm) in diameter.
- c) In addition to the above restrictions, further fielding restrictions (hereinafter referred to as the Powerplays) shall apply to certain overs in each innings.

Powerplay 1 – no more than 2 fielder shall be permitted outside the 30 yards fielding restriction area at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 – no more than 4 fielder shall be permitted outside the 30 yards fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 – no more than 5 fielder shall be permitted outside the 30 yards fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

Scheduled innings	Overs - Powerplay 1	Overs - Powerplay 2	Overs - Powerplay 3
50 overs	1 - 10	11 - 40	41 - 50
45 overs	1 - 9	10 - 36	37 - 45
40 overs	1 - 8	9 - 32	33 - 40
35 overs	1 - 7	8 - 28	29 - 35
30 overs	1 - 6	7 - 24	25 - 30

At the commencement of Powerplay 2 and Powerplay 3, the umpire shall signal to the scorers by rotating their arm in a large circle.

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

C6. BOWLING RESTRICTIONS

No bowler may bowl more than one-fifth of the total overs scheduled for that innings. The penalty for infringing this rule is the deduction of 5 points for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

Profile Wides will be adopted for use in all ESCA Championship games and are defined as :-

A ball will be judged as Wide if it passes the striker behind their legs when standing in a normal guard position. If the striker moves across to the off side to play the ball and the ball passes behind their legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will it be called and signalled 'Wide ball' by the bowler's end umpire. If the ball would have hit this profile it will not be a Wide.

Any delivery that passes outside or crosses the off side wide line, provided it is not hit by the striker, shall be called and signalled 'Wide ball' by the bowler's end umpire. There is one exception to this Rule : The umpire shall not adjudge a 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.

C6.1 Short Pitched Bowling

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 batter on strike when each fast short-pitched delivery has been bowled.

In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with their 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 their 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, the umpire shall direct the captain of the fielding side to suspend the bowler immediately from bowling. and 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 ESCA who shall take such action as is considered appropriate against the bowler concerned.

C7. FREE HIT AFTER NO BALL

- a) The delivery following a No Ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the No Ball was due to a breach of the Fielding Restrictions (Rule C5).
- d) A bowler may change the mode of delivery for a free hit.

- e) 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.

C8. UMPIRES

- a) Appointed umpires are each entitled to a match fee. The amount shall be set each year and confirmed pre-season by Cricket Scotland, in conjunction with CSMOA. The clubs shall be invoiced by CSMOA through the 'Who's the Umpire' system and payment should be made electronically to CSMOA. Clubs will be invoiced in advance of the season for an amount that CSMOA will use to reimburse the umpires' match fees and expenses. Any monies due/overpaid will be adjusted upon completion of the season. ESCA reserves the right to impose sanctions on any club that fails to provide CSMOA with their monies in good time. Championship umpires will be paid their match fee and travelling expenses by CSMOA through WTU.
- b) Umpires will submit a Match / Pitch Report – online via the WTU website (Appendix C1).
- c) The captain of each team must complete the 'Captain's Report on Umpires' via their WTU login – see Appendix C2. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. Failure to comply with this requirement, by the end of Tuesday following the match, may result in penalties being imposed.

C9. AUDIT OF A CLUB'S COMPLIANCE WITH CHAMPIONSHIP REQUIREMENTS

At the end of each season the ESCA Committee will audit each club's compliance with the requirements of the Championship. In the event that a Club has not met the requirements listed in this Appendix then the ESCA Committee may impose sanctions up to and including automatic relegation to Division 1.

Sub-appendix C1 - ESCA CHAMPIONSHIP: MATCH / PITCH UMPIRES' REPORT (see actual form on WTU)

Fixture:			Date:	
Official:				
Colleagues:				
Form completed by NOT FINAL VERSION				
First Innings			Second Innings	
Team 1		<input type="text"/>	Team 2	<input type="text"/>
Actual Start Time		<input type="text"/>	Actual Start Time	<input type="text"/>
End Time		<input type="text"/>	End Time	<input type="text"/>
Duration of Innings (mins)		<input type="text"/>	Duration of Innings (mins)	<input type="text"/>
Deductions (mins) See Below		<input type="text"/>	Deductions (mins) See Below	<input type="text"/>
Net Duration (mins)		<input type="text"/>	Net Duration (mins)	<input type="text"/>
Scheduled Overs		<input type="text"/>	Scheduled Overs	<input type="text"/>
Actual Overs		<input type="text"/>	Actual Overs	<input type="text"/>
Score (Actual & Par if Applicable)		<input type="text"/>	Score (Actual)	<input type="text"/>
Scorer		<input type="button" value="Yes"/> <input type="button" value="No"/>	Scorer	<input type="button" value="Yes"/> <input type="button" value="No"/>
PITCH REPORT				
Was the pitch dry at the start of the match?			<input type="button" value="Yes"/> <input type="button" value="No"/>	
Was the grass covering uniform? If not give details			<input type="button" value="Yes"/> <input type="button" value="No"/>	
Please rate the performance of the pitch.				
Unevenness of Bounce	5 – None, 4 - Hardly ever, 3 – Occasional, 2 - More than Ideal, 1 - Excessive			
Seam Movement	5 - Some – consistent, 4 - Some Occasional, 3 – None, 2 - More than Ideal 1 - Excessive			
Spin from protected area	5 - Some – consistent, 4 - Some Occasional, 3 – None, 2 - More than Ideal 1 - Excessive			
Carry	5 – Good, 4 - Just Lacking, 3 – Lacking, 2 – Minimal, 1 - Very Minimal			
Give details if the pitch and ground facilities did not comply with ESCA Championship rules. You are welcome to comment on the pitch/outfield/weather and their effect on the quality of the match.				
<p>The online version of this form on WTU should be submitted by the end of Wednesday following the match. By submitting this form, you agree that the opinions are those of both umpires</p> <p>You may save the report as a draft and return later for additional editing. To do this, click the SAVE button below (disc with green tick) without ticking Final Version. To continue editing, follow the same procedure as you used for getting to this stage.</p> <p>Final version: (no more updates) <input type="checkbox"/></p>				
IMPORTANT: You only need to single click the Save icon below. Please do not double-click.				

Sub-appendix C2 - CAPTAIN'S REPORT ON APPOINTED UMPIRES

Competition:
Fixture:
Fixture level:
Official:
Colleagues:
Form completed by NOT FINAL VERSION

Please rate the performance of the umpire

(Please refer to the scoring matrix below)

	Challenging	Quite Chall'	Average	Easy
Excellent	10.0	9.5	8.8	8.1
Very Good	9.9	9.4	8.7	8.0
Good	9.7 or 9.8	9.1 to 9.3	8.4 to 8.6	7.8 or 7.9
Satisfactory	9.6	8.9 or 9.0	8.2 or 8.3	7.7
Not Satisfactory	7.6	7.5	7.4	7.3
Poor	6.8 or 7.2	6.8 or 7.1	6.8 or 7.0	6.8 or 6.9

Degree of the difficulty

Challenging
Quite Challenging
Average
Easy

Overall Performance

Excellent
Very Good
Good
Satisfactory
Not Satisfactory
Poor

Score

Quality of the Match Ball?

Good
Satisfactory
Poor

Was the match played on a difficult pitch or in adverse weather conditions?

Yes No

If "No", please provide details

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The content of this report is subject to CSMOA's Privacy Notice, please view this at www.csmoa.org.uk/privacy

This form (one for each umpire) must be submitted online via a Captain's WTU login by the end of Tuesday following the match.

Sub-appendix C3 – ESCA CHAMPIONSHIP CALCULATION SHEET FOR WHEN DELAYS OCCUR.

Delay before the Start of the 1st Innings

Net playing time available at the scheduled start time (100 overs x 4 mins).	400 mins (A)
Playing time lost.	_____ (B)
Extra time available (30 mins for scheduled 12 noon start, none for later scheduled start).	_____ (C)
Extra time available (20 minutes) from reduced interval if tea taken early during delay.	_____ (D)
Remaining net playing time available (A – B + C + D).	_____ (E)

Overs and Fielding Restrictions

Overs in match (E/4) (round down to nearest multiple of 10).	_____ overs (F)
Max. overs per team (F/2) (minimum 30 overs).	_____ overs (G)
Max. overs per bowler – (G/5).	_____ overs
PowerPlay Overs – (see table in Rule C5 c)	

Rule C4 (paragraph four): If, shortly after the toss or start, there is a significant interruption, sufficient that it becomes unlikely the scheduled game can be completed, the umpires (or the captains when there are no appointed umpires) can decide to restart the match. Everything occurring before the interruption will be deemed not to have happened, including the toss. Except in this circumstance there can be no further reduction in the number of overs in the first innings once the first innings has started.

Interruptions before the Start of the 2nd Innings

Playing time available before the latest finishing time (7.40pm or 8.10pm).	_____ mins (H)
Overs in 2nd innings (H/4) (round down to nearest 5 overs, minimum 30 overs).	_____ overs (I)
Max. overs per bowler – (I/5).	_____ overs
PowerPlay Overs – (see table in Rule C5 c)	

Once the 2nd innings has commenced, there can be no further reduction in the scheduled number of overs. Should time be lost after the start of the 2nd innings, then, so long as the scheduled finishing time of 7.40pm or 8.10pm has been reached OR it is agreed to abandon the match, then the result, assuming that 20 overs have been completed, will be decided by the ELC method as defined in Appendix B.

APPENDIX D: DUAL REGISTRATION

1. Dual Registration - Joint Teams :

An agreement can be made between two clubs allowing the lowest team players from one club to play for the lowest team in the second club. This agreement for 'Dual Registration' must be in accordance with the following:

- a) To maximise participation and to minimise the call-off of games.
- b) Not to assist teams push for promotion or avoid relegation.
- c) Clubs wishing to apply for dual registration must contact the ESCA General Committee clearly stating their reason(s) for applying.
- d) Application should be made at least 7 days before the first match of the East League Season (in line with registrations rule 8.1) in which the dual registration is to be in force. In exceptional circumstances, the ESCA General Committee shall have the right to review and approve applications made during the season.
- e) In instances where a joint team is created it shall be deemed to be the lowest team for each club when considering the rules.

2. Dual Registration - Players Playing for Other Clubs :

- a) Any player ("guest") not required by their own club may make themselves available to any team not more than 3 divisions below that of the team they normally (as defined under 7.4.6) play for.
- b) The guest player must have written permission (including electronic communication) from their own club and the Divisional Representative of the team for which the guest is playing must be informed prior to the start of the match. The guest must be registered by that team in the normal way with "(G)" appended to the player surname, or by using the Player Transfer function in Results Vault.
- c) A player may not play for more than one club in the same weekend.
- d) The Guest Player must play in the lowest team in the host club.

APPENDIX E: PROPOSED EXPERIMENTAL RULES FOR 2024

(ALL LEAGUES)

It is proposed that the following rules will be implemented in an experimental manner for the 2024 season. These rules are considered to be mandatory in all games, as will reporting feedback on the implemented rules (including of start and end time of all innings) through the existing match return portal.

Fairplay Scores

Any team whose fair play score is below 2.4 at the half way point of the 2024 season, will be formally advised by ESCA that they are on probation. Any team that is on probation, which has a fair play score for the second half of the 2024 season below 2.4 will be subject to a 20 point deduction at the end of the season. Please note that the scores for the first half of the season are not included in the scores for the second half of the season. Each half of the season is dealt with separately. Any team that suffers a points deduction at the end of the 2024 season will also be deemed to be on probation at the start of the 2025 season.

Any team which was not on probation at the half way point of the season, but which has a fair play score below 2.4 for the second half of the 2024 season, will be on probation at the beginning of the 2025 season. Any team, which is on probation at the start of the 2025 season, which has a fair play score for the first half of the 2025 season below 2.4 will be subject to a 20 point deduction at the half way point of the 2025 season. That team will also be deemed to be on probation for the second half of the 2025 season. Any team which was not on probation at the start of the 2025 season, but which has a fair play score below 2.4 for the first half of the 2025 season will be on probation for the second half of the 2025 season. Any team that is on probation, which has a fair play score for the second half of the 2025 season below 2.4, will be subject to a 20 point deduction at the end of the season. That team will also be deemed to be on probation at the start of the 2026 season.

Fair play scores should be entered by each team for all matches for the first half of season before the Saturday of week 10. Scores should be entered for the second half of the season no later than 7 days after the Saturday of week 18. The scores should not be entered on the day of the match to allow for a cooling down period. Scores can be entered for uncompleted games, or marked as not applicable if insufficient play has taken place for a score to be reasonably given. Cancelled matches should be marked as not applicable.

The scores will continue to remain confidential, but scores of 5, 2 or 1 will require a detailed explanation. ESCA will review and, if necessary, challenge scores that appear to be unjustified or lack sufficient explanation. The Competitions Committee may delete a fair play score and replace it with another score if they consider the score given to be unjustified or lacking sufficient explanation. Any team which fails to enter fair play scores for all games completed in each half of the season, will be subject to a points deduction of up to 5 points for each half of the season. The severity of the points deduction will be determined by the number of scores not entered.

For the avoidance of doubt, the first half of the season is weeks 1 to 9 and the second half of the season is weeks 10 to 18.

Any team which suffers a points deduction, either as a result of low fair play scores or for failing to enter fair play scores, may appeal to the Competitions Committee in the usual manner, using the normal procedure. There is no right of appeal for a team being put on probation.

Teas

All teams must notify the Divisional Rep for the league they play in as to whether they intend to provide tea to away sides during the course of the season. This must be done at least 7 days before the first match of the East League Season.

It is acknowledged that clubs may need to change their default position during the season or may choose to do so with respect to 'reciprocal tea' arrangements. In this instance, the home club must advise the away side and Divisional Rep of a change in their default position a minimum of 3 days before the match taking place, to allow the away side time to advise their players and make alternate arrangements.

Feedback on rules

As part of the normal ESCA match returns, the home team shall also record the start and end times of both innings, whether tea was taken during the minute interval and whether there was any reason for delays. If the home team is unsure of the correct time of each innings, then this should be noted on the return, rather than including a potentially incorrect time. ESCA will undertake spot checks with away teams to ensure correct times are being recorded.

ESCA will seek to get feedback on the suitability and use of the experimental rules throughout the season. ESCA will then undertake a feedback exercise post-season to determine suitability of the rules for inclusion for 2025.

APRIL 2024



Eastern Premier League

Match, Administration & Club Criteria Rules 2024

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ADMINISTRATION RULES

AR1. OBJECTIVES

The League shall be known as the Eastern Premier League (hereinafter referred to as “the League”).

The objectives of the League shall be:

- (a) To provide a forum for the top qualifying clubs in the East of Scotland to compete in a league competition, with the aim of increasing participation and improving standards of club facilities.
- (b) To promote Club Cricket at its highest level to all stakeholders.
- (c) To ensure that Clubs comply with the playing & training facilities and coaching standards detailed in the Rules below.
- (d) To ensure each member club within the League meets the requirements of the Eastern Premier League Criteria.

AR2. MANAGEMENT AND ADMINISTRATION

- (a) The League is arranged by and played under the auspices of Cricket Scotland with the East of Scotland Cricket Association (ESCA) and the Strathmore & Perthshire Cricket Union (S&PCU).
- (b) The League shall be administered by the East League Management Group (ELMG) on behalf of ESCA and S&PCU
- (c) The ELMG shall administer the League in accordance with these Rules. The ELMG shall be the sole interpreter of the Rules with the power to discipline or sanction any club or player in breach of the Rules (including the right to deduct points) with the proviso that any decision can be subject to appeal to the CS Appeals Committee.
- (d) The ELMG may relieve a club from the consequences of a failure to comply with any provision of these rules where that failure is shown to be due to mistake, oversight, or other excusable cause. Where the ELMG so relieves a club from the consequences of a failure to comply with a provision of these rules the ELMG may impose any condition it thinks fit in order (i) to ensure that an equitable result is achieved, and (ii) to ensure future compliance with the rules.
- (e) Each club shall be a fully subscribed member of Cricket Scotland prior to the start of each season.
- (f) The composition of the ELMG for the season is as follows.

- | | |
|-------------------------------|---|
| • Chair | Hugh Parker [Carlton] |
| • Secretary | George Burns [georgeburns@cricketscotland.com] |
| • ESCA Representative | David Gibson [Stewart's Melville] |
| • SPCU Representative | Graham Ferguson [Perth Doo'cot] |
| • Club Representative North | Douglas Lawson [Falkland] |
| • Club Representative South | Charlie Clark [Heriots] |
| • Player Representative North | Charles Clark [Meigle] |
| • Player Representative South | Caleb Whitefoord [RH Corstorphine] |
| • CSMOA Representative | Willie Ferguson |

AR3. COMPOSITION OF LEAGUE

The League shall comprise ten teams, or in exceptional circumstances a suitable number as determined solely by the ELMG.

At the end of the season the following provision will apply:

Eastern Premier League

- The bottom club will be relegated to the top Regional League of ESCA or S&PCU, whichever is applicable.

Top Regional Leagues

- The leading eligible first XI team in these Leagues will play off against each other to determine which club is promoted to the Eastern Premier League.

Any additional League vacancies, arising either from failure of member clubs to comply with the Rules of the League, or from voluntary resignation from the League, shall be filled, on merit, from clubs throughout the East of Scotland on the decision of the ELMG. Such clubs will be those, which, in the opinion of the ELMG, best meet the playing standards sought from member clubs.

The ELMG reserves the right, when external circumstances during a season have significantly impacted the league, out with the control of the ELMG & the clubs, for no club to be relegated.

AR4. REGIONAL LEAGUES

- (a) "Regional League" shall mean the following leagues: The East of Scotland Cricket Association; the Strathmore and Perthshire Cricket Union.
- (b) "Regional League Clubs" shall mean any club playing in either of the Regional Leagues.
- (c) Any Regional League club wishing to obtain membership of the League by participating in the end of season play-offs (or by any other means) must be satisfying the requirements of the Eastern Premier League Club Criteria (See Appendix 2) by 30th June in the season they are wishing to be promoted.
- (d) Any Regional League club wishing to obtain membership of the League must have a Second XI playing regular league cricket.
- (e) Any Regional League club wishing to obtain membership of the League by participating in the end of season play-offs (or by any other means) must have finished in the top 4 league positions of the regional league in the season they wish to be promoted.

AR5. LEAGUE PLACINGS

- (a) League placings will be determined by expressing the points awarded as a percentage of the 25 maximum result points available in all completed matches.
- (b) In the event that more than one team shall have an equal percentage – their placings will be determined by their net run rate (NRR) in all completed matches. If this does not separate the sides, then their placings will be determined, firstly, according to the points gained in matches between the sides, and secondly if still equal, according to their respective cumulative NRR in the matches between the sides.

- (c) If this fails to separate the teams then the ELMG will arrange for the teams to compete against each other in order that a decision is reached, but only if this is required to establish the winner of the League or the club to be relegated from the League.
- (d) A team's NRR is calculated by deducting from the Run Rate per 100 balls scored by that team throughout the season, the Run Rate per 100 balls scored against that team throughout the season.
- (e) Only those matches where results are achieved will count for the purpose of NRR calculations.

AR6. COMPLAINTS

- (a) Any complaint by one club against another club must be notified to the ELMG in writing within seven days of the event, otherwise they may be considered time-barred by the ELMG.
- (b) A complaint will not be time-barred if the club making the complaint can demonstrate to the satisfaction of the ELMG that (i) it could not reasonably have become aware of the event which is the subject of the complaint within seven days of the event occurring, and (ii) that the club has made the complaint within seven days of becoming aware of the event.
- (c) On receipt of the complaint the ELMG will, where appropriate, as soon as practicable invite reports from all parties involved. Any such report which has been requested must be back in the ELMG's hands within seven days of its letter requesting the report.
- (d) Once all reports have been received, and once any additional information has been obtained, a meeting of the ELMG will be convened, if appropriate, at the earliest opportunity to consider the matter. Any member of the ELMG with an interest in the case will not take part in that meeting. Any club which is involved may attend the meeting.
- (e) After the meeting the decision of the ELMG will be communicated as soon as practicable to all parties involved. Any decision of the ELMG can be subject to appeal to the CS Appeals Committee.
- (f) For the avoidance of doubt, this rule relates to complaints by one club against another where the complaining club seeks a remedy (such as, for example, an award of points) against the accused club. Nothing in this rule shall disentitle the ELMG from investigating any matter and, where appropriate, sanctioning a club in default notwithstanding the fact the complaint by the complaining club is time-barred.

AR7. DISCIPLINE

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <https://www.cricketscotland.com/about/code-of-conduct-and-policies/>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

AR8. SANCTIONS

8.1 Power to Impose Sanctions

Subject to:

- (i) the particular procedures laid down in Admin Rule 8.4, and
- (ii) the particular penalties set out in Admin Rules 8.2, 8.3, 8.5, 8.6, 8.7 and 8.8.

If any member club fails to comply with any of the provisions of these rules then the ELMG shall have the power to impose any sanction upon the club including, without prejudice to the foregoing generality, any one or more of the following sanctions:

- (a) to require the club to carry out such remedial action as the ELMG deems appropriate within such time limit as to the ELMG shall seem reasonable in all the circumstances.
- (b) to order that the club be deducted points whether for the current season or for the following season and
- (c) to disqualify the club from membership of the League.

For the avoidance of doubt, the ELMG may suspend the operation of a sanction or part of a sanction for such time as it shall consider appropriate to afford the club an opportunity of securing compliance with the particular rule which has been breached.

8.2 Failure to Comply with Eastern Premier League Club Criteria (see Appendix 2)

- (a) The club shall be warned and must rectify the failure by the start of the following season.
- (b) Failure to rectify by the start of the succeeding season of the initial warning under 8.2 (a) will result in a points deduction for that season.
- (c) Failure to rectify thereafter may result in the club being disqualified from the League under Rule 8.1 (c).

8.3 Breach of Admin Rule 10 (Fixtures)

If a club cannot raise a team and fails to fulfil a fixture it will be subject to a sanction by the ELMG. Full points shall be awarded to its opponent and no points awarded to the conceding club. On the second occasion a club in any division cannot raise a team and fails to fulfil a fixture it will be expelled from the League and all matches played by that team declared null and void.

8.4 Breach of Admin Rule 11 (Playing Conditions)

- (a) Where, in the opinion of the ELMG, there is ongoing concern about playing conditions at a club and it appears to the ELMG that a long-term solution is required to resolve the concern, the following provisions shall apply:
 - (i) In the first instance the ELMG shall attempt to agree with the club a plan for remedying the breach and a timescale within which that remedy is to be implemented; but
 - (ii) If no such agreement is reached or if the club fails to implement an agreement which has been reached then the club shall be liable to sanction in accordance with Rule 8.1, provided always that prior to any sanction being imposed the club shall have the opportunity to be heard either in person or by written submissions.

- (iii) If a pitch is deemed unfit / dangerous for play by the umpires prior to play or once a game has started the matter will be referred by the umpires to the ELMG and the home club may be deducted **twenty five (25)** points. The visiting team will not be awarded any points in such an eventuality. Any subsequent abandonments will result in a doubling of the previous points penalty. This rule will not be applied where abnormal weather conditions have influenced the nature of the ground either prior to the game or once the game has started.
- (b) Nothing in paragraph (a) of this Rule (8.4) shall prevent the ELMG from imposing sanctions in accordance with Rule 8.1 for a breach of Rule 11 where, in the opinion of the ELMG, the breach does not require a long-term solution and was caused by fault on the part of the club.

8.5 Breach of Admin Rule 13 (Match Administration)

The following provisions shall be applicable in the cases of clubs which are in breach of any or all of their obligations under Admin Rule 13 (Match Returns):

- (a) on the occurrence of the first such failure the club shall be warned about its future conduct
- (b) on the second such occurrence the club will be deducted **five (5)** points.
- (c) on the third such occurrence the club will be deducted a further **ten (10)** points.
- (d) on the fourth such occurrence the club will be subject to sanction by the ELMG in accordance with Rule 8.1.

8.6 Breach of Playing Rule 1 (Players) and Playing Rule 2 (Player Registration)

In the event of any breach of Playing Rule 1 and / or Playing Rule 2 the ELMG reserves the right to deduct points from the club concerned. A minimum penalty of **five (5)** point will be automatically imposed for any such breach. The maximum points which can be deducted shall be the maximum points which were available to the team from the game(s) in which the breach(es) occurred.

8.7 Failure to Provide Scorer

All member clubs must provide a competent scorer for every match. A failure to do so shall give rise to sanctions on the following scale:

- (a) on the occurrence of the first such failure the club shall be warned about its future conduct.
- (b) on the second such occurrence the club will be deducted a further **five (5)** points
- (c) on the third such occurrence the club will be deducted a further **ten (10)** points
- (d) on the fourth such occurrence the club will be subject to sanction by the ELMG in accordance with Rule 8.1.

8.8 Disqualification of Clubs

The following shall apply where a club is disqualified under Rule 8.1(c):

- (a) If any club is disqualified under Admin Rule 8.1(c) during the course of a season all results in all League matches in which the disqualified club participated in that season shall be declared null and void.
- (b) If any club is disqualified under Admin Rule 8.1(c) after the end of a season then the following shall apply:

- (i) all results from all League matches in which the disqualified club participated in that season shall continue to apply for all purposes (subject to paragraph (ii) below) notwithstanding that club's subsequent disqualification.
- (ii) the disqualified club (or clubs as the case may be) shall, for the purposes of relegation within or from the League be deemed to finish in the last place (or the last places as the case may be);
- (iii) the ELMG shall be responsible to do anything necessary to ensure that the correct number of teams shall play in the League in the following season including (without prejudice to the foregoing generality) inviting Regional League Clubs to become members of the League.

8.9 Right of Appeal

Any club which is sanctioned in accordance with this rule may appeal to CS under the appeals procedure set up by them. Any Club submitting an appeal must also lodge a bond of £100 which will be returned to the Club if the appeal is successful.

AR9. YOUTH PLAYING AND COACHING REQUIREMENTS

All existing League clubs and all clubs wishing to become members of the League must operate a youth coaching and playing programme in accordance with the Eastern Premier League Club Criteria on Participation (Section 2 of Appendix 2) and Coaching (Section 3 of Appendix 2).

All clubs should have an appointed Child Protection and Wellbeing Officer (CPWO) who should meet the Cricket Scotland requirements for a CPWO which includes being a member of the Protection of Vulnerable Groups Scheme for their club.

AR10. FIXTURES

- (a) The ELMG shall arrange fixtures for the League.
- (b) If any club finds that their ground is unavailable after the fixtures are issued, they will be responsible for finding a suitable alternative venue, which must be acceptable to the ELMG. If clubs are unable to find a suitable alternative venue, then they may be liable to forfeiture of the game and the points awarded to their opponents.
- (c) If any club finds that, within 7 days of any particular fixture, its ground is 'out of bounds' due to extenuating circumstances as agreed with the ELMG, it may request permission to find a suitable alternative venue, which must be acceptable to the ELMG. If that club is unable to find a suitable alternative venue then the match will be cancelled and declared null and void.
- (d) No alteration to the fixtures so arranged shall be permitted other than with the prior consent of the ELMG.
- (e) Fixtures will be arranged on the basis of
 - each team playing all other teams in the League on a home and away basis, giving a total of eighteen scheduled League Matches
 - a fixture which is not played, or which is deemed to be uncompleted in terms of Rules 17 to 21 inclusive shall not be re-arranged.
 - Clubs having 4 or more players away on a single match day on International duty (Scotland, Scotland 'A' or Scotland U19) may seek a re-arrangement of the game as follows:

- The club and its scheduled opponents **MUST** arrange to play the match within the next 4 Sundays (including the Sunday immediately post the original scheduled date). If there are not 4 Sundays left in the season, then the number of Sundays available will be reduced to the maximum number available **PRIOR** to the original scheduled end date of the season. Should the final Sunday of the window fall on a Scottish Cup tie then the ELMG will rule on the date/result of any game
- The default date for the match will be the final Sunday of the window above.
- Any ruling by the ELMG is deemed to be final.

(f) Health & Safety Circumstances

If, for wholly health and safety circumstances beyond the control of the club concerned, a fixture must be cancelled, the cancellation will be notified as soon as possible to the ELMG and the other participating club. In these circumstances no points will be awarded.

AR11. PLAYING CONDITIONS

- (a) In all matches the Laws of the Marylebone Cricket Club (*2017 Code 3rd Edition- 2022*) shall apply except as amended in these Rules. Law 42 will apply even if only one CS appointed umpire is in attendance.
- (b) All clubs are responsible for providing facilities, which comply with League standards. The provision of sightcreens (Rule 11.6), covers (Rule 11.8) and at least one roller (Rule 11.10) is mandatory. LED stumps and bails are permitted.
- (c) Before the toss the home side should inform the visiting captain what roller(s) is (are) available.
- (d) Any League club whose facilities do not meet the requirements given below may be subject to sanctions as detailed in Rule 8.
- (e) Every League club requires to have a minimum of one person who is qualified:
 - (i) to at least I.O.G. (Institute of Groundsmanship) Level 1 (parts A and B) and is also active in ground preparations for that club or
 - (ii) by experience. Qualification by way of IOG certification requires to be evidenced by means of the production of certificates and, if by experience, by application to the ELMG for accreditation.
- (f) Umpires and Captains will submit a completed Pitch Report Form (Use the form on Who is the Umpire application: <https://www.whostheumpire.com>) on the performance of the pitch in every match. Each pitch is expected to achieve a rating of 'Satisfactory' or better and clubs are expected to achieve an average pitch rating of 'Satisfactory' or better throughout the season. Failure to achieve the latter may lead to a sanction by the ELMG in accordance with Rule 8.4

11.1 Cricket Balls

The grade of ball to be used in all matches shall be laid down by the ELMG.

11.2 Pitch and Square

- (a) All pitches must be of grass or an approved hybrid surface.

- (b) The square must be well maintained and in good condition with the whole of it being mown to a length not exceeding 16 millimetres ($\frac{5}{8}$ inch). The pitch must be prepared to the highest standard possible and clearly distinguishable from the remainder of the square. The length of grass on the pitch on the day of the match must be no more than 6 millimetres ($\frac{1}{4}$ inch) and shall be marked and rolled before play. Any holes or ruts on the square caused by previous matches must be levelled, filled and firmed before a subsequent match.
- (c) The pitch must be appropriate for matches of at least 100 overs duration. The bounce of the pitch should be true and predictable throughout the match and should not produce excessive spin or movement off the seam. The pitch shall not be watered during the match.
- (d) The popping crease shall be marked to a minimum of 3.65 metres (12 feet) to conform to Law 7 and the protected area for the bowlers follow through (Law 42 - 11b) shall be indicated with markings off the playing surface 1.52 metres (5 feet) in front of the popping crease and also on the bowling crease 30.5 centimetres (1 foot) either side of the middle stump. The crease shall include markings for off side wides. (see Appendix 2) The width of the crease markings shall be no less than 12 millimetres ($\frac{1}{2}$ inch) and no more than 25 millimetres (1 inch).
- (e) Stumps must be properly matched sets in good condition and with matching bails. The stumps shall be pitched by the Home Club at least 10 minutes before the scheduled start with holes adequately watered to allow easy resetting by the umpires. The pitch shall be swept and re-marked (and rolled if requested) during the interval between innings.
- (f) Any club which fails to have the required mandatory pitch markings, 30 yard circles, and boundaries marked as per rule 11.2, 11.4 and 11.5 will be subject to a report by the umpires. In addition, failure to remark the pitch during the interval between innings will be reported by the umpires. The umpires will inform the captain of the home team of any such report(s). The home club may be subject to sanction (see Rule 8).

11.3 Outfield

The outfield must be well maintained and adequately drained. It must be mown to a length not exceeding 19 millimetres ($\frac{3}{4}$ inch) with no noticeable grass cuttings. Balls should be able to run true and the outfield must be free of holes, ruts or other obstructions which might pose a hazard to fielders.

11.4 Boundary

The boundary must be clearly marked by rope, boards, or white line. Where a rope is used, markers may also be used, but where a white line is used, markers must also be used. Such markers shall be at regular intervals not more than 18.3 metres (20 yards) apart. Alternatively, where a gutter is used the edge shall be cleanly cut; if a picket fence or advertising boards form part or all of the boundary they shall be secure and in good condition. No boundary shall be less than 45.75 metres (50 yards) from the centre of the match pitch without explicit dispensation being given by the ELMG.

11.5 Fielding Circle

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 27.45 metres (30 yards). 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.

11.6 Sight Screens

- (a) **Where Sight Screens are being used**, the structure and non-reflective surface of the must be in good condition. They must measure a minimum of 4 metres (13 feet) wide and 3.65 metres (12 Feet) high and must be completely outside the playing area. Screens must be properly positioned outside the boundary before the commencement of play and provided at both ends. The screens may be mobile or fixed but must be of sufficient width and height to allow the batsmen to see the bowler's delivery from either over or around the wicket without impediment.

Pink Ball	Red Ball	White Ball
Desirable	Mandatory	Mandatory

These requirements may be waived if local conditions preclude the provision of sights screens.

- (b) Ideally a rope should be provided to define the boundary and this area must be of a sufficient size to allow screens to be moved from side to side without adjusting the ropes. Where a rope is not possible, boards or a white line with boundary flags must be provided.

11.7 Scorebox

- (a) The numbers on the board should show at least: Total (or information sufficient to inform the team batting second of the runs they require to win the match); Wickets; Overs Bowled; First Innings Total; Duckworth Lewis Stern Score; where possible indicate which Powerplay is in force by displaying 'P1'(etc) and be of adequate size to be seen from the far side of the ground.
- (b) The scorebox should, ideally, be visible from the Pavilion, players' viewing area and playing area. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90 per cent of the playing area. The scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. The system for changing the numbers should be easily accessible to the scorers, simple to operate and in full working order.

11.8 Covers

- (a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as appropriate. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible.
- (b) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained and, overnight prior to a match, are laid over an underlay (hessian / coconut matting etc). It is recognised that use of an underlay may be difficult if the pitch requires to be covered during a match. Such underlay must cover the pitch area as a minimum. Whichever covers are used they must protect an area of at least 22.56 metres x 3.66 metres (74 feet x 12 feet).

In addition to the match-pitch,

- Clubs are encouraged to make every effort to ensure that bowlers run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps.

- In addition, Clubs are also encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).
- (c) Whichever method of covering is used, it must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.

11.9 Drying Equipment

A supply of sawdust, cloths, brushes and forks must be available to minimise lost playing time due to wet conditions. Additional covering for areas likely to cause a delay in play (e.g. the ends of previously used pitches) should be provided whenever possible. Other drying facilities such as squeegees/soppers etc. can also be used.

11.10 Rollers

At least one roller must be available for use during the match. However, it is recommended that a light roller, 75 to 100 kg (1.5 to 2 cwt), and a heavy roller, 500 to 1000 kg or more (10 cwt to 1 ton or more), be available to the captain of the batting side.

11.11 Practice Facilities

- (a) Clubs should ensure that they have access to good quality practice facilities (CS may inspect) for mid-week practice for senior players and either mid-week or weekend practice for junior players (minimum 1 permanent net of suitable standard or roll on cage). Net practice facilities should be available for use by both sides (a minimum of one net) before matches.
- (b) Any grass nets must be in good condition with true and predictable bounce. Artificial net pitches should be regularly maintained and rolled where appropriate to ensure true and predictable bounce.

11.12 Changing Rooms

- (a) Changing rooms must be well ventilated, lit and decorated, with heating whenever possible. Changing facilities must be provided for the visiting side with a separate facility, of a similar standard, for the umpires.
- (b) The rooms should be of adequate size and with suitable seating, tables or shelving for bags and equipment. Changing rooms should be easily accessible from the playing area, whilst preserving the privacy of the players, and should allow viewing of the playing area whenever possible. Flooring must be suitable for bare feet.
- (c) The changing rooms should have adequate security to ensure the security of equipment and possessions.

11.13 Showers

Adequate clean and hygienic showers shall be available and conveniently located to allow private access by players and umpires.

11.14 First Aid

A first aid kit must be available at all times for treatment of minor injuries. In the event of an injury occurring which is so severe that it would require the use of a stretcher, the player should not be moved until professional medical help is available.

11.15 Public Telephone

A public telephone in working order must be available for access of the ground by the National Press. A mobile phone will be acceptable provided that the number remains the same throughout the season and it is notified to the ELMG prior to the start of the season.

11.16 Commercial Advertising

Clubs are permitted to have advertising on each sleeve of shirt / sweater, front of shirt / sweater and across the shoulders on the reverse of the shirt / sweater.

In line with ICC regulations the following applies to the sizing of all logos:

- Sleeves – 10 sq inches (64.5 sq cm)
- Front of shirt / sweater – 32 sq inches (206.45 sq cm)
- Back – maximum height of advertising 2.93 inches (7.5 cm)

11.17 Teas

Teas are to be provided by the home club and should be available as requested by the match umpires from 2.00pm onwards for matches starting at 12 noon, and from 3.00pm onwards for matches starting at 1.00pm or when the start time is delayed by weather.

AR12. Umpires

- (a) **Accommodation**
Ideally, there should be separate accommodation provided for the umpires, of a same standard to the players' dressing rooms.
- (b) **Equipment**
As stated in 11.2 (e), clubs must provide a properly matched set of stumps and bails in good condition. In addition, there should also be made available, spare stumps and bails in case of breakages, bowlers' markers and drying cloths.
- (c) **Match Fee / Travelling Expenses**
The rates to be paid for the umpires' match fee and travelling expenses will be intimated to clubs by the ELMG prior to the start of each season. In matches where only one umpire is available, that umpire will be paid one and a half times the agreed match fee.
- (d) **Payment**
Clubs will be invoiced in advance of the season for an amount that CSMOA will use to reimburse the umpires match fees and expenses. Any monies due/overpaid will be adjusted upon completion of season.

The ELMG reserves the right to impose sanctions on any club that fails to provide CSMOA with their monies in good time.

- (e) **Team Sheets and Toss**
Umpires should be present at the ground no later than 60 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 and a signed copy handed to the umpires before the toss can take place. Another copy must be handed to the scorers. Electronic copies of team sheets are acceptable.

(f) **Umpires' Reports**

Before leaving the ground, the umpires will advise the captain of a team that will be reported under the Rules for failing to bowl their overs in the prescribed time or which does not meet the requirement of providing a scorer (Rule 8.7). They will also advise the captain when they intend to lay a charge against a player or players of his team under the Code of Conduct. Should they intend to lay a charge against the Captain, then the umpires may advise a club official as well as/instead of the Captain.

A completed Umpires Report form must be completed on Who is The Umpire application (<https://www.whostheumpire.com>) by end of Sunday night.

Umpires **must** also email the team lines to georgeburns@cricketscotland.com

AR13. Match Administration

(a) **Short Scores**

The home club should provide summary details of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

(b) **Statistical Returns**

Returns will be made by the home side using the prescribed scorecard submission form via its CS Live login. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.

(c) **Captains Pitch Reports**

The captain of the away team must complete the 'Captains Report on Pitch' and submit it via 'Who's the Umpire'. In all cases, the form must be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.

(d) **Captains Reports on Umpires**

The captain of each team must complete the 'Captains Report on Umpires' and submit it via 'Who's the Umpire'. In all cases, the form must be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.

(e) Penalties will be imposed on any club that fails to comply with either Rule 13 (a), (b), (c) or (d) above, as provided for in Rule 8.5. No exemptions will be given for any such failure.

(f) Any club that fails to comply with either Rule 13 (a) or (b) with the required level of detail and accuracy on a regular basis will be given a written warning that further such failures will result in penalties being imposed as provided for in Rule 8.5.

AR14. WEATHER ISSUES PRIOR TO MATCH

(a) In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home side shall advise the visiting side 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 by any member of the ELMG or by a member of the CSMOA Umpiring Panel that an earlier cancellation is appropriate.

- (b) A responsible official of the home side shall, as early as possible on the morning of a match, check the state of the ground and the pitch. The home club shall contact the visiting club and advise them of the current situation. In this context it should be remembered that the important point is not whether the pitch is playable at the time of inspection but whether play may be possible within 4 hours 50 minutes after a scheduled starting time of 12 noon, or 4 hours 20 minutes after any other scheduled starting time.

If it is possible, the home club is encouraged to call in a local member of the CSMOA Umpiring Panel to give an independent assessment of the likelihood of play being possible.

- (c) No match may be cancelled without the visiting side being offered the right to travel and/or call in a local member of the CSMOA Umpiring Panel to give an independent assessment of the likelihood of play being possible.
Under these circumstances the home side must continue to take whatever steps are within its power to ensure the pitch is playable either through the use of covers, blankets or by spiking or any other method.
- (d) The visiting team should travel if there is the slightest chance of play so that any steps taken by the home side to make the pitch playable might have the chance to take effect.
- (e) The Umpires appointed for the match must be kept informed by the home club of all events as they unfold. Clubs are reminded to be cognisant of the travel distances of both umpires.
- (f) Any home club which does not make sufficient efforts to make the pitch and ground playable may be sanctioned by the ELMG.

**Falkland CC v Watsonian CC
19 August 2023**



PLAYING RULES

PR1. PLAYERS

For a player to be registered to play in an Eastern Premier League match, he/she must fulfil the requirements of one (or more) of the following categories of players.

- (a) Scottish Qualified Player
- (b) Resident Player
- (c) Paid Player
- (d) Overseas Amateur

The above categories are defined as follows:

- (a) **“Scottish Qualified Player”** shall mean a player who
 - was born in Scotland or
 - holds a UK passport and has a parent who was born in Scotland or
 - has been resident in Scotland for at least 10 months, on aggregate, for each of the immediately preceding three years, save for exceptional circumstances, as agreed by the ELMG. The ‘immediately preceding three year’ period shall mean the three year period that immediately precedes the date when the change of status is requested.

Each team is required to field a minimum of 7 Scottish Qualified Players when competing in any Eastern Premier League match.

Clubs will be permitted to register Scottish Qualified Players, currently playing outside Scotland, but they may only be registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the player to be granted permission to play.

- (b) **“Resident Player”** is a player who is resident and has been resident in the United Kingdom (UK) for at least 90 days out of the 120 days before any match.

Consideration may be given by the ELMG to waive some or all of the requirements for a Resident Player in suitable cases where the player has moved to Scotland through work or study or marriage or other acceptable reason.

No player may play as a Resident Player or Overseas Amateur if he/she has been a Paid Player at any time in the 36 months preceding any match. However, in the spirit of encouraging participation and where it is clear that the player is no longer a Paid Player and has moved to Scotland as above, this provision may be waived if the permission of the ELMG is obtained prior to such a player taking part in any match.

- (c) **“Paid Player”** is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket :
 - payment in cash or in kind;
 - accommodation whether free, subsidised, or otherwise assisted;
 - employment, whether full-time or part-time;
 - payment in whole or in part of fares to the United Kingdom from that player’s place of abode.

For the purposes of these rules, the payment of reasonable travelling expenses is permitted without any player being deemed a Paid Player.

A cricket coach is not deemed to be a Paid Player for a member club unless he/she is paid directly or indirectly for playing cricket for that member club.

Any payment made to a player by Cricket Scotland, or to a player contracted by Cricket Scotland for playing in a match organised by Cricket Scotland, will not render that player as a Paid Player.

Any payment made to a Scottish Qualified player when playing in a trial or an occasional match for an English County will not render that player as a Paid Player.

Each club may register and play only one Paid Player. Where a Paid Player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the ELMG.

A Paid Player must possess a Certificate in Coaching Young People and Adults (formerly UKCC 2) or an acceptable overseas equivalent. There shall be no residency requirements for the one permitted Paid Player, but UK Border Agency regulations must be satisfied.

An individual signed on an International Sports Person – Coach Only Visa cannot play cricket for any member club.

- (d) “**Overseas Amateur**” is a player who is less than 23 years of age on 31 August of any season in which he/she plays in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket.

An Overseas Amateur must not have played first class cricket or List A cricket in the 24 months preceding any match.

Each club may register one Overseas Amateur. However, a second Overseas Amateur may be registered if a club has no registered Paid Player provided that at least one of the two Overseas Amateurs possesses a Certificate in Coaching Young People and Adults (or an acceptable overseas equivalent).

Where the original Overseas Amateur is unable to play for exceptional reasons acceptable to the ELMG, the registration of a substitute Overseas Amateur may be approved by the ELMG.

An Overseas Amateur must be registered and available to play by 30 June.

There shall be no residency requirements for the Overseas Amateur but UK Border Agency regulations must be satisfied.

Assistance by clubs:-

- (a) Clubs must **not** provide financial assistance towards air fares.
- (b) Clubs may help an Overseas Amateur by providing accommodation with a member. The club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.
- (c) Clubs may help in obtaining part or full time employment for an Overseas Amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.
- (d) Clubs must, within the approved registration form, disclose full details relating to arrangements and payment for accommodation, airfares and employment. The ELMG may request further information before considering the registration for approval.

PR2. PLAYER REGISTRATION

- (a) In order that the ELMG may administer the rules relating to player eligibility, all players must be registered before playing in any Eastern Premier League match. The ELMG will provide clubs with access to a system in which details of all players must be recorded. No player may play in any such match without approval being registered on that system.
- (b) No club will be allowed to play their Paid Player or Overseas Amateur until it has received confirmation from the ELMG that all required documentation has been received and meets the requirements for registration.
- (c) Details of players to be registered must be entered on the approved Player Registration system no later than 12.00 noon on the Thursday ('48 hour' rule) prior to that player playing in his first match. While every effort will be made to deal expeditiously with such registrations, approval may be delayed in the event that additional information pertaining to the player's background is sought. The player in question may not play in a match until approval is granted by the ELMG to the club. In exceptional circumstances and at the discretion of the ELMG, a club may request the registration of a player up to 24 hours prior to his first match.
- (d) No player may play in a Eastern Premier League match, without the prior approval of the ELMG, if he/she has played for any other club in any league or cup competition on a Eastern Premier League scheduled match day in the same season.

The previous paragraph does not apply to students returning to their 'home club' nor to Scottish Qualified Players, who are currently playing outside Scotland and who have been registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the returning player to play without prior approval.

- (e) Players wishing to transfer during the season to a Eastern Premier League club from another club must provide the ELMG with a written statement from the club for whom he/she wishes to play detailing the player's change of circumstances, together with a written statement from their previous club confirming that they have no objection to the change of club. Such transfer requests after 31 July are unlikely to be approved.
- (f) The ELMG may require to see the passport of non-UK passport holders.
- (g) Possession of a UK passport shall not of itself satisfy the requirements for any of the four playing categories and shall not give an automatic entitlement for a player who possesses such a passport to be registered to play in any Eastern Premier League match.

PR3. TIMING AND DURATION OF MATCHES

- (a) Matches shall be scheduled to start at 12 noon unless bad weather or some exceptional circumstance or an emergency has arisen and shall be completed on the day of commencement. When both clubs agree before the day of the match, matches can have a later scheduled start, with the latest being 1pm. In this event, the home club is responsible for advising the appointed umpires of the agreed scheduled starting time. In the event of inclement weather prior to a game, such an agreed decision to change the scheduled start can, with the approval of the umpires, take place at any time prior to the arrival of the visiting team at the ground.

- (b) From time to time it may be determined by the ELMG that a specific match or matches will start either earlier or later than Noon.
- (c) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (d) The standard scheduled hours of play will be from 12 noon to 7.10pm (7.20pm) or from 1.00pm to 8.10pm (8.20pm). There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 (or 40) minutes.

The tea interval may be increased to 40 minutes in exceptional circumstances and agreed by the umpires & captains before the start of play.)

The scheduled cut off time should be adjusted accordingly.

- (e) In all matches which are scheduled to start at 12 noon 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 7.40pm (7.50pm) to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- (f) 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.
- (g) 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.
- (h) The captain of the batting side may not declare his innings closed at any time during the course of a match.
- (i) If a ball has not been bowled by 4.45pm (5.15pm for a 1.00pm start) 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.
- (j) The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Playing Rule 9). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise.

PR4. 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. ~~In such a case, a deduction of one (1) point will be made, subject to the allowances in Playing Rule 4 (e).~~ 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) 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.

PR5. 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.

PR6. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 1ST (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.

The interval between innings for tea may not be reduced to less than 30 minutes & shall be a maximum of 40 minutes subject to agreement per PR3D.

The interval between innings where tea has been taken during a stoppage in play shall be no less than 15 mins.
- (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) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- (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 either innings.

PR7. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 2ND

(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 aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (b) 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.
- (c) 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.
- (d) 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.
- (e) 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.
- (f) 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) 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.

PR8. 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 7)
- (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 set out in Appendix 3 and 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 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 a 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.
- (iii) Short Pitched Bowling

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.

PR9. FREE HIT AFTER NO BALL

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.

- (e) 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.

PR10. FIELDING RESTRICTIONS

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in Playing Rule 10 (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.

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 27.45 metres (30 yards). 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) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area (as defined in Playing Rule 10b) at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (d) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (e) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (f) 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 7.
- (g) If play is interrupted during an innings and the table in Appendix 7 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- (h) At the commencement of Powerplay 2 and Powerplay 3, 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'.

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.

PR11. RESULTS and POINTS

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (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 Duckworth Lewis Stern method using the calculator prescribed by the ELMG. The DLS Protocol is provided as Appendix 8. 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 Duckworth Lewis Stern 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 (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth Lewis Stern method.
- (d) In the event of a tie in a match, each team will be awarded tie points.

(e) Results points :

- (i) Win - 25 points
- (ii) Each team in a tie - 15 points
(A match will be considered a tie where the scores finish level, irrespective of the number of wickets lost.)
- (iii) Loss - 0 points
- (iv) Abandoned - null and void
- (v) Cancelled game - null and void
- (vi) Except in the circumstances governed by **Rule 11 (c)**, the team scoring the most runs in a match shall be the winners.

Bonus points :

Up to 8 bonus points will be available to the losing side for their performance in the second innings :-

Losing side points - batting in the second innings

2 points for scoring 60.0% or more of the first innings total (or DLS Par Score)
 4 points for scoring 70.0% or more of the first innings total (or DLS Par Score)
 6 points for scoring 80.0% or more of the first innings total (or DLS Par Score)
 8 points for scoring 90.0% or more of the first innings total (or DLS Par Score)

Losing side points - bowling in the second innings

2 points for taking 2 wickets 4 points for taking 4 wickets
 6 points for taking 6 wickets 8 points for taking 8 wickets

No bonus points will be awarded in the event of a tie.

- (f) Any team which fails to bowl its overs within the time set for the scheduled overs [as set out in Rules 18 (b) and (d), 20 (f) and (g) and 21 (g) – with provision for allowances as detailed in these rules] shall forfeit 1 point. The umpires will advise both captains of any such point deduction.
- (g) “Deemed all out”

A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an innings

PR12. LEAGUE RULES

- (a) Each member club shall have a copy of these rules displayed at its ground at each League match.
- (b) These rules may be amended at the discretion of the ELMG. Amendments to the playing conditions for a following season may be proposed by participating clubs in advance of the Clubs Meeting annually. The ELMG shall determine the most appropriate method of consulting participating clubs on such proposals.

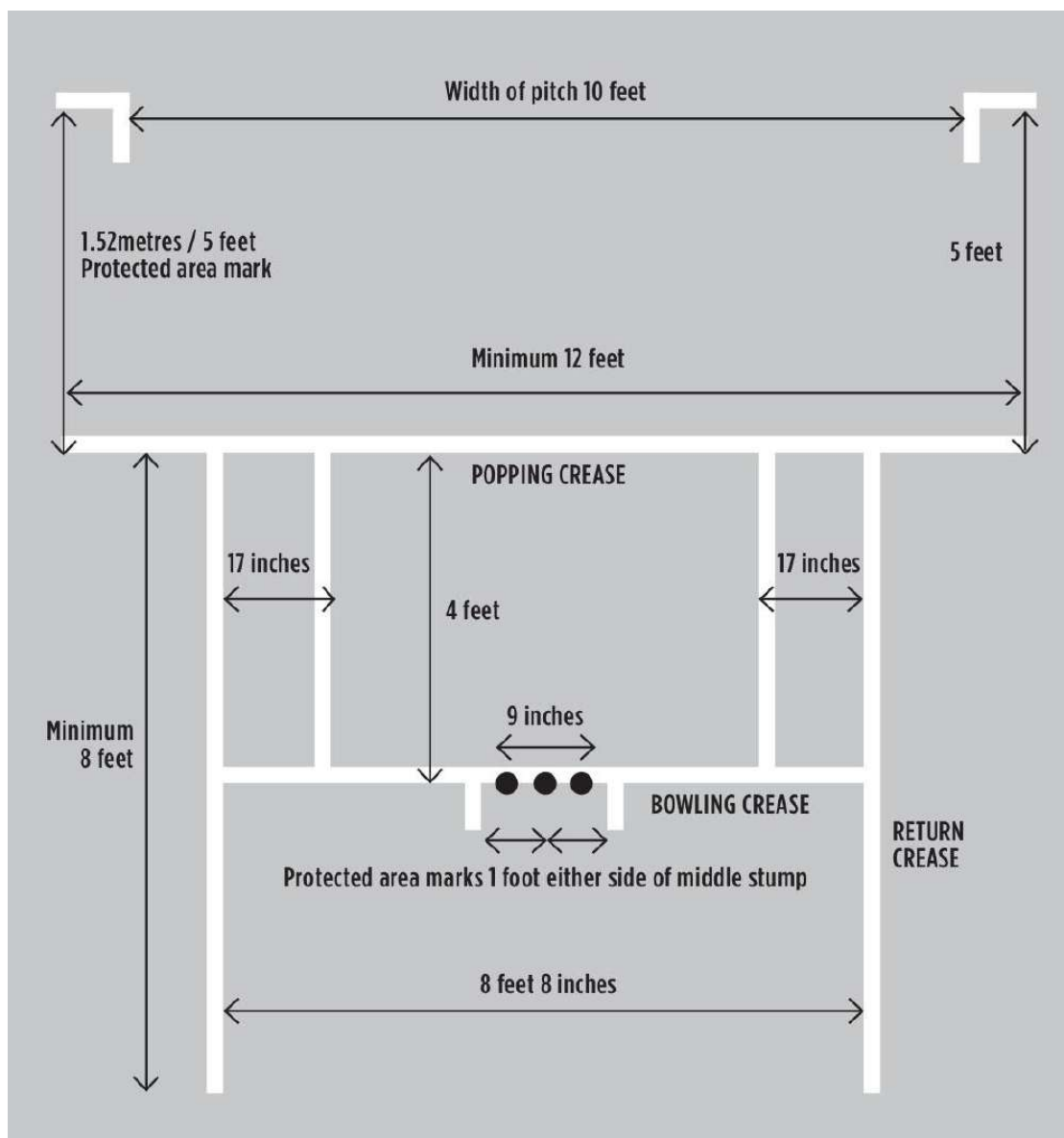
<p style="text-align: center;">Heriots vs Carlton 6 May 2023</p>
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APPENDIX 1

Additional Crease Markings - see Admin Rule 11.2 (d)

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.

1. Facilities

Criteria	Requirement	Notes
Grass / Hybrid square	Mandatory	A minimum of 8, but ideally at least 10 strips.
Square and pitch mown to specified lengths	Mandatory	As per the EPL Admin rules specification 11.2 (b).
Outfield mown to specified lengths and free of holes/ruts obstructions	Mandatory	As per the EPL Admin rules specification 11.3.
Boundary marked	Mandatory	Rope, boards or white line must define the boundary. Must be minimum 50 yards from centre of pitch unless exception given by ELMG
Club Groundsman	Mandatory * *Players/Volunteers MUST provide service during games if no groundsman available.	Groundsman: Qualified to I.O.G level 1 (or by experience) and active in ground prep. Players/Volunteers MUST be trained in use of equipment.
Outdoor Nets	Mandatory	Minimum 1 permanent nets of suitable standard or roll on cage.
Sightscreens	Pink Ball – Desirable Red Ball – Mandatory White Ball - Mandatory	Moveable or permanent sightscreens (min of 4 metres wide and 3.65 metres high). Must be completely outside the playing area.
Covers	Mandatory Side sheets and run up covers: Desirable	Ideally rolling covers, but pitch cover sheets may be used if necessary
Drying Equipment	Sawdust: Mandatory Cloths: Mandatory Brushes: Mandatory Forks: Mandatory Squeegee/Sopper: Desirable Coverings for areas likely to cause delays: Desirable	Must be available throughout the match
Rollers	Mandatory	At least one of (but ideally both): Light Roller 75kg to 100kg Heavy Roller 500kg to 1000Kg or more

Changing Rooms	Mandatory	Separate rooms for Home Team, Away Team and Umpires
Showering and toilet facilities	Mandatory	Must be clean and hygienic.
Scoreboard	Mandatory Total, Wickets, Overs Bowled, 1st Innings Total, DLS score	Must provide a separate location for scorers with view of the 90% of pitch and clear sightline to umpires
Tea Room	Mandatory	Must provide a room where teas can be served.
First Aid Kit	Mandatory Desirable to have a qualified first aider in attendance at each match	Must be appropriately stocked
Telephone	Mandatory	Mobile OK as long as number remains the same all season

2. Participation

Second XI	Mandatory	Must compete in Cricket Scotland recognised league.
Junior Teams	<p>All Stars: Mandatory* U10 Softball: Mandatory*</p> <p>*1 out of the 2 MUST be run</p> <p>U12 Softball: Mandatory# U12 Hardball: Mandatory#</p> <p>#1 out of the 2 MUST be run</p> <p>U14 Hardball: Desirable U16 Hardball: Desirable</p> <p>Girls: Desirable</p>	<p>Must compete in local leagues and festivals.</p> <p>Must not scratch > 20% of playable matches.</p> <p>These criteria may be referred to Regional Development Groups if required</p> <p>Each club to provide the ELMG with an end-of-season report detailing evidence of junior criteria</p>
Women & Girls Section	Desirable	
Holiday Camps	Desirable	
Summer Training	Weekly sessions throughout Season: Mandatory	Detailed in the end-of-season report
Winter Training	A programme of sessions over the winter: Desirable	
Schools/Community Programme	Desirable	Clubs can approach their CS Regional Development Officer to facilitate this

3. Coaching

Junior Section	Head Junior Coach UK Level 2 qualified (or equivalent) : Mandatory * * May be waived by exception on request to ELMG	
Junior Section	1 qualified coach to each participating junior team/group: Mandatory * * May be waived by exception on request to ELMG	
Junior Section	Coach/Player Ratio of 1:10: Desirable	Detailed in the end-of-season report

4. Governance

Child Protection and Wellbeing Officer (CPWO)	Mandatory	CPWO must also be a member of the PVG scheme through the club.
Junior Coaches	Mandatory	All Junior Coaches must be a member of the PVG scheme through the Club
Club Sustainability	Mandatory	Each Club to provide an agreed Programme with their CS Regional Development Officer. It is the Clubs responsibility to approach the CS RDO to facilitate this
Pre Season Umpires Meeting	Mandatory	A senior member (ideally Captain) of the club must attend the Umpires pre-season meeting. Sanctions may be imposed as per rule 8.1
End of Season Junior Participation Report	Mandatory	Each club to provide the ELMG with a report by end week 19 detailing their evidence of Junior criteria.

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

Please follow the link for full details:

[ECB Fast Bowling Match Directives](#)

SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS AND FACEGUARDS BY YOUNG PLAYERS

Please follow the link for full details:

[ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players](#)

FIELDING REGULATIONS

Please follow the link for full details:

[ECB Fielding Regulations for Young Players](#)

COACHING REGULATION

Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire(s) shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to ELMG.

Table 1 : Calculation sheet for use by UMPIRES when delays or interruptions occur in the FIRST innings.**Time**

Net playing time available at start of the match	400 mins (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available (30 minutes if 12 noon scheduled start, Rule PR3E)	_____ (D)
Extra time available (15 minutes) from reduced interval if tea taken early	_____ (E)
Effective playing time lost (C – (D + E))	_____ (F)
Remaining playing time available (A – F)	_____ (G)

Overs and Bowling / Fielding Restrictions

Overs in match (G / 4) (round up, plus 1 if necessary to an even number)	_____ (H)
Max.overs per team (H / 2)	_____ (I)
Maximum overs per bowler – see Appendix 7	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 7 First Innings	_____ + _____ + _____

Rescheduled Playing Hours

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

- *Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.*

Table 2 : Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed re-start time	_____ (P)
Re-scheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between (P) and (Q)	_____ (R)
Potential overs to be bowled ($R / 4$) (round up fractions)	_____ (S)
Number of complete overs faced in first innings	_____ (T)
If S is greater than T then revert to Table 1	
If S is less than equal to T then the first innings is terminated – go to Table 3.	

Table 3 : Calculation sheet for the start of the second innings

If first innings was terminated, S from Table 2	_____ (A)
Scheduled length of innings : $A \times 4$	_____ (B)
Start time	_____ (C)
Scheduled cessation time (C + B)	_____ (D)
Maximum overs per bowler – see Appendix 7	_____ / _____ overs
Duration of Powerplay Overs	_____ + _____ + _____

Table 4 : Calculation sheet for use when interruption occurs after the start of the second innings**Time**

Time at start of second innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress (minutes)	_____ (C)
Restart time	_____ (D)
Length of Interruption (D – B)	_____ (E)
Additional time available (any unused provision for extra time and / or for earlier than scheduled start of 2nd innings)	_____ (F)
Total playing time lost (E – F)	_____ (G)

Overs and Bowling / Fielding Restrictions

Maximum overs at start of second innings	_____ (H)
Overs lost ($G / 4$) (round down fractions)	_____ (I)
Adjusted maximum overs in innings (H – I)	_____ (J)
Rescheduled length of innings (J x 4) in minutes	_____ (K)
Amended cessation time of innings (D + (K – C))	_____ (L)
Maximum overs per bowler - see Appendix 7	_____ / _____ overs
Duration of Powerplay Overs - see Appendix 7	_____ + _____ + _____

BOWLING AND FIELDING RESTRICTIONS

Bowling and Fielding Restrictions in a match with reduced overs

Bowling Restrictions			Powerplay overs		
No. of overs	Max. overs/bowler	+ 1 extra over	Fielders out of 30 yard circle		
			Two	Four	Five
50	10	0	1 – 10	11 – 40	41 – 50
49	9	4	1 – 10	11 – 39	40 – 49
48	9	3	1 – 10	11 – 39	40 – 48
47	9	2	1 – 10	11 – 38	39 – 47
46	9	1	1 – 9	10 – 37	38 – 46
45	9	0	1 – 9	10 – 36	37 – 45
44	8	4	1 – 9	10 – 35	36 – 44
43	8	3	1 – 9	10 – 35	36 – 43
42	8	2	1 – 9	10 – 34	35 – 42
41	8	1	1 – 8	9 – 33	34 – 41
40	8	0	1 – 8	9 – 32	33 – 40
39	7	4	1 – 8	9 – 31	32 – 39
38	7	3	1 – 8	9 – 31	32 – 38
37	7	2	1 – 8	9 – 30	31 – 37
36	7	1	1 – 7	8 – 29	30 – 36
35	7	0	1 – 7	8 – 28	29 – 35
34	6	4	1 – 7	8 – 27	28 – 34
33	6	3	1 – 7	8 – 27	28 – 33
32	6	2	1 – 7	8 – 26	27 – 32
31	6	1	1 – 6	7 – 25	26 – 31
30	6	0	1 – 6	7 – 24	25 – 30
29	5	4	1 – 6	7 – 23	24 – 29
28	5	3	1 – 6	7 – 23	24 – 28
27	5	2	1 – 6	7 – 22	23 – 27
26	5	1	1 – 5	6 – 21	22 – 26
25	5	0	1 – 5	6 – 20	21 – 25
24	4	4	1 – 5	6 – 19	20 – 24
23	4	3	1 – 5	6 – 19	20 – 23
22	4	2	1 – 5	6 – 18	19 – 22
21	4	1	1 – 4	5 – 17	18 – 21
20	4	0	1 – 4	5 – 16	17 – 20

1. It is the Home 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, ie 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 41 or 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.

(a) In the Play Off match 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 must 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 Duckworth Lewis Stern method using the calculator prescribed by the ELMG. 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 Duckworth Lewis Stern target has been set, the faulty target shall stand.

(c) If the match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs, if it has received not less than 20 overs, the result shall be decided by the Duckworth Lewis Stern method.

(d) If the scores are equal at the end of the match, then the following should be used to decide the winner :

Uninterrupted match

In a match where there have been no reductions in overs after the game has started, then the winning team will be the one which has lost fewer wickets. If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on will be the winner.

Interrupted match

In a match where there has been a reduction in overs and a consequent recalculation of the target score for the team batting second, then the winning team will be the one with the higher par score at the end of the over previous to the last one faced by the team batting second. If these scores are equal, then the comparison should be done at the end of the over before that and so on until a winner is found.

PLEASE COMPLETE ON WTU

Home Team	Visiting Team	Date
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First Innings		Second Innings	
Team 1		Team 2	
Actual Start Time		Start Time	
End Time		End Time	
Duration of Innings	mins	Duration of Innings	mins
Deductions (detail below)	mins	Deductions (detail below)	mins
Net Duration	mins	Net Duration	mins
Scheduled Overs		Scheduled Overs	
Actual Overs		Actual Overs	
Score (Actual & Par if applic)		Score (Actual)	
Scorer (Y/N)		Scorer (Y/N)	

PITCH REPORT

Was the pitch dry at the start of the match ?	Yes / No				
Was the grass covering uniform ? If not give details.					
Please rate the performance of the pitch. Circle or mark your score for each of the four categories below.					
Unevenness of Bounce	None (5)	Hardly ever (4)	Occasional (3)	More than ideal (2)	Excessive (1)
Seam movement	Some – consistent (5)	Some - occasional (4)	None (3)	More than ideal (2)	Excessive (1)
Spin from the protected area	Some – consistent (5)	Some - occasional (4)	None (3)	More than ideal (2)	Excessive (1)
Carry	Good (5)	Just lacking (4)	Lacking (3)	Minimal (2)	Very minimal (1)
Give details if pitch and ground did not comply with league rules. You are welcome to comment on the pitch / outfield / weather and their effect on the quality of the match.					

Summary of Previous Year

Team	P	W	T	L	Pts	%	NRR
Grange	15	13	0	2	335	89.33	1.84
Heriot's	13	10	0	3	256	78.77	1.31
Forfarshire	13	9	0	4	243	74.77	0.91
Carlton	15	10	0	5	270	72.00	0.29
Watsonian	16	10	0	6	260	65.00	0.13
Stewart's Melville	13	6	0	7	184	56.62	-0.35
Falkand	14	6	0	8	180	51.43	-0.62
RH Corstorphine	13	5	0	8	157	48.31	0.15
Meigle	16	2	0	14	96	24.00	-1.15
Stoneywood Dyce	16	1	0	15	70	17.50	-1.69

Top 5 Run Scorers

822	Lloyd Brown	Heriot's
743	Finlay DW McCreath	Grange
660	Oliver J Hairs	Watsonian
653	Daniel Da Costa	Carlton
630	Jack Henderson	Falkland

Top 5 Highest Runs Scores

183	Tiaan Britts	Meigle
172	Lloyd Brown	Heriot's
148	Daniel Da Costa	Carlton
145 not out	Mathew H Cross	Heriot's
139	Michael A Leask	Forfarshire

Top 5 Batting Averages (>5 matches)

Player	Club	Matches	Innings	Not Out	Runs	High	Avg
Brandon McMullen	RH Corstorphine	7	5	2	334	132*	111.33
Lloyd Brown	Heriot's	14	13	3	822	172	82.20
Michael A Leask	Forfarshire	8	5	2	217	139	72.33
Finlay DW McCreath	Grange	17	16	4	743	100	61.92
Ryan Flannigan	Grange	10	9	1	459	121	57.38

Most 6's Scored

Oliver J Hairs	Watsonian	31
Lloyd Brown	Heriot's	27
Harris G Carnegie	Grange	13
Gordon Goudie	Grange	
Brandon McMullen	RH Corstorphine	12
Michael E Crason	Watsonian	11
Daniel Da Costa	Carlton	

Top 5 Most Wickets Taken

1	James W Dickinson	Heriot's	28
2	Riyaad Henry	Stewart's Melville	27
=3	Jeremy Martins	Falkland	26
	Jack R Hogarth	Forfarshire	
=4	Thomas H Pratt	Watsonian	25
	Du Preez Standard	Stoneywood Dyce	
=5	Caleb DR Whitefoord	RH Corstorphine	24
	Kyle Jacobs	Falkland	

5 Wickets or more

Name	Club	Opponents	Figures
Thomas H Pratt	Watsonian	RHC	6-10
Adrian Neill	Heriot's	Watsonian	6-17
Caleb DR Whitefoord	RH Corstorphine	Stewart's Melville	6-26
Angus G Brown	Grange	Watsonian	6-26
Anthony Dunford	RH Corstorphine	Meigle	6-34
Christopher N Greaves	Grange	Stoneywood Dyce	6-35
Thomas E Foulds	Grange	RHC	6-44
Daniel J Burgess	Stewart's Melville	Forfarshire	5-7
James W Dickinson	Heriot's	Watsonian	5-11
Joe A Kinghorn-Gray	Heriot's	Carlton	5-13
Elliot E Ruthven	Heriot's	Meigle	5-17
Shaun Wolmarans	Stoneywood Dyce	Meigle	5-18
Jamie King	Stoneywood Dyce	Forfarshire	5-18
Adi Hegde	Meigle	Stoneywood Dyce	5-19
Rizwan Dharani	Grange	Stoneywood Dyce	5-22
Arun Pillai	Carlton	RHC	5-34
David Kidd	Stoneywood Dyce	Carlton	5-35
Gordon Goudie	Grange	Forfarshire	5-37
Kyle Jacobs	Falkland	Heriot's	5-55

Top Catchers (not WK)

=1	Arun Pillai	Carlton	9
	Shaylen Pillay	Stewart's Melville	
	Scott J Cameron	Forfarshire	
	Raju Gayashan	Meigle	

Top 5 Catchers (WK)

Dougie Voas	Watsonians	26
Callum R Garden	Forfarshire	16
Daniel Da Costa	Carlton	15
Peter Drummond Jnr	Meigle	12
Patrick J Ritchie	Stewart's Melville	10
Andrew Maclaren	Stoneywood Dyce	
Adam Ferguson	Falkland	

Stumpings Taken

Daniel Da Costa	Carlton	7
Peter Drummond Jnr	Meigle	5
Harris G Carnegie	Grange	4
Callum R Garden	Forfarshire	
Johnnie TA Brydon	RH Corstorphine	3
Dishan Rane	RH Corstorphine	



Vitality Under 13 Club T20

Competition Rules

1 Title

The title of the Competition shall be the Vitality Under 13 Club T20, competing for the Ken Barrington Cup.

2 Management

2.1 The control of the Competition shall be undertaken by the P&G Advisory Group and all decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

2.2 The ECB and P&G Advisory Group may delegate any of their powers and duties.

3 Entry

3.1 County

Counties who participated in the previous year's Competition shall automatically be included for the following season unless written notification to the contrary is given by 1st October in the year prior to the Competition. A County wishing to enter or be re-admitted to a Competition must give written notice to that effect to the ECB Competitions Department by 1st October in the year prior to the Competition.

3.2 Clubs

All competing cricket clubs must be affiliated to the ECB through their County Board. Each club must apply to enter their County Competition by the date specified by their County Board. A club may only enter the County Competition of one County Board irrespective of how many County Boards they are affiliated to. Counties must submit a list of competing clubs and contact addresses each year to the ECB Competitions Department by the date specified by the ECB.

4 Competition Structure

4.1 County

The Competition shall be organised on a County basis and each County Board shall organise their own Competition to determine a winner to enter the National Stages of the Competition. All arrangements for County Competitions shall be the responsibility of each County Board and must be completed and reported to the ECB Competitions Department in accordance with the timetable specified by the ECB. The name and contact details of the winning club in each County Competition must be immediately notified to the ECB Competitions Department.

4.2 National Stage Rounds 1 and 2

Matches in the National Stage Rounds 1 and 2 shall be undertaken in accordance with the draw and timetable made each year by the ECB. Arrangements for these matches are to be made by the respective County Organisers in consultation with the clubs involved. The results must be notified to the ECB Competitions Department immediately following each match.

4.3 Regional Finals

The Regional Finals shall be organised with four teams playing two Regional Semi Final matches, one Regional Final and one playoff match on one day at one of four venues. All arrangements for these matches shall be made by the ECB Competitions Department.

4.4 National Finals

The National Finals shall be organised with four teams playing two Semi Finals, one Final and one third place playoff match, all on one day at one venue. All arrangements for these matches shall be made by the ECB Competitions Department.

5 Eligibility

The Competition shall be open to all clubs which are affiliated to the England and Wales Cricket Board through their County Board or to clubs based in Scotland affiliated to Cricket Scotland. Clubs should enter the Competition of the County in which they are physically located (as per the ECB Cricketing County boundaries as currently defined). If a club wishes to enter the Competition of another County for reasons of easier travel or historical precedent this can be arranged provided that the permission of the home County Board is obtained. Such permission should not be unreasonably withheld. A club may enter one or more teams but Rule 6 will apply in so far as each team will be considered as a separate club.

6 Qualification of Players

A player may represent a club in the Competition if they are under 13 years of age at midnight on 31st August prior to the season of the Competition. All players must be bona-fide Junior Members of the club they represent and play for the club in the Junior League or Leagues that the club enters. Overseas exchange students who are based in England and Wales for less than three months are not eligible to take part in this competition.

A player may play for only one club in the Competition in any one season.

7 Cricket Balls

Each County Board shall be responsible for determining the supply of cricket balls for their own County Competition except the County Final. The ECB shall be responsible for supplying two cricket balls for each match played in the County Final and National Stages of the Competition. To encourage the use of coloured clothing by clubs if they wish to wear it, the balls will be pink, which can be used with white or black sightscreens.

8 Helmets & Faceguards

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

- 9 **Umpires**
Each County Board shall be responsible for the appointment of umpires in their County Competition and for home matches for their County Champion in the National Stage Rounds 1 and 2. The ECB shall appoint all umpires for all other National Stage matches. All appointed umpires must be full members of the ECB Association of Cricket Officials. All umpires must have current DBS clearance.
- 10 **Match Results**
The use of live electronic scoring is strongly encouraged for all matches.
- 10.1 **County**
Each club must forward the result of their match to their County Board immediately following the completion of each match.
- 10.2 **National Stage Rounds 1 and 2**
Each winning club must add the result of their match to the Play-Cricket website following each match in Rounds 1 and 2.
- 10.3 **Regional Finals Onwards**
Each club must hand a completed result sheet to the ECB match manager immediately following each match at the Regional and National Finals stage. If an ECB match manager is not present, the winning club must add the result of their match to the Play-Cricket website.
- 11 **Code of Conduct**
All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.
- 12 **Coaching**
Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the County Board/ECB.

Playing Conditions

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

1 In All Matches

- 1.1 The pitch shall be 19 yards in length.
- 1.2 The ball shall weigh 4.75oz.
- 1.3 The stumps shall be 27" above the ground and 8" wide.
- 1.4 Matches shall consist of one innings per side.
- 1.5 Each innings shall be a maximum of 20 overs in duration. A minimum of 5 overs per side will constitute a match.

If the number of overs available to each side are not equal then run rate will be used to decide matches prior to the National Finals. In National Semi Final and Final matches the Duckworth/Lewis method will be employed.
- 1.6 No bowler shall bowl more than four overs in a match.

In matches of less than 20 overs a side the number of overs per bowler will be reduced pro rata.

 - 1.6.1 The provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).
- 1.7 When a batsman reaches or passes the personal total of 30 runs they must 'retire' and will not be allowed to return (to be listed at 'retired not out' on the final scorecard, see 3.1.1). A batsman can continue their innings beyond 30 if their 'retirement' would end the innings before the agreed number of overs have been bowled.
- 1.8 The team scoring the most runs in its innings shall be the winner.
- 1.9 Restrictions on the placement of Fieldsmen
 - 1.9.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards (23 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
 - 1.9.2 At the instant of delivery, there may not be more than five fielders on the leg side.
 - 1.9.3 For the duration of the innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
 - 1.9.4 In the event of an infringement of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

1.10 Junior Fielding Restrictions

1.10.1 No young player in the Under 13 age group or younger shall be allowed to field closer than 11 yards (10 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.

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

1.10.3 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.

2 In County Competitions

The procedure for arriving at the winner should the scores be equal shall be determined by each County Board.

3 In National Stage Matches

3.1 In the event of the scores of each team being equal the winner shall be determined as follows:

3.1.1 The team which has taken the greater number of wickets. Batsmen that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost.

3.1.2 If still equal, the side with the highest score at the end of 19 overs, if still equal, at the end of 18 overs, 17 overs, etc.

3.1.3 If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved.

3.2 In the event of a rain curtailed match:

3.2.1 The match can be rearranged if, before the original game has been started, both sides can mutually agree a reserve date before the deadline date of that round.

3.2.2 Or, if weather permits, the winner shall be decided by bowl-out, as defined in 3.1.3 above.

3.2.3 Or, if a bowl-out is not possible, the winner shall be decided by the toss of a coin.



Vitality Under 15 Club T20

Competition Rules

1 Title

The title of the Competition shall be the Vitality Under 15 Club T20, competing for the Harry Secombe Trophy.

2 Management

2.1 The control of the Competition shall be undertaken by the P&G Advisory Group and all decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

2.2 The ECB and P&G Advisory Group may delegate any of their powers and duties.

3 Entry

3.1 County

Counties who participated in the previous year's Competition shall automatically be included for the following season unless written notification to the contrary is given by 1st October in the year prior to the Competition. A County wishing to enter or be re-admitted to a Competition must give written notice to that effect to the ECB Competitions Department by 1st October in the year prior to the Competition.

3.2 Clubs

All competing cricket clubs must be affiliated to the ECB through their County Board. Each club must apply to enter their County Competition by the date specified by their County Board. A club can only enter the County Competition of one County Board irrespective of how many County Boards they are affiliated to. Counties must submit a list of competing clubs and contact addresses each year to the ECB Competitions Department by the date specified by the ECB.

4 Competition Structure

4.1 County

The Competition shall be organised on a County basis and each County Board shall organise their own Competition to determine a winner to enter the National Stages of the Competition. All arrangements for County Competitions shall be the responsibility of each County Board and must be completed and reported to the ECB Competitions Department in accordance with the timetable specified by the ECB. The name and contact details of the winning club in each County Competition must be immediately notified to the ECB Competitions Department.

4.2 National Stage Rounds 1 and 2

Matches in the National Stage Rounds 1 and 2 shall be undertaken in accordance with the draw and timetable made each year by the ECB. Arrangements for these matches are to be made by the respective County Organisers in consultation with the clubs involved. The results must be notified to the ECB Competitions Department immediately following each match.

4.3 Regional Finals

The Regional Finals shall be organised with four teams playing two Regional Semi Final matches, one Regional Final and one playoff match on one day at one of four venues. All arrangements for these matches shall be made by the ECB Competitions Department.

4.4 National Finals

The National Finals shall be organised with four teams playing two Semi Finals, one Final and one third place playoff match, all on one day at one venue. All arrangements for these matches shall be made by the ECB Competitions Department.

5 Eligibility

The Competition shall be open to all clubs which are affiliated to the England and Wales Cricket Board through their County Board or to clubs based in Scotland affiliated to Cricket Scotland. Clubs should enter the Competition of the County in which they are physically located (as per the ECB Cricketing County boundaries as currently defined). If a club wishes to enter the Competition of another County for reasons of easier travel or historical precedent this can be arranged provided that the permission of the home County Board is obtained. Such permission should not be unreasonably withheld. A club may enter one or more teams but Rule 6 will apply in so far as each team will be considered as a separate club.

6 Qualification of Players

A player may represent a club in the Competition if they are under 15 years of age at midnight on 31st August prior to the season of the Competition. All players must be bona-fide Junior Members of the club they represent and play for the club in the Junior League or Leagues that the club enters. Overseas exchange students who are based in England and Wales for less than three months are not eligible to take part in this competition.

A player may play for only one club in the Competition in any one season.

7 Cricket Balls

Each County Board shall be responsible for determining the supply of cricket balls for their own County Competition except the County Final. The ECB shall be responsible for supplying two cricket balls for each match played in the County Final and National Stages of the competition. To encourage the use of coloured clothing by clubs if they wish to wear it, the balls supplied by ECB will be pink, which can be used with white or black sightscreens.

8 Helmets & Faceguards

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

- 9 **Umpires**
Each County Board shall be responsible for the appointment of umpires in their County Competition and for home matches for their County Champion in the National Stage Rounds 1 and 2. The ECB shall appoint all umpires for all other National Stage matches. All appointed umpires must be full members of the ECB Association of Cricket Officials. All umpires must have current DBS clearance.
- 10 **Match Results**
The use of live electronic scoring is strongly encouraged for all matches.
- 10.1 **County**
Each winning club must forward the result of their match to their County Board immediately following the completion of each match.
- 10.2 **National Stage Rounds 1 and 2**
Each winning club must add the result of their match to the Play-Cricket website following each match in Rounds 1 and 2.
- 10.3 **Regional Finals Onwards**
Each club must hand a completed result sheet to the ECB match manager immediately following each match at the Regional and National Finals stage. If an ECB match manager is not present, the winning club must add the result of their match to the Play-Cricket website.
- 11 **Code of Conduct**
All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.
- 12 **Coaching**
Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the County Board/ECB.

Playing Conditions

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

1 In all Matches

- 1.1 Matches shall consist of one innings per side.
- 1.2 Each innings shall be a maximum of 20 overs duration.
A minimum of 5 overs a side will constitute a match.
If the number of overs available to each side are not equal then run rate will be used to decide matches prior to the National Finals. In National Semi Final and Final matches the Duckworth/Lewis method will be employed.
- 1.3 No bowler shall bowl more than four overs in a match.
In matches of less than 20 overs per side the number of overs per bowler will be reduced pro rata.
 - 1.3.1 The provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).
- 1.4 When a batsman reaches or passes the personal total of 50 runs they must 'retire' and will not be allowed to return (to be listed at 'retired not out' on the final scorecard, see 3.1.1). A batsman can continue their innings beyond 50 if their 'retirement' would end the innings before the agreed number of overs have been bowled.
- 1.5 The team scoring the most runs in its innings shall be the winner.
- 1.6 Restrictions on the placement of Fieldsmen
 - 1.6.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
 - 1.6.2 At the instant of delivery, there may not be more than five fielders on the leg side.
 - 1.6.3 For the duration of the innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
 - 1.6.4 In the event of an infringement of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.
- 1.7 Junior Fielding Restrictions
 - 1.7.1 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 batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball.

A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.

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

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

1.7.4 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.

The Team Manager shall be responsible for identifying to the umpires any players who are in the Under 13 age group or younger.

2 In County Competitions

The procedure for arriving at the winner should the scores be equal shall be determined by each County Board.

3 In National Stage Matches

3.1 In the event of the scores of each team being equal the winner shall be determined as follows:

3.1.1 The side which has taken the greater number of wickets. Batsmen that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost.

3.1.2 If still equal, the side with the higher score at the end of 19 overs, if still equal, the score at the end of 18 overs, 17 overs, etc.

3.1.3 If still equal five players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternatively in a sudden death bowl out until a winner has been achieved.

3.2 In the event of a rain curtailed match

3.2.1 The match can be rearranged, if before the original game has been started, both sides can mutually agree a reserve date before the deadline date for that round.

3.2.2 Or, if weather permits, the winner shall be decided by a bowl-out, as defined in 3.1.3 above.

3.2.3 Or, if a bowl-out is not possible, the winner shall be decided by the toss of a coin.

MASTERTON TROPHY RULES 2023

1. Title

The Competition will be known as the **Masterton Trophy**. The current 'MCC The Laws of Cricket' (2017 Code, 3rd edition - 2022) shall apply except as modified below. These Rules must be read in conjunction with The East League Rules - April 2023.

2. Participation

The competition is open to qualifying ESCA clubs located south of the River Forth and any other club which may be invited by the Masterton Committee of ESCA to participate therein. The competition entrance fee shall be determined by the Masterton Committee and shall be remitted to ESCA together with the annual subscription before the start of the season.

The participating teams will be divided into two Groups. The teams in each Group will play each other once only on a round-robin basis. The fixtures will be determined by the Committee and will take place on Tuesday & Thursday evenings from mid-May.

Matches that have been cancelled or abandoned without a result due to weather are to be replayed as soon as possible when neither team has a fixture on a forthcoming Tuesday or Thursday. Within 48 hours of the original match, the Captains must agree a replay date to be played as soon as possible after the original match date and will inform the Masterton Committee. If a match is cancelled or abandoned due to weather conditions then teams are expected to agree the first available date when neither team has a match. Should agreement not be reached, the Masterton Committee will set the date. A week has been set aside, if necessary, to replay any cancelled/abandoned matches due to inclement weather. All Group matches must be completed by Thursday 22 June 2023.

At the conclusion of the Group matches the lower placed second team in the Groups (see Appendix 2) will play off against the eligible qualifier team from the Borders. The winner of that play-off will gain a place in the semi-finals.

The top team of each Group will host the semi-final. The semi-finals will be:

Winner Group 1 v Second placed in Group 2 or Borders qualifier

Winner Group 2 v Second placed in Group 1 or Borders qualifier.

The winner of each semi-final will play a final at a venue determined by the Masterton Committee in consultation with any sponsor.

3. Player Registration

Only players eligible to play for a club's 1st XI in Saturday league matches can participate. A Paid Player or Overseas Amateur recruited by a club to play for a team other than the Club's 1st XI is ineligible to play in Masterton matches.

Each club may register and play only one Paid Player, as defined by the East League Management Group (ELMG - see EPL Rules) or ESCA. Where a Paid Player is unable to play for whatever reason, e.g. long-term injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the Masterton Committee.

Each club may register one Overseas Amateur, as defined by the ELMG or ESCA. Where the original Overseas Amateur is unable to play for exceptional reasons, the registration of a substitute Overseas Amateur may be approved by the Masterton Committee.

No player can play for more than one club in this competition in any season.

4. **Start Times**

Matches will commence by 6.15pm unless by agreement of the Masterton Committee.

5. **Duration of Matches**

Matches will consist of one innings per side. Each innings will consist of 20 overs.

Before the toss the Umpires may agree to reduce the number of overs played subject to a minimum of 10 overs per innings. The revision of the number of overs should ensure, whenever possible, 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. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.

Slow Play - The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 9). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play ; and any time allowances as and when they arise.

On the fall of a wicket the incoming batter must cross on the field with the dismissed batter.

The Captain of the batting side may not declare the innings closed at any time during the course of a match.

6. **Results**

During the Group stages, in a completed match, the side with the higher total of runs in the match will be the winner. Should the sides finish with the same number of runs, irrespective of the number wickets lost then the match shall be deemed a tie. Should any match be abandoned after 5 overs of the second innings have been completed the result shall be decided on the Duckworth Lewis (DL) Method. If the result under the DL Method is a tie, the points shall be shared.

The system to be used is available on smart phones and found at :-
https://www.cricketstats.org.uk/t20_raincalc_2023.html - and verified by the Umpire(s).

During the Group stages of the competition the winning team will be awarded 2 points and the losing team 0 points. If there is a tie, or abandoned match without a result, then each team will be awarded 1 point.

Should two teams be equal on points then the Group placings will be decided by the result of the match between the two sides. Should the match have been voided, a tie, or there being more than two teams with the same number of points, then the placings will be decided by the higher average runs scored per balls faced by each team in Group matches played. Should these still be equal then placings will be decided by the higher average runs scored per wickets lost for each team.

In the semi-finals and final, if the teams have scored the same number of runs in a completed match, then the team having lost fewer wickets will be the winner. Should both sides have lost the same number of wickets then the winner shall be the side with the higher number of runs at the end of the 19th over and so on back to the end of the first over. Should the result in the semi-finals or final be determined under the DL Method to be a tie, then the winner shall be the side with the higher score on the DL Method at the end of the previous completed over, and so on back to the end of the first over until a result is produced.

It is the home team's responsibility to advise the result of each match as soon as possible but, in any event, no later than 10 pm on the day following the match. This should be done by entering the scorecard to www.escalive.com.

7. Equipment

The home club will be responsible for the provision of regulation stumps and bails and for the correct marking of the pitch (see Appendix 1) and boundary. Each team shall provide its own equipment, including a new ball. Pink balls, as approved by the Committee, must be used and spare (used) pink balls should be available for use should the original ball be lost during the innings.

8 Bowling restrictions

- (a) No player may bowl more than 4 overs in a normal innings of 20 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.
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler 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) **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 :

- It is not a wide when the striker moves across to the off stump from their 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).
- It is not a leg side wide, as defined in (d) (i) above, when the striker 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 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.

The umpire shall not adjudge a 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.

(iii) Short Pitched Bowling

A bowler shall be limited to one short-pitched delivery per over. A 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 batter on strike when such a delivery has been bowled.

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

For the avoidance of doubt any 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.

If another short-pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No Ball", and when the ball is dead, caution the bowler and inform their colleague, the captain of the fielding side and the batters. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and they will not be allowed to bowl again in the innings.

9. Fielding Restrictions / Powerplays

- (a) 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 27.45 metres (30 yards). 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.
- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. If this restriction is breached, the striker's end umpire shall call and signal No Ball.
- (b) At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal No Ball.

10. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker, or the no ball was due to a fielding breach, in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) 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.

11. Adverse Conditions

Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, presents an obvious and foreseeable risk to the safety of any player, or is considered unreasonable.

12. Drinks

No drinks intervals shall be permitted.

An individual player may take a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

13. Umpires

The umpires' fees will be claimed centrally through WTU (Who's the Umpire).

14. Coloured Clothing

Teams are encouraged to wear coloured clothing but this is not compulsory.

15. Discipline & Safety Guidelines

All clubs are expected to maintain a high standard of behaviour as laid down by the CS Code of Conduct. Any club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the ESCA Disciplinary Officer.

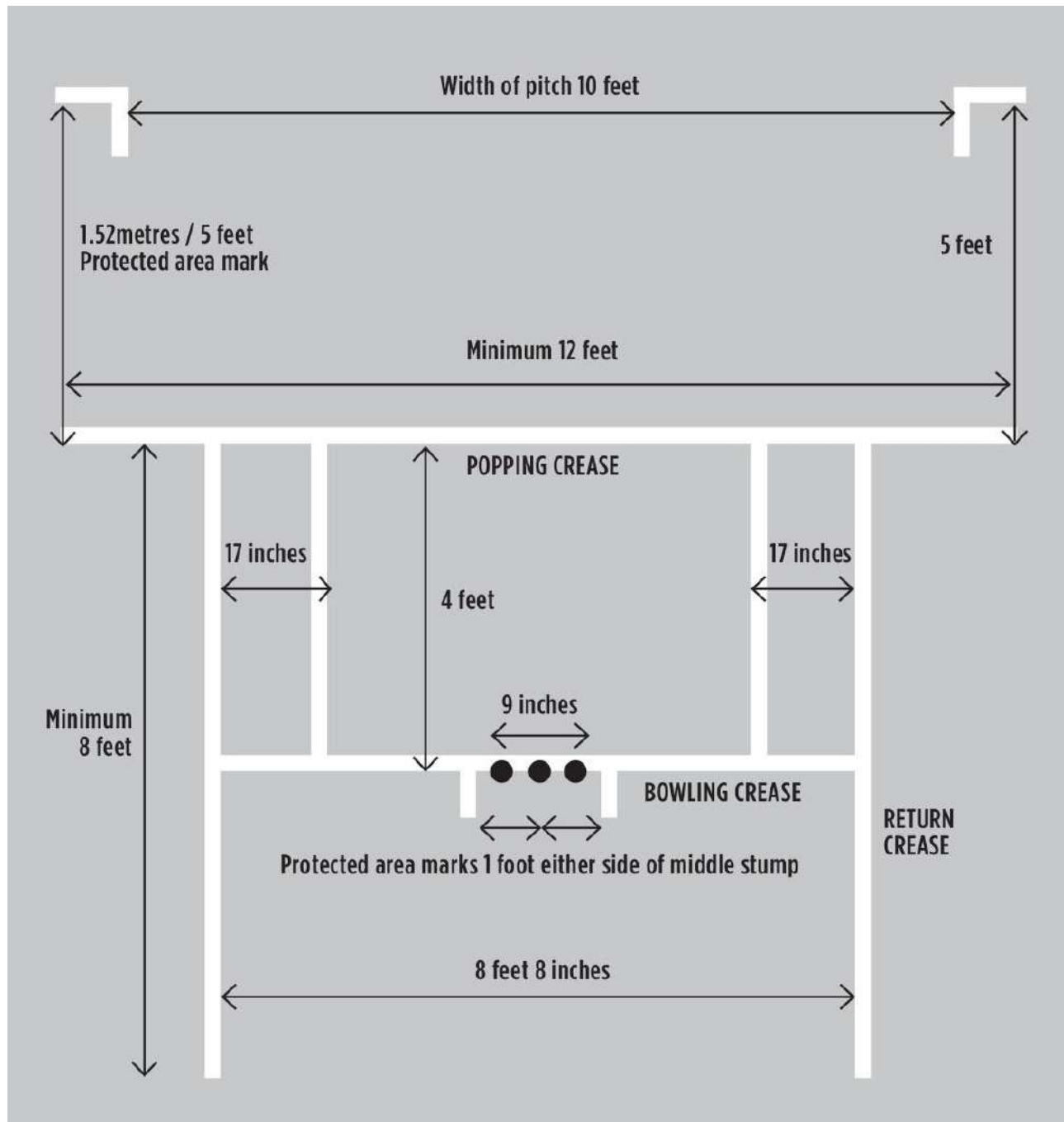
All clubs participating in the competition must comply with the safety guidelines issued by Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players.

16. Control

The control and management of the competition shall be vested solely in the East of Scotland Cricket Association, or its recognised Masterton Committee, whose decision in all matters relating to the competition, including these Rules, shall be final.

APPENDIX 1

As a guideline to the umpires for the calling of wides on the offside (Rule 8(d)(ii)) 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.

APPENDIX 2

The lower second placed team at the end of the Group matches will be determined as follows:

The team with the fewer points.

That failing, the team with the fewer wins.

That failing, the team with the lower run rate over the Group matches.

The Competition Convenor for the 2023 Masterton Trophy is :-

Ramsay Allan

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ramsayallan@yahoo.co.uk

The Umpire Co-ordinator is :-

Willie Ferguson

07738 415327

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APRIL 2023



WDCU McCULLOCH CUP 2024 PLAYING CONDITIONS



These Playing Conditions shall be used in conjunction with the WDCU Administration Rules **2024**.

1. The competition shall be known as the WDCU McCulloch Cup.
2. This competition is open to 1st XIs of clubs in Premiership One and Two plus, on the invitation of the WDCU CMC, 1st XIs of clubs playing in Premiership Three.
3. The final shall be played at a venue determined by the WDCU.
4. A Paid player or Paid Player/Coach and overseas amateurs are eligible to play in the competition.
5. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes.

On the fall of a wicket, the incoming batsman must cross on the field with the dismissed batsman.

6. Batting Restrictions: There are no batting restrictions.
7. Bowling Restrictions: No bowler may bowl more than 4 overs or 20% of the available overs in a reduced over match. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.
8. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short-pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

In the event of a bowler bowling a non-pitching delivery above waist height, the bowler's end umpire shall call and signal 'No Ball' and when the ball is dead, caution the bowler and issue a first and final warning if the umpire deems the ball to be dangerous. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

Free Hit: In addition to the above, 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'), 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 to a 'No Ball', even if the delivery for the free hit is called 'Wide'.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

9. Wide ball - Judging a 'Wide'
 - a. Leg side



WDCU McCULLOCH CUP 2024 PLAYING CONDITIONS



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 (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the 17" Wide Guidelines 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.

b. Off side

Any delivery that passes outside or crosses the 17" Wide Guideline, provided it is not hit by the striker, shall be called and signaled 'Wide' by the bowler's end umpire.

There is one exception to this Rule.

The umpire shall not adjudge a 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.

Any ball that passes over the head of the striker standing upright at the crease will be called a 'Wide' and will count as a short-pitched ball in the over.

10. 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 27.45 metres (30 yards). 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.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal no-ball.

At the instant of delivery, no more than 5 fielders are permitted on the leg side. If this restriction is breached, the striker's end umpire shall call and signal 'No ball'.

11. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.

Start time for matches is 6.15pm. Matches can start earlier if both teams are ready. The first innings will last for 20 overs and an expectation that the innings should last 80 minutes. Should the team batting first be dismissed in under 20 overs the team batting second will receive 20 overs.

The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 10). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings,



WDCU McCULLOCH CUP 2024 PLAYING CONDITIONS



and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise.

In a match when the start is delayed or play is suspended:

- a. The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 10 overs per team). The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost.
 - b. If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost.
 - c. In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (12.a) and the over completed on the resumption of play.
 - d. If the side batting second is unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis/Stern Method (Appendix A), as laid out in the instruction sheet provided to calculate a Par Score. To win, the side batting second must score one more than the Par score. Should the side batting second equal the Duckworth/Lewis/Stern Par score, the match shall be tied. The nominal finish time should the game be interrupted is 9.15pm.
 - e. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
12. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A). If the result under the Duckworth/Lewis/Stern method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
 13. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets, then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.
 14. In the group stages, the winning side shall be awarded 2 points. The losing side shall score 0 points. A tie or no result shall score 1 point to each side. A concession shall be penalised by -2 points to the conceding side.
 15. Placings in the group stages will be based on number of points. Should sides finish equal on points then Net Run Rate (NRR) will determine final positions.
 16. In the knock out stages, should the WDCU CMC decree that a result has to be reached on the night of a match and no play/no result occurs, then the winner shall be determined as follows:
 - a. Bowl out. Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately, in the same order, to achieve a result on a "sudden death" basis. Each side must have an equal number of deliveries before a result can be declared.
 - b. In the event that a bowl out is not possible, then the result will be decided by a toss of the coin. The Home Captain shall execute the toss and the away Captain will call.



**WDCU McCULLOCH CUP
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- c. In the event that a coin toss is not possible, the result will be determined by the WDCU CMC through a coin toss by a nominated individual(s) of the CMC and shall be recorded by the WDCU Administrator.
- 17. The control and management of the competition shall be vested solely in the WDCU CMC whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.



WDCU McCULLOCH CUP 2024 PLAYING CONDITIONS



Appendix A - Duckworth/Lewis/Stern

The rules of these competitions mandate that the Duckworth/Lewis/Stern method is used to determine the results of matches that are prematurely curtailed by weather.

Following recommendations by Cricket Scotland clubs should use Duckworth/Lewis/Stern 5 Nov 2022

If a computer is available, then the above should be followed, where a computer is not available the use of a suitable app on a phone/tablet etc. is permitted. It is recommended that one of the following apps are used:

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.

(Please note that when using an app, Umpires and both Captains must agree what app is to be used).

Please remember that the objective is to achieve a result, and that the spirit of the game must be the first priority when matches are decided using this method.

Playing Rules

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

1. Administration of Competitions

1.1 All league and cup competitions which are sanctioned by the NE Scotland Cricket SCIO, also known as the Aberdeenshire Cricket Association, [“the SCIO”] shall be regulated and administered solely by its Board [“the Board”], in accordance with the SCIO’s Constitution, and with these Operational Rules. The Board will be able to delegate any of its powers to any subcommittee it may set up, and references to the Board can apply to a sub-committee, with the Board becoming an appeals body where necessary. Appeals may be on legal grounds [vires, bias, procedure, or perversity] only; must be submitted in writing; and consist of one or more numbered propositions, which may thereafter not be added to without the Board’s specific permission. Decisions of the Board on all matters are final [see also Rule 1.6].

1.2 Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as are approved by the AGM (or other duly-convened Members’ Meeting) of the SCIO. The Board shall have the powers to amend playing rules at any time should they feel exceptional circumstances support such a change (see Rule 24)

1.3 (AMENDED AT 2024 AGM)

The ball used in all League and Cup matches shall be a ball approved by the SCIO Board, and as specified in Annex A appended to these rules. In all matches involving the use of a pink ball, teams may wear whites or coloured kit, providing the kit contains no pink in it.

1.4 All matches played under the auspices of the SCIO will be conducted in accordance with its Disciplinary Procedures and Cricket Scotland’s Levels of Conduct for Players and Officials. Foul or abusive language, or which given the context of its use could be expected to cause offence to a reasonable hearer, will be treated as a serious disciplinary offence, irrespective of the language in which it is expressed, if reported by an independent umpire or club under Rule 22 Where a language other than English is used, a translation must be provided if requested by an independent umpire or as part of a disciplinary or protest procedure.

1.5 All players, officials and umpires agree by participation in the SCIO’s competitions to comply and adhere to the Laws of Cricket (Current Code), including its Preamble “The Spirit of Cricket”. **1.6** As a term of membership of the SCIO, Clubs, their officials, members and players commit to observe the Rules of the SCIO and to submit to the exclusive jurisdiction of its Board [or of pendant committees where power has been expressly devolved to them], and not to bring proceedings in any court or forum inconsistent therewith.

1.6 As a condition of continued membership, clubs must also comply with such regulations as the Board may specify from time to time to ensure that they are adequately insured and in compliance with best governance practice for unincorporated sporting bodies. This includes compliance with all applicable requirements of Scots and UK law

2. Composition of Leagues

2.1 Playing teams shall be divided into Grades. The Board shall determine annually the number of Grades, the number of teams within each Grade, and the trophies for which they shall compete. The Board will

adopt a flexible approach to its league structure, as required to reflect the number of teams in playing membership the following season. The current structure is appended to these Rules as Annex B.

The composition of grades may be approved at any time up to the start of any season, by or on the recommendation of the Board, where required to reflect entry or withdrawal of teams.

New teams wishing to enter the leagues in the following season, or to withdraw from playing, must give notice by 15 January of the relevant year.

Save in exceptional circumstances, new teams entering the leagues must do so in the lowest grade.

3. Promotion and Relegation

3.1 At the end of each season promotion and relegation will normally take place as follows.

- a) The team finishing first in each Grade [other than the highest] will be promoted to the Grade above.
- b) The team finishing last in each Grade [other than the lowest] will be relegated to the Grade below.
- c) Additional promotions and relegations will be applied as may be required to provide a balanced structure, and to reflect new entrants or withdrawals. This will normally include the promotion/relegation of the team finishing second top or second bottom in each league. The Board has the power to modify this procedure in any year where, as a result of changes in playing membership, the total number of teams in the Grades in the following season is expected to change by two or more sides.

3.2

- a) If during the season a team should withdraw from its remaining league fixtures the matches it has already played shall be deemed null and void. If during a season a team fails to fulfil at least two-thirds of its fixtures all matches played by that team shall be null and void.
- b) Any team failing to fulfil four of its league fixtures during the course of the season must immediately email the SCIO Board detailing the reasons for failing to fulfil the fixtures, and also advise as to how likely it is that they will be able to fulfil their remaining fixtures. The Board will then decide whether it is of the view that the team in question has a realistic chance of fulfilling the majority of its remaining fixtures. The Board may then let the team continue to try to fulfil their fixtures, or if it so decides, declare all of their fixtures null and void.

3.3 Any team having had its fixtures declared null and void by the Board, shall require to apply formally for re-admission to the SCIO at a future Meeting of the Board, along with any other team seeking admission to SCIO competitions. Teams seeking admission or readmission to SCIO competitions must provide a written report in advance of the Board meeting considering their application supporting their ability to fulfil their fixtures. This report will be circulated to members prior to the Board meeting.

4. Fixtures

4.1 The Board shall arrange fixtures for each Grade and shall notify clubs accordingly.

Fixtures in each Grade will normally be arranged on the basis of teams playing one another twice during the season, subject to ground availability, on a home and away basis. In the event that a team does not have exclusive access to a ground, venues for matches will be allocated by the Board. In the event that a team cannot provide access to their home ground for all their home matches, the Board will arrange for an

alternative venue, the cost of which will be met by the home Club. Depending on the number of teams in the lowest Grade, the Board may in that grade waive the home and away concept for matches and adopt a fixture list that maximises the opportunities for cricket to be played, whilst still trying to ensure teams have an overall balance of home and away games.

Any team changing their venue for home matches, or any team seeking to change the venue booked for them by the NESC, must discuss this with the NESC prior to the 15th of January preceding the upcoming season.

4.2 Where league fixtures have been postponed for a genuine reason other than weather or condition of ground [tours, ground non-availability, teams not wishing to enforce a walkover, religious festivals, weddings of players. This list is not exhaustive] clubs may re-arrange scheduled fixtures by obtaining the consent of their opponents and the Board, following joint application of both clubs to the Board submitted within five days of the originally scheduled date. Fixtures may not be rescheduled for league points unless application for approval is submitted within this period. No rearrangements shall however take place where a match has been cancelled or abandoned due to bad weather on the scheduled date, or where the rescheduled date is after the last scheduled weekend of the league season. On approval by the Board of a fixture being re-scheduled, such fixture then has the same status as the originally scheduled fixture, which it has replaced. For the provisions relating to the rescheduling of cup games, see Rule 18.0.

4.3 Where any fixture is postponed due to the involvement of either club in a Cricket Scotland Senior Competition or the finals day of a Cricket Scotland Junior Competition, the clubs involved may rearrange the fixture. The Board will have the power to postpone matches should they feel a compelling reason has been made, and to rearrange the match to a specified date. If no suitable date can be agreed for the rearrangement of a match, the Board will have the option to declare the match null and void.

4.4 A Club normally fielding two or more elevens, and which has two or more fixtures on the same day, must (if unable to fulfil all its fixtures) scratch (or by agreement with its opponents and the consent of the Board, postpone) its scheduled fixtures from the lowest division of the Grades, working upwards.

4.5 (AMENDED AT 2024 AGM)

In the event of a game being called off for whatever reason, the message of the cancellation must be passed on to an official of the opposition verbally, although retained text or other such message, providing acknowledged and agreed within an hour of the original message, will suffice.

Clubs must also contact any appointed umpires at their earliest opportunity to advise that the game will not take place. Clubs should note that the match fee(s) for any appointed umpire(s) will be payable should the umpire(s) attend the venue prior to being advised of the match being called off.

4.6 Any Club scratching a fixture must advise their opponents by 1900hrs the night before at the very latest. If the pitch to be used has been booked by the Board, then the team scratching must also advise the Board by email by 1900hrs the night before. Any Club failing to comply may incur a 5 point penalty. Sport Aberdeen and Aberdeen City Council will, and other pitch providers [including Clubs with their own grounds] may, charge for the marking of pitches which are not cancelled at least 7 days beforehand. Where such costs are levied it is the policy of the SCIO that such costs should be met by the Club scratching a fixture. This figure should not exceed the highest pitch hire fee as set by Aberdeen City Council or Sport Aberdeen.

4.7 Fixtures below Grade 1, which involve second or third elevens, may be rearranged from Saturday to Sunday, if both clubs agree. Any such agreement must be notified to acagradess@gmail.com at least 48 hours before the original scheduled start time.

4.8 All League matches shall take place on Saturdays and Sundays and be decided by a single innings. Except in cases where the Board shall fix a different start time, all matches shall start at 1300 hrs subject to the right of either team to request a delayed start should players from their club be involved in junior or

schools cricket on that day. Start times may also be amended as directed by independent ground authorities. Teams may however elect to start earlier by agreement, but where pitches are booked on behalf of teams by the Board, a request to start earlier must be made to the Board before 1pm on Thursday so that permission can be sought from the ground authorities for the earlier start time. Should any unreasonable delay in the commencement of a match be reported to the Board, it shall have powers to impose a points deduction on the offending Club and/or to award the match to their opponents. [See Rule 10 for further information on hours of play.]

4.9 In order to start a game there must be a minimum of six players present from both sides at the stipulated start time of the game. Should there be less than that, the opposition have the right to claim the game, unless exceptional circumstances have prevented a side from arriving at the ground on time.

4.10 In determining whether a team has failed to fulfil or play out any fixture, the Board shall have regard to clubs' adherence to the League's "Wet Weather Guidelines", as promulgated by the Board from time to time, and appended at Annex C. Failure to abide by these rules, or to complete a fixture for any other reason, may be taken by the Board as evidence of failing to fulfil a fixture "without reasonable cause" in the event of a protest, and it would be likely that the game would be awarded to the team lodging the protest, with no points being awarded to the team adjudicated against. Under such circumstances, the Board will have the powers to apply additional penalties if it deems it appropriate.

5. Trophies and Prizes

The Board may award trophies or other prizes for team or individual performance in any Grade of the SCIO, and any such award will be made at the sole discretion of the Board. Any batting or wicket keeping award will be based on the highest batting average or most dismissals obtained by an individual who must have batted or kept wicket in more than 65% of the league matches completed by his team. Any bowling award will be based on the lowest bowling average by an individual who must have taken an aggregate number of wickets equivalent to 1.4 times the number of league matches completed by his team. Walkovers will not count towards completed match numbers; but matches scratched by their team will. Cumulative appearances for different clubs in a Grade and loan appearances will not be included.

6. Playing Conditions

6.1 Clubs playing in the NESC SCIO must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard.

6.2 The home club in any fixture shall be responsible for the provision of a pitch, regulation stumps and bails, and for the proper marking of the pitch, boundary and any fielding circle that may be required. Any change from a grass to artificial pitch (or vice versa) must be advised to opponents at least 48 hours prior to the start of the match. If notification is not provided 48 hours in advance, an artificial pitch may still be used with the agreement of both teams. Each team shall bowl with its own ball. Clubs are reminded that it is also the responsibility of the captain of the home team, before the toss for each game, to agree with the umpires – or failing such, the opposition captain – if any obstacles within the field of play are classified as boundaries or constitute a "dead ball" if hit. Such arrangements are valid only if made before the toss. The requirements of MCC Law 2.3.2 also apply.

6.3 No match should be postponed prior to the morning of the match unless decided by an independent ground authority.

If on the morning of the match, the Captain of the "Home" side is of the opinion that the ground is unfit for play he should advise the Captain of the "Away" side at the latest before 11.00am. The "Away" club should then have the option to agree to the postponement of the fixture, or of insisting on a pitch inspection 30 minutes before the scheduled start time. In this case, both teams and umpires should attend to allow the

match to start at the scheduled time if play is possible. Clubs should bear in mind that shortened games can take place if the weather improves.

On no account may the “Home” club postpone the fixture without the agreement of the “Away” club. In the event of an agreed postponement the “Home” club must advise the umpires and update NESC Live as per Rule 16.1.

6.4 Where games are played on artificial pitches the provisions of MCC Laws 41.11 through to 41.15.3 do not apply unless obvious damage is being caused to the playing surface. In no case should players be permitted to run up or down the central or batting zone of an artificial pitch.

6.5 It is the expectation of the SCIO that in all competitions a rate of 15 overs per hour should be maintained – i.e. that the final over of a 40 over innings should commence within 2 hours 40 minutes of the start of play [ignoring any interruptions for rain or player injury], and pro rata for innings where the maximum permitted duration is less [e.g. 1 hour 20 for 20 overs]. Any team failing to adhere to this guideline should be reported to, and a written explanation may be requested by, the Board, who may impose a deduction of points should they feel the team has taken considerably longer than expected to complete the requisite overs. To avoid unnecessary disputes, where there is no independent umpire, captains should agree on the timepiece to be used prior to the toss for innings.

In matches where an independent umpire is appointed, they will enforce the over rate noted above. For every over that has not been started at the expiry of the 2 hour 40 minute (or pro rata reduced) period, a 1 point deduction will be applied to the offending teams league points total. The umpire should allow for exceptional circumstances such as injuries, but no allowance will be made for a drinks break. The umpire will notify the SCIO of any points deductions that may arise.

6.6 MCC LAW CHANGES – 2017 CODE

The sanction of the award of penalty runs under the following Laws shall apply only where an umpire appointed by CMSOA or any successor body is standing:

Law 18.5 (Deliberate short runs)

Law 24.4 (Player returning without permission)

Law 26.2 (Practice on the outfield)

Law 28.2 (Fielding the ball)

Law 41 (Unfair play)

For the avoidance of doubt penalty runs may continue to be applied under Law 28.3.2 (Ball striking fielding helmet on the ground).

6.7 (ADDED AT 2024 AGM)

In matches with no appointed umpire, should an incident arise that either captain feels is contrary to the laws of the game or the NESC playing rules, both captains should suspend play for up to 5 minutes, and if necessary look up the relevant law or playing rule to discuss/clarify the matter of contention. If they agree that an error has been made, and if both captains agree, action should be taken to correct the error and for play to resume thereafter. Following such a ‘timeout’, should the captains disagree on how to progress matters, it will be assumed that a potential protest (see playing rule 19) may be raised about the incident without further notification to the opposition captain. It should be noted that such a ‘timeout’ discussion must only involve the 2 captains, and no other players can have input to the discussion unless both captains

agree. Individuals who involve themselves in a ‘timeout’ discussion without the agreement of both captains may be subject to disciplinary action.

The implementation of this ‘timeout’ protocol ensures that the responsibility for adherence to the laws and playing rules rests with the Captains. It is not acceptable to contact any representative of the SCIO during a match and seek a ruling on a playing situation. Any such approach will be dealt with by the Board with a mandatory points deduction up to but not exceeding 15 points. Both captains must complete a ‘timeout’ report form (if available) within 48 hours of the conclusion of the match in order that the areas of discussion can be monitored.

7. Residential Eligibility and Registration of Players

In any game, no team may field any player who has not been ordinarily resident in the UK – for the 183 days (six months) prior to the match concerned. This restriction does not apply to:

- (a) students registered on a full-time course of education in Scotland
- (b) individuals in full-time employment in Scotland for which a Work Permit is required and has been granted
- (c) players eligible to represent Scotland, but abroad temporarily
- (d) the spouse, civil partner or dependent relative of any of (a) to (c) above.
- (e) those with refugee status and their dependents who are resident in Scotland.

Consideration may be given by the Board”” to waive this rule, but only in circumstances which are considered “exceptional”.

(AMENDED AT 2024 AGM)

All new players must be added to NESC Live prior to the toss for innings, as required by Law 1.2. The Board will have the power to apply penalties to any team failing to register a player on time.

8. Other Player Eligibility Criteria

8.1 A player may be registered on NESC Live for multiple clubs at any one time, but – with the exceptions specified in Rule 8.2 (a), (b), (d), 8.4 or 8.5 – may only play for one club in any season; and that only providing they have no financial commitments outstanding to any previous club(s). No player may take part in any competition unless clear financially with any previous Club. Any Club knowingly fielding such a player, shall on protest, be adjudged if found guilty to have lost the match and receive no points. Action may also be taken against the player involved.

8.2

(a) If for any reason during a season a player wishes to change Clubs he may be allowed to do so provided he has permission from the Board after having forwarded written statements from both Clubs explaining the reasons why, and provided that the previous club confirms in writing that he has settled all debts to his previous Club and returned all property of that Club. The player also has to pay to the SCIO a £25 fee, to be paid and receipted before he can play for the new Club. Transfers of this nature must be made before 0001 hours on 1st June of that season, although the Board may approve transfers after that date, but only in very exceptional circumstances.

(b) If during the season, a member Club intimates that it will not fulfil its remaining fixtures, players who have played for that Club will be free to join other Clubs within the SCIO without restriction, but only once the Board specifically confirms this on the SCIO website. It should be noted that the player may not play in the Cup competitions if the player has already done so with their original club. If during a season, a Club withdraws its second or third eleven from all SCIO fixtures then, with the consent of that Club, players may be released to play for another Club in a lower Grade than their registered club's senior grade eleven, provided that both lending and borrowing clubs have scheduled SCIO fixtures on the date concerned; that the consent of the opposition to the borrowing club is obtained; and that the borrowing club complies with the registration requirements of SCIO Rule 7.0

(c) No professional, that is any person who has received payment in cash or kind as an inducement to, or to facilitate, his playing cricket, and/or who has appeared in First Class Cricket or a List A One Day International, in each case in either the current, or the two preceding calendar years, or an Overseas Amateur registered with the Cricket Scotland League or any of its recognised Feeder Leagues, shall take part in any of the competitions. Any team playing an unqualified player shall be adjudged to have lost the match.

8.3 Where a Club's highest-ranked team within the Grades is that club's recognised Third or Fourth Eleven, no player over the age of 21 on 1st September of the previous season who in the current season has played in more than two games for the Club's recognised First Eleven in league competition shall thereafter be allowed to play in a SCIO fixture for the remainder of that season.

8.4 The restrictions specified in Rule 8.1 will not apply to players who are under the age of 18 on September 1st preceding the current season, provided they have not played in the CSL Eastern or Western Premier leagues, who may play for any side within the league competitions of the SCIO. They may however play for only one club in cup competitions. Any Child Protection and playing restrictions under which such arrangements are made are for the relevant Clubs to agree; and must comply with relevant Cricket Scotland and SCIO policies & guidelines.

8.5

(a) The use of Loan Players is designed to maximise participation and to minimise the call off of games, not to strengthen teams who should otherwise have enough registered players to raise a team, and not to assist teams push for promotion or avoid relegation.

(b) Players aged 60 or over on the day of a match, or juniors under the age of 18 as of 1st September of the year preceding the start of the season, may play for any team in any Grades league match as a Loan Player without the need for consent being sought or given. The only exceptions are where these players have played more than 50% of completed league matches in a Saturday League other than the Grades for the club they are primarily registered with. In these circumstances consent would be required from the opposition for them to play as a loan player.

(c) No loan players are permitted in cup competitions, other than in the Reid Cup where a maximum of 2 Loan Players can be used in a game, and only from those noted under Rule 2, subject to the opposition giving consent in advance.

(d) Grade 1 and Grade 2 teams – can field up to 2 Loan Players in a match subject to consent being given in advance by their club and their opposition, other than as noted in Rule 2. They cannot use a Loan Player who is registered for a team who plays in their Grade. Individual Loan Players may only play a maximum of 3 times on loan to any one club.

(e) Grade 3 teams – can field up to 3 Loan Players in a match subject to consent being given in advance by their club and their opposition, other than as noted in Rule 2. Individual Loan Players may only play a maximum of 6 times on loan to any one club.

(f) Other than in Rule 2, it is essential that the borrowing club complies with the registration requirements of SCIO Rule 7.0; and that the Club for which they are primarily registered also has a game, a free date in the previously determined scheduled programme of fixtures, or no game as a result of their Club having been scratched to, on that day. In Grade 3 only, players from a team that has scratched may go on loan to another Grade 3 team, subject to consent from their own club and that of the opposition being given in advance.

(g) In Grade 3, if both captains agree, a club may loan up to three players to its opponents, in order that a fixture may be fulfilled which otherwise may have been scratched.

(h) Any team contravening these Loan Player Rules shall, on protest, be adjudged to have lost the match.

8.6 (AMENDED AT 2024 AGM)

In the event that any Club has multiple teams in the Grades in the same season, that Club will be required to notify the SCIO Board in respect of each team, other than their lowest recognised team, of the names of 6 players who regularly participated in the Grades in the previous year and are expected to be doing so in the forthcoming season. Such players will thereafter be allowed to play only for that team, or a Club's recognised higher team, during that season. This notification must be provided to the Board at least 2 weeks prior to the start of the season. The Board shall have power to request amendment of the list of players if they are not satisfied that those listed are, and will be, regular players at the standard of the team in respect of which they have been listed for the forthcoming season. With that exception, and providing the playing rules in 8.1 through 8.5, and also 8.7 through 8.9 are met, Clubs with multiple teams may play their members in any team as often as they wish.

8.7 No player who in the current season has played in a higher Grade/level of cricket, or in a senior Saturday league outside of the Grades, can play in a senior cup competition unless they have played at least one league game during the season for that team. At semi-final or final level they must have played at least three league games (or in the case of Grade 3 or below at semi-final level two league games) during the season for that team prior to the cup match concerned. This restriction shall not apply to any player aged under 18 on 1st September preceding the season concerned unless they have played in the EPL or SPCU NE Championship. Please note that appearances in the Turriff Cup or 7s do not count towards eligibility criteria.

8.8 (AMENDED AT 2024 AGM)

(a) For the last 5 League games in the season, any player who has appeared for an EPL and/or a SPCU NE Championship or Division 1 team, NOSCA Senior League side, or in the top 2 divisions of ESCA and the WDCU, in more than 60% of that club's league matches already played during the current season shall be ineligible to play for a team in a lesser league without prior permission being granted by the Board, unless they have already played during the season a minimum of 2 SCIO league games. Cognisance of the likelihood of promotion or relegation will be taken into account when considering requests for dispensation from this Rule.

(b) Any player who is also registered and has played during the current season for an EPL, SPCU, NOSCA, ESCA or WDCU club different from that which is an Ordinary member of the SCIO will also normally not be eligible to play in any SCIO match. It is appreciated that players may move geographically during the season, or may have long standing connections to SCIO clubs, and the Board will take this into account when considering any dispensation requests.

8.9 Any requests for dispensation under rule 8 (particularly rules 8.2(a) and 8.8), will only be considered if emailed to the Board 48 hours before any match.

9. Expenses

A club shall be entitled to pay reasonable travelling expenses to any driver (driver only and not a passenger) to defray the cost to that player of travelling to any away League match without that player being deemed to be a paid player, provided the expenses so paid do not exceed a rate per mile of necessary travel at such rate as may be fixed by the Board and intimated to clubs from time to time, [currently 17p a mile]. Such payments will be restricted to travel within the recognised boundaries of SCIO cricket. Any club which wishes to pay travelling expenses to any player shall maintain a detailed record of all expenses and MUST provide this to the Board for approval prior to making any such payment. The Board will be the sole judge as to whether the payments involved are deemed reasonable.

10. Hours of Play

10.1 Matches shall commence at the time specified or agreed In accordance with Rule 4.8, and shall be completed on the day of commencement. If play is not in progress due to inclement weather 7 hours after the scheduled start [2000hrs for a 1300hrs start, or the equivalent for other start times], or if play is suspended after that hour, then there shall be no further play in the match. If play is in progress, matches may however continue beyond that hour where conditions allow.

10.2

a) The Home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.

b) Matches will start at the agreed scheduled time, (weather permitting), no matter how many players are available (see Rule 4.9). Any unreasonable delay in the commencement of a match must be reported to the Board. The Board will have the power to deduct points or award the match to the opponents.

c) If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss.

d) The provisions of (a), (b) and (c) above may be waived by the Board if it is satisfied the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.

e) In all matches, Clubs must not later than the toss submit to the Umpire(s) or opposing Captain, the official Team Sheet, which should be used to complete the Match Return. In matches with no appointed umpire, clubs should accept the published list of no more than 11 players on the NESCLive system as the official Team Sheet and no changes are permitted thereafter. In these circumstances, Captains should take and retain a photo or screenshot of the opposition Team Sheet for use should any discrepancy arise.

f) Should a nominated player fail to appear to bat, his team's innings shall be considered to be completed when the last batsman available is dismissed or retires.

10.3 The tea interval in all SCIO matches should not exceed 20 minutes. The tea interval may be delayed if hot food is being provided and will not be available at the normal break in innings. Captains should discuss this prior to the start of the match.

11. Format of League Matches

11.1 Except as detailed in 11.3, each team competing in a league match shall be entitled to bat for 40 overs. The team batting first may declare their innings closed providing they have accrued maximum

batting points, but only with the consent of the bowling team. Should the bowling team permit the declaration, they will only earn the bonus points accrued up to the time of the declaration.

11.2 No points shall be awarded in matches which are not completed, and in which the provisions of Rule 14.3 do not apply.

11.3 Where the start of the match is delayed due to weather or other exceptional circumstances the length of the match may be shortened by 5 overs per side [10 overs in total] for each 40 minute delay or part thereof. Where weather conditions indicate the full number of overs may not be completed, the captains may agree to reduce the number of overs to be played by multiples of 5 overs per side. In Grades 1 and 2 games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game. However, in Grade 3 captains shall have the right in exceptional circumstances to agree a reduced length for a game where neither Club has a full side at its disposal.

All reductions are subject to a minimum length of 20 overs per innings in all Grades. No reduction in the scheduled number of overs is permitted after the start of the match.

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

12. Bowling Restrictions

12.1 (AMENDED AT 2024 AGM)

No bowler in Grades 1 and 2 may bowl more than 8 overs, and no bowler in Grade 3 more than 10 overs, to be reduced on a pro rata basis where the length of innings is reduced prior to the start of the match. The penalty for infringing this rule is the deduction of 5 points from the team's total for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed, but responsibility for adherence to this playing rule lies with the captain who should consult with the scorers if in doubt as to how many overs have been bowled by an individual.

12.2 (AMENDED AT 2024 AGM)

Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Annex D, which will apply in all Grades. Action may be taken against teams who do not comply with the directives.

12.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated by MCC Law 21.10.

12.4 Wides

The calling of wides will be as detailed in the Laws of Cricket except in Grade 1, the Aberdeenshire Cup, Turriff Cup and any 7s competition, in which Leg Side Wides will apply as noted below –

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 Bowler's End Umpire will call and signal 'wide'. There are two exceptions to this Rule:

(i) It is not a wide when the batter moves across to the off stump from their 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 when the batter plays or attempts to play, or aborts playing a reverse sweep or switch hit. In these circumstances, the normal wide criteria 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.

Teams should note that they DO NOT have the power to agree to call wides under any other method, and should the Board be made aware that they have adopted a variation to this, the Board has the power to impose a points deduction on either or both sides.

13. Fielding Restrictions

(a) In all matches, throughout an innings, at the instant of delivery, there shall not be more than 5 fielders on the leg side.

(b) Prior to play, the home side will put in place outer fielding circles which shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres (30 yards). The semi-circles shall be linked by 2 parallel straight lines. The outer fielding circle shall be marked by white dots approximately 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs approximately 180 millimetres (7 inches) in diameter.

(c) Throughout an innings, at the instant of delivery, up to a maximum of 5 fielders can be placed outside the fielding circle area. In the event of an infringement of (c) above, the striker's end umpire shall call and signal 'no ball'. Where a sole independent umpire has been appointed, they shall also be able to call and signal 'no ball' for this infringement. For clarity it should be noted that if a team at any stage in a match has less than 11 fielders on the pitch, they can still have a maximum of up to 5 fielders outside the fielding circle.

(d) In the event of the striker's end umpire failing to call and signal 'no ball' when this fielding restriction has been breached, immediately the ball becomes dead, the striker may draw the matter to that umpire's attention. If the striker's end umpire (or a sole independent umpire, if appointed) is able to verify the breach then they shall call and signal 'no ball'. If the umpire is unable to verify the breach then they shall confirm that the events of the delivery are unchanged.

(e) All Clubs by participation in SCIO competitions agree to abide by the ECB Directives for young fielders. See Annex D appended to these Rules for details of these.

14. Award of League Points

14.1 Result Points

Winning team – 30 points [*continued temporary provision approved by the Board for 2019 only*]. Each team in a tie – 5 points.

Except in the circumstances governed by 14.3, the team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal the result shall be a tie. No account shall be taken of wickets lost.

14.2 Bonus Points

In all grades, Bonus points will be awarded to the losing team, and to each team in the event of a tie, as follows [no bonus points shall be awarded to the team which wins the match] –

(a) Batting bonus points will be awarded on scoring 40 runs and every 15 runs thereafter, to a maximum of 10 bonus points.

(b) Bowling bonus points will be awarded at the fall of each wicket. The maximum of 10 bowling points will be awarded should a team be all out.

14.3 In the event that a match is abandoned, then, provided at least 20 overs of the second innings have been completed, the result will be decided by the Rain Calculator method. This will also indicate the number of winning/tie/bonus points to be awarded to each team.

15. Forfeiture of Points

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

15.1 If a club has not paid any invoice issued by the NESC SCIO by a date specified by the Board, the Board will have the power to deduct 5 points from the total points for each team that club has in the Grades for that current or upcoming season. If the invoice continues to remain outstanding the Board shall have the power to give the club concerned 7 days' notice that they will deduct further points if payment is not made by a specified date. The Board will also have the power to suspend a club for ongoing non-payment of fees if they are not satisfied that the club will honour their dues. This relates to any invoice issued by the NESC SCIO to include annual subscriptions, pitch hire fees, ball purchases, umpiring fees (including to CSMOA) and tickets for events including the Grades dinner, or any other unspecified instance that requires an invoice to be raised.

15.2 Where an independent umpire is standing, points may be deducted for slow over rates as specified in Rule 6.5.

15.3 Where a team fails to fulfil a fixture on the original date specified by the Board or on a substitute date agreed with the Board and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match. Where a club cannot fulfil all its fixtures for a given day, Rule 4.4. applies. Any Club forfeiting a game after 1900hrs on a Friday evening (or 1900hrs on a Saturday evening for a league match on a Sunday) will incur an additional 5 point penalty except in exceptional circumstances as determined by the Board.

15.4 (AMENDED AT 2024 AGM)

Any Club unrepresented at a SCIO Members' Meeting of which due notice has been given, shall be liable to a deduction of up to 15 league points from each of its teams in the playing season immediately following each Meeting at which the Club was unrepresented, subject to the power of the Board to waive the penalty on good cause shown.

15.5 The Board shall have the power at its sole discretion, before or during each season, to hold Captains' Meetings, non-attendance at which shall be liable to a deduction of 5 league points for any team unrepresented without good cause, of which the Board shall be the sole judge.

15.6 Where member clubs wish to appeal against any decision made by the Board or a pendant committee, they must do so within 5 days of that decision being notified to them. Where member clubs wish to appeal against such a decision, notification of appeal must include the grounds of appeal, and a £50 deposit, which will be returned to the appellant club if the appeal is successful.

16. Reporting of Results

16.1 Short Scores

In all matches, whether completed, not completed, scratched or abandoned, the home side must input the result to NESC Live by 2200hrs on the day of the match to facilitate press requirements and the updating of the SCIO website.
This must include –

On the Summary Tab:

- Indication of team winning toss
- Indication of team batting first
- Runs, wickets, and overs for each team's innings [overs to include balls for overs uncompleted] and maximum overs that were available to bowl
- Manual calculation of bonus points in the event of a tie or for the losing team ONLY
- The reason for the completion of each innings
- In NOTES include the best two individual batting performances, indicating if Not Out, and best two individual bowling performances where 2 or more wickets taken

16.2 Match Return Forms

The Home Team in any SCIO match is responsible for the completion of the full match scorecard on NESC Live. The form must be completed in full and accurately. Scorecards must be submitted by 1800hrs on the Wednesday following the match.

16.3 Captains' Report Forms

Both Clubs in any SCIO match are responsible for the submission of the captain's report and fair play score on any format that the NESC may specify. These forms must be completed in full and accurately and must be submitted by 1800hrs on the Wednesday following the match. Whilst the Board would have the power to deduct points for non-completion, they would normally remind clubs that the return is outstanding, and only apply points deductions should a team not submit their return by a specific time thereafter.

16.4 Penalties

In the event of a failure to comply with 16.1, 16.2 or 16.3 the Board will have the power to deduct up to 5 points for each offence from the total points earned during the season. Where Clubs repeatedly fail to comply with rule 16 and/or where reports remain outstanding following reminders then this will be referred to the Board who may impose a further penalty.

16.5 Fair Play Awards

The SCIO may have Fair Play Awards for each Grade. The awarding of these will be based on Fair Play submissions on NESC Live. Any team that does not input Fair Play marks will not be eligible to receive a Fair Play award.

17. League Placings

League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams have an equal percentage at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams.

In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which net run rate as detailed through the league table on NESC Live will apply.

18. Senior Cup Ties

All Cup-tie Competitions shall be conducted on the knock-out principle with each side being limited to 40 overs each in the Aberdeenshire Cup (20 overs each in the Bon Accord and Reid Cups) and each bowler being limited to a maximum of 8 overs in the Aberdeenshire Cup (4 overs in the Bon Accord and Reid Cups).

All byes shall be drawn in the first round of each competition.

The Club first drawn shall be the home Club.

If play is started, but due to weather a result has not been determined, including by the use of the rain calculator, the other Club shall have the option to become the home Club for the replay. In the event of the scores finishing level in a cup tie, the team that has lost fewer wickets shall be the winner, or if both sides have lost the same number of wickets, the side which scored its runs in the lesser number of overs, including part overs, shall be the winner. If the game is still a tie, the winner shall be the team that scored the most number of runs at the end of the penultimate over, and if required, the team that scored the most runs at the end of each over counting back from the penultimate over.

The Board shall specify the initial and one reserve date for each round of each cup competition. On either date, if due to actual or anticipated weather conditions a game cannot start on time, or it is anticipated a full duration game may not be possible, it may by agreement be reduced prior to commencement by up to four multiples of 5 overs per side to not less than 20 overs per side, with a pro rata reduction (to 7, 6, 5 or 4) in the overs permitted to each bowler, or – if rain intervenes in the second innings after 20 overs have been bowled, but before completion, the result shall be determined by use of the SCIO's Rain Calculator. In the case of a scheduled 20 over match, the Rain Calculator will be used providing at least 15 overs of the second innings have been completed.

Should the Rain Calculator state that the match was a tie, it will be replayed with the away Club having the option to become the home Club for the replay. If the match took place on the reserve date then the teams should have a bowl off to determine the winner.

Should no result be achieved on the reserve date after application of these provisions, teams should either on that date, or within five days thereafter – using remote access technology where appropriate – undertake a bowl off to achieve a result. Five players from each team, will bowl overarm, alternately, two consecutive deliveries each, at three stumps at a distance of 22 yards. The team scoring the greater number of “hits” shall be the winner. If the scores are equal the same cricketers in the same order will bowl one ball each alternately to achieve a result on a “sudden death” basis. If circumstances make the above impossible, or a bowl out is not completed within five days, the Association shall determine the result of the match by the toss of a coin.

Cup Finals (or Finals Days) shall be played on grounds to be fixed by the Board. Dependent on league size, initial and reserve dates may be scheduled for Sundays, but in the case of the Bon Accord and Reid Cup, where both clubs agree, Sunday ties may be rescheduled for a weekday evening provided that any such arrangements are submitted for Board approval no later than 7 days before the Sunday date originally fixed. In all cups, it is the responsibility of the home side to lay out a fielding circle, and fielding restrictions will apply as detailed in rule 13.

Special Regulations for the Turriff Cup and Press and Journal Trophy Competitions shall be as approved by the Board and are appended at Annex E.

For the Aberdeenshire Cup it is expected that the final over of a 40 over innings should commence within 2 hours 40 minutes of the start of play [ignoring any interruptions for rain or player injury], and pro rata for innings where the maximum permitted duration is less [e.g., 1 hour 20 minutes for 20 overs]. In 20 over cup matches it is expected that the final over of the innings should commence within 1 hour 20 minutes of the start of play. In all cases an extra 5 minute allowance will be added to any innings [e.g., 2 hours 45 minutes for a 40 overs innings, and 1 hour 25 minutes for a 20 overs innings].

Where an independent umpire is appointed, they will enforce the over rate noted above. For every over that has not been started at the expiry of the allocated period, 5 penalty runs will be applied against the offending team. The umpire should allow for exceptional circumstances such as injuries, the ball being retrieved from outside the ground, slow play by the batting side, but no allowance will be made for any drinks break.

19. Protests and Complaints against Breaches of Rule

(AMENDED AT 2024 AGM)

19.1 Complaints by Clubs against breaches of Rule (except in regard to the eligibility of any players) must be submitted within 72 hours of the breach complained of, be in a form capable of preservation, specifying the Rule(s) considered to have been breached, providing a full account of circumstances, and specifying the remedy sought. Any breaches of rules that relate to player eligibility will be considered and dealt with up to the point at which the Board considers the season to be completed.

19.2 It is the normal expectation that protests will be submitted only after a match has been completed; and that play will continue under protest where necessary. Matches will be voided, or points adjusted, following unilateral refusal to continue play, only if there is clear evidence of exceptional and compelling reasons, e.g., of player safety.

19.3 The SCIO has no power to amend individual cricketing decisions (Law 2.12) or the result of a match (Law 16.10). It may void a fixture/order a replay, adjust league points, or exclude from a cup competition only. Under SCIO Rule 21 photographic material will not be accepted as evidence of the accuracy or otherwise of an individual cricketing decision.

19.4 All allegations of any breach of Rule will be investigated in the first instance by a panel of not fewer than 3 persons, none of whom may have any interest in the outcome. The panel shall determine its own procedure and may request written or oral evidence as it sees fit.

19.5 The decision of a panel must normally be communicated within 21 days, subject to extension only in exceptional circumstances, which must be communicated to all parties within the 21-day normal period.

19.6 Once reached, the decision of an investigatory panel shall have the status of a decision of the SCIO, subject only to legal review on the grounds and following the procedures specified in Rules 1.1 and 15.6. Where a case is disposed of by written warning only, there is no right of appeal.

19.7 The penalties which may be imposed on clubs in the event of a protest being upheld and the standard of proof shall be as provided under Rule 22.0.

20. Umpiring and Scoring

20.1 The Cricket Scotland Match Officials Association (CSMOA) may appoint an umpire or umpires to officiate at any match it deems appropriate. No team may object to an CSMOA appointed umpire officiating at any match.

20.2 Where a team offers to provide one or two non-player umpires, the agreement of the opposing captain is required.

20.3 Where the two captains have agreed an umpiring format for a match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.

20.4 Where only one umpire is appointed by the CSMOA he shall officiate continuously from the bowler's end.

20.5 Where fewer than 2 umpires are appointed under Rule 20.1, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowler's end and the striker's end shall be at the discretion of the batting teams captain.

20.6 No club shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they are appointed, are expected to uphold the Laws and Spirit of the game, and to make all decisions that are required with strict impartiality.

20.7 Wherever possible, each club shall appoint a scorer for each game, but if a scorer is not appointed, the club must provide a standard "box-style" scorebook or score sheet, and the score shall be kept by members of the batting side. There must be 2 scorers recording the action at all times.

20.8 Where umpires are appointed under Rule 20.1, they shall agree the scores at the conclusion of each innings as mandated in MCC Law 3.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook, and the captains shall jointly resolve any discrepancies within or between the two scorebooks.

20.9 Ideally, a scoreboard, legible from the pitch, should be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated ideally at the end of every over. If no scoreboard is available then the scorers should make both teams aware of the score at the end of every over.

20.10 All clubs are encouraged to support their members in attending training courses and sessions in order to promote the highest possible standards of umpiring and scoring throughout the SCIO.

21. Video and Photographic Material

Recording a match whilst on the field of play is strictly prohibited. Video or photographic evidence by spectators, and reference to a live recording system, may not be used to determine any cricketing decision which may be part of a match, e.g., the result of a match or dismissals. This list is not exhaustive. It will be up to the Board or Disciplinary Committee to decide if it wishes to accept and use video or photographic evidence by spectators, or a live recording system, when considering a protest or disciplinary matter not involving a cricketing decision; but this will be for such matters only, and not in relation to any other aspect of play. Any video or photographic material from which individuals can be identified must comply with legal requirements. It can be used only if obtained with the consent of the individuals concerned, or for a legitimate purpose. Consent must be obtained for the live streaming of any match from guardians or parents of any individuals considered to be part of a vulnerable group, e.g., those under 18 at the time of the match.

22. Indiscipline

22 (a) GENERAL PRINCIPLES

In applying its disciplinary procedures, the NESC SCIO will follow the Cricket Scotland Code of Conduct for Players and Team Officials, the Disciplinary Procedure Flowchart, its associated Notes and the CS Disciplinary Process and Procedure. Any sanction raised against a player as noted on the Cricket Scotland website will apply to matches under the auspices of the NESC SCIO. A link to these documents is available on the CLUB ADMIN and/or DISCIPLINARY tabs on the NESC SCIO website.

In situations where Cricket Scotland consider it necessary to publish specific Guidance (currently around Covid-19 but applicable to any other Guidance issued), breaches of this Guidance may be subject to sanctions. Warnings without additional sanction may be issued for inadvertent breaches of the guidance. Where breaches by individuals are considered deliberate, the provisions of Rule 22 and the related CS Code of Conduct, Flowchart, associated notes and the Disciplinary Process and Procedure will apply. Breaches attributed to clubs will be subject to sanction as noted in Rule 22 (b). Club breaches will not be dealt with by the Discipline Committee, but by a separate body as considered appropriate by the Trustees.

It should be stressed that ignorance of these procedures will not be a defence in any disciplinary process.

Note: The SCIO has an Internet and Social Media policy, full details of which can be found in the downloads section of the SCIO website. All players and officials should make themselves aware of this policy. Breaches of this policy will be dealt with under the SCIO disciplinary procedures. However, in certain circumstances, such a breach may also be considered a criminal offence and, if so, will be passed on to the relevant authority for action.

22 (b) SUPPLEMENTARY CONSIDERATIONS

These should be read in conjunction with the documents referred to above and any areas of consequent dubiety will be resolved by reference to the Discipline Officer (DO) of the NESC SCIO.

Responsibility for regulation of player behaviour is also a matter for member clubs and, specifically during play, rests with the captain of each team on the day in question. Both clubs and captains may therefore be subject to sanctions if in the opinion of the Discipline Committee they fail to take sufficient steps to regulate the behaviour of their players, and to respond robustly to reports of misbehaviour, even if not themselves personally involved in any misconduct. It should be noted that any sanctions considered against a club could include a warning, suspension of the club, the awarding of the match, or a deduction of points, the latter of which may be suspended for a specific time period.

In exceptional circumstances, where evidence of potential indiscipline which would constitute a level 4 offence under the Cricket Scotland Code of Conduct for Players and Team Officials comes to light, whether from a formal report or otherwise, the Disciplinary Officer of the SCIO, or Deputy, appointed under Rule 22 (c), following consultation with the Chair of the Disciplinary Committee, may immediately suspend a named club or player from participation in SCIO competitions for a period not normally exceeding 14 days, pending submission of written reports from both Clubs involved in the match concerned, and to permit a disciplinary hearing to be held.

22 (c) THE DISCIPLINE OFFICER AND THE COMPOSITION OF THE DISCIPLINE COMMITTEE AND DISCIPLINE PANEL

The Discipline Officer (DO) and if thought appropriate, a Deputy Discipline Officer (DDO), shall be appointed by the SCIO trustees. The DDO should act on any case where the DO (or the trustees) feels it inappropriate for them to make a judgement. The trustees may remove or appoint the DO and DDO as they see fit.

The Discipline Committee shall comprise a minimum of three persons (one of whom must be a trustee), appointed by the Board and serving for one year, with any or all of its members being eligible for reappointment at the discretion of the Board, and any vacancies may be filled by co-option by the Board. The Discipline Committee will appoint a wider Discipline Panel as they think appropriate.

22 (d) CONDUCT DURING A HEARING OR APPEAL

If in the opinion of a Discipline panel or those considering an appeal, any evidence presented to them that is deliberately designed to mislead them with a view to minimising any sanction imposed, may result in consideration of an additional sanction for the individual, or for further proceedings to be raised against any witness who falls under the jurisdiction of the SCIO, for bringing the game in to disrepute.

22 (e) APPEAL FEE

The DO will have the discretion to set a fee for an Appeal of up to £100.

22 (f) PUBLICITY

A summary detailing the name & club of the player, the offence and sanction imposed, will be published on the NES SCIO website.

22 (h) ARRANGEMENTS

All references to the arranging of meetings or hearings in Rule 22 and Annex F is on the basis that these will be conducted by Zoom or a similar online method as agreed by the Disciplinary Committee.

23. Age Group Competitions

Rules for junior age-group competitions shall be as set by the Board of the NE Scotland Cricket SCIO, adhering as closely as possible to Cricket Scotland recommended formats. The Board shall thereafter be the sole judge as to adherence to competition rules, and any disciplinary matters that may arise

24. Amendment of Rules

In exceptional circumstances, any of these rules can be suspended or amended by the Board (subject to a two thirds majority being in favour) at any time, and any amendment will take effect from a date of their choosing and must be advised to all clubs within 24 hours. Any amendment made by the Board, must be approved by a simple majority of the members at the AGM following the rule change, otherwise the rule change will be deleted, and cannot be enforced by the Board in the year following the AGM, unless Health and Safety issues are considered to apply; the rule change is on the advice of Cricket Scotland; or is the consequence of a change to the Laws of Cricket.

Otherwise no alteration shall be made in the foregoing Rules without a majority of the Ordinary Members of the SCIO present voting in favour of the proposed alterations at the Annual General Meeting or exceptionally another Members Meeting expressly convened for the purpose. Notice of any such alterations must be in the Secretary's hands by a date specified on the Web Site, in order that Clubs may get 28 days' notice of same.

Amendments to the alterations must be in the Secretary's hands in time for Clubs to get 14 days' notice of same.

Any proposed alteration to rules (other than one proposed by the Board) or amendment thereto (whether to a proposal made by the Board or otherwise) must be proposed by a minimum of three Clubs.

ANNEX A – SPECIFICATION OF STANDARD BALL [Rule 1.3]

(AMENDED AT 2024 AGM)

The Standard Ball currently approved for use by teams in league cricket is the “Dukes Special Crown Match A” 5½oz (DT054) available as directed by the Board, who may collect a levy per ball as part of the purchase price towards SCIO funds. Clubs may be invoiced by the Board for any balls supplied at a price determined by the Board. Clubs must not purchase balls from an alternative supplier without prior approval of the Board.

Both teams in a match must play with any trial balls supplied by the Board. The Board intend to trial various pink balls, mostly in cup competitions, with a view to moving to the use of a pink ball as and when approved by the member clubs.

ANNEX B – CURRENT COMPOSITION OF GRADES [Rules 2.1 and 4.1]

Grade 1 – shall consist of ten teams who shall compete for the Aberdeenshire and Bain Cups. In League Competition, each team shall have two matches scheduled with every other team.

Grade 2 – shall consist of ten teams who shall compete for the Bon Accord and Junior League Cups. In League Competition, each team shall have two matches scheduled with every other team.

Grade 3 – shall consist of the remaining teams who shall compete for the Ross and Reid Cups. If there are eight or fewer teams in Grade 3, in League Competition each team shall be scheduled to play a minimum of two matches with every other team; otherwise each team shall be scheduled to play each other team once, although a flexible approach may be taken to fixturing to maximize the number of games playable. ‘The games in the Reid Cup prior to the semi-final stage shall be either on a knockout or league cup basis in groups, as determined by the Board in the light of the number of teams in the Grade for that season.

ANNEX C – WET WEATHER GUIDELINES AND CRITERIA [Rule 4.10]

The health and safety of players and officials are of paramount importance and it is the responsibility of the umpires and captains to ensure that this takes priority over any desire to complete a match or get to a position whereby a result applies.

The introduction of the Rain Calculator should reduce the perceived need to continue play in conditions that are clearly unplayable.

The following guidelines should help Captains in their discussions. The Committee advises that where protests do come before them, failure by either or both Captains to follow these guidelines may be considered in making a decision. Additionally, any Captain who has enforced play in conditions that are deemed to have been dangerous or unreasonable, may be subject to disciplinary proceedings.

1. INDEPENDENT GROUNDS-PERSON

Where an independent grounds-person refuses to allow play to start, or insists that play is suspended, then his decision must be accepted as final.

2. INDEPENDENT UMPIRES

Where independent umpires have been appointed then Laws 2.7 and 2.8 of the 2017 Code of Laws shall apply, particularly:-

(a) Fitness for Play

It is solely for the umpires to decide whether conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

(b) Suspension of play in dangerous or unreasonable conditions

(i) If at any time an umpire decides that the conditions are not fit for play, then play will be suspended immediately, or not allowed to start or recommence.

(ii) When both umpires are satisfied that the conditions are no longer dangerous or unreasonable, they shall request that play resume.

Where only one Umpire has been appointed, then his decision shall apply as above.

3. BEFORE THE TOSS FOR INNINGS

Refer to SCIO Rule 6.3 for procedures prior to the start of the match.

4. WHERE NO UMPIRES HAVE BEEN APPOINTED

It is important that the following guidelines are only considered where there are NO officially appointed umpires.

4.1 GENERAL PRINCIPLES

i) With the aid of the following criteria, the Captains shall decide on the fitness of the ground or weather for play.

ii) For this purpose, the batsmen at the wicket may deputise for their Captain but only as long as there is no dispute. Should there be disagreement between the batsmen at the wicket and the Fielding Captain then the Batting Captain should be called upon to confer with the Fielding Captain.

iii) Players and Captains should be aware that this is a matter for Captains to decide and that players should refrain from trying to influence the decision. For this reason, it is IMPORTANT that the Captains confer ALONE and that they make every effort to reach an agreement.

4.2 WHEN PLAY IS IN PROGRESS

i) If, at any time during play, conditions deteriorate to such an extent that continuing would be “unreasonable” (see criteria), then the batsmen at the wicket or the Fielding Captain may request a suspension of play. The Batting Captain cannot ask for a suspension of play unless he is one of the batsman at the wicket.

ii) If it is agreed that play should be suspended then the Captains must agree the time at which they will review the situation. If it is close to tea-time the Captains may agree to take an early tea interval.

iii) Should there be disagreement between the batsmen at the wicket and the Fielding Captain the Batting Captain shall be called upon to confer with the Fielding Captain.

iv) The Captains, with reference to the following criteria, must make every effort to come to an agreement. They have the following options:-

a. agreeing to continue play

b. agreeing to suspend play subject to review at an agreed time

c. agreeing to continue play subject to a review after an agreed number of overs have elapsed. An over in progress shall count as a completed over

d. take an early tea-interval if appropriate.

v) If the Captains cannot agree on one of these options, they must record the reason for the disagreement, the time, overs, and score in both scorebooks. Play will then be suspended subject to a review after 15 minutes.

4.3 WHEN PLAY IS NOT IN PROGRESS

(That is before the start of the match, during an interval, during the change of innings or where play has been suspended for any reason.)

i) If, while play is not in progress, weather or ground conditions are such that to start or resume play would be “unreasonable” (see criteria) then either Captain may ask that the start or resumption of play be delayed. Should conditions delay the scheduled start then the toss may be delayed to 15 minutes before the agreed starting time as under Law 12.4 the Toss.

ii) The Captains, with reference to the following criteria, must make every effort to come to an agreement. They have the following options:-

a. Agreeing to start or resume play.

b. Agreeing to stay off subject to review at an agreed time.

c. Agreeing to start or resume play subject to a review after an agreed number of overs have elapsed.

d. Take an early tea-interval if appropriate.

e. Agree to abandon the match.

iii) If the Captains agree to delay the start or resumption of play then they must agree a time at which they will review the situation. This delay should not be more than 30 minutes.

iv) If the Captains cannot agree on one of these options, they must record the reason for the disagreement, the time, overs, and score in both scorebooks. Play will then remain suspended subject to a review after 15 minutes. At this stage it is hoped that the weather will either improve or deteriorate to such an extent that there is no further dispute.

4.4 WHAT HAPPENS IF THE CAPTAINS STILL CANNOT AGREE?

i) If the Captains still cannot agree a course of action, they must suspend play for a further 15 minutes. At the expiry of that 15 minute period, if they cannot agree a course of action, the Captains should, if possible,

consult a weather forecast, and if the forecast suggests that conditions are likely to stay the same or to deteriorate, they must abandon play. They must note the time and sign the scorebooks.

ii) If the forecast suggests that the weather will improve to allow the game to be completed in full (not to the point where the rain calculator comes in to force), the position should be reviewed after a further 15 minute period, and if agreement is still not possible, then the match must be abandoned.

iii) The options open to the Captains at this point are as follows:-

a. Both Captains may agree to let the result stand as 'match abandoned', subject to a replay if required.

b. Either Captain may lodge a protest with the SCIO Board if he considers that the opposition Captain has consistently refused to start, continue or resume play without good reason.

5. MAKING A PROTEST

If either Captain wishes to claim the match by lodging a formal protest to the SCIO Board they should follow the process as noted in SCIO Rule 19.0.

6. ACTION OF SCIO BOARD ON RECEIPT OF PROTEST

On receipt of a protest from a Club claiming the match, a meeting of the Board shall be arranged, inviting both Captains (or persons acting as Captain on the day in question) to attend, bringing with them a written account of the events as they saw them, their scorebook, and any other evidence they see fit.

The Board can then –

i) uphold the protest and award the match to the protesting Club.

ii) turn down the protest. In this event the match shall be void unless a replay is required.

WET WEATHER CRITERIA

“UNREASONABLE” CONDITIONS:

The following ground or weather conditions are to be considered “unreasonable” for starting, continuing, or resuming play:-

1. Rain which would wet players through within a 10 minute period.
2. Lighter rain driven by a strong wind.
3. Water pooling on the pitch or on the outfield.
4. Wet ground on the pitch or bowlers run-ups such that the batsmen or bowlers cannot run or turn with safety.
5. Water rising when the pitch is subject to foot pressure.
6. Water splashing up when the ball pitches.
7. Foggy or misty conditions where the pitch is not visible from the boundary.
8. Where the bowler plays in spectacles and their vision is being seriously affected by rain obscuring the lenses. It is expected that batsmen who play in glasses will be wearing helmets, but if the rain can find its way on to their glasses with a helmet on in the normal course of play, play should be suspended.

“NOT UNREASONABLE” CONDITIONS:

The following ground or weather conditions should not be considered as “unreasonable” and are therefore not sufficient reasons for suspending, not starting or not resuming play:

1. Light rain which may be unpleasant but does not seriously affect the condition of the wicket or outfield.
2. Soft wet pitches which may make batting difficult but are not so bad that they are “unreasonable” under points 3 to 6 above.

Note: Care should be taken where the match is being played on an artificial wicket and bowlers and batsmen are compelled to wear non-spiked footwear. The transition from damp grass on to the artificial pitch may be dangerous for the bowler. This may also apply in the case of fielders running and having to stop on a wet outfield, or batsmen turning on the wet artificial pitch or the grass adjacent to the pitch.

ANNEX D – ECB RESTRICTIONS FOR JUNIOR PLAYERS

BOWLING RESTRICTIONS FOR YOUNG FAST BOWLERS [Rule 12.2]

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

FIELDING REGULATIONS FOR YOUNG PLAYERS [Rule 13.0 (e)]

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. For players in the Under 13 age group and below the distance is 10 metres (11 yards). These minimum distances apply even if the player is wearing a helmet. Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back. In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 5.5 metres (6 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

ANNEX E – SPECIAL REGULATIONS FOR SUPPLEMENTARY CUP COMPETITIONS [Rule 18]

COMPETITION RULES FOR THE TURRIFF CUP

Rule 1. The Trophy to be named “Turriff C.C. Trophy”.

Rule 2. To be competed for annually on a knock-out basis with all Grade clubs eligible to enter the competition. All players must be registered with NESC Live and may only play for one side in the competition in any season. No player who in the current season has played in a higher Grade/level of cricket, or in a senior Saturday league outside of the Grades, can play in the Turriff Cup unless they have played at least once during the season for that team. This restriction shall not apply to any player aged under 18 on 1st September preceding the season concerned.

Rule 3. Ties prior to the semi-final round shall normally take place on a weekday evening, limited to 20 overs per team with each individual bowler being limited to a maximum of 4 overs; but may be scheduled for a Sunday provided both clubs agree, and the use of such dates are not disruptive to the SCIO's other League, Cup & Representative fixtures. The Rain Calculator must be used to determine a result if the match has not been completed, providing 15 overs of the second innings have been completed.

Rule 4. If play is started, but due to weather a result has not been determined, including by the use of the rain calculator, the 'away' Club shall have the option to become the 'home' Club for the replay. Replays of cup-ties will take place within eight days of the original fixture; any exceptions to this will be permissible only with the agreement of the Board (and both Clubs concerned).

Rule 5. In the event of the scores being tied, the team that has lost fewer wickets shall be the winner, or if both sides have lost the same number of wickets, the side which scored its runs in the lesser number of overs, including part overs, shall be the winner. If the game is still a tie, the winner shall be the team that scored the most number of runs at the end of the penultimate over, and if required, the team that scored the most runs at the end of each over counting back from the penultimate over.

Rule 6. Draws for various rounds, any entry fees and fixture dates to be arranged by the Board.

Rule 7. If a match is called off on a second occasion the result shall be determined by a bowl out or coin toss, as specified under Rule 18.. Where conditions of weather or light require, either original or re-scheduled fixtures may, by agreement of both captains, be reduced to not less than 10 overs per side, with bowling allocations being reduced *pro rata*.

Rule 8. It is the responsibility of the home side to lay out a fielding circle, and fielding restrictions will apply as detailed in Rule 13.

COMPETITION RULES FOR THE P&J & DUNCAN CUPS (7's)

Rule 1. Open to all clubs in membership of the NE Scotland Cricket SCIO.

Rule 2. Clubs may enter as many Sevens as they so desire. No player can play for more than one Seven during the course of the competition, and must also be registered on NESC Live as a playing member of a recognised Cricket Scotland club. No player who in the current season has played in a higher Grade/level of cricket, or in a senior Saturday league outside of the Grades, can play in the 7s unless they have played at least once during the season for that team. This restriction shall not apply to any player aged under 18 on 1st September preceding the season concerned.

Rule 3. Any entry fee for the competition shall be arranged by the Board.

Rule 4. Each Seven shall be allowed SIX by EIGHT ball overs in all rounds. The Board may reduce this to 6 ball overs if time to complete matches is limited.

Rule 5. Six members of the team shall bowl in succession, the Wicket-Keeper being excepted, and only six wickets shall fall. In the event of a nominated player failing to appear in time to bowl his over, or being unable through injury to bowl his over, the opposing Captain shall nominate any of the other bowlers to bowl his over. The Wicket-Keeper shall not bowl under any circumstances.

Rule 6. The matches should commence no sooner than 6pm, and at times set thereafter by the Board.

Rule 7. In the event of the Tie ending in equal number of runs, the team having lost the least number of wickets shall be the winner. Failing that, should both teams have been all out, the team that batted the longest shall be the winner. Failing that, the team having scored the highest number of runs at the end of the penultimate over shall be the winner, and if required, the team with the highest score at the end of the over counting back thereafter shall be the winner.

Rule 8. The Board of the NE Scotland Cricket SCIO shall exercise full control over the Tournament and may amend the Rules of the Competition as may be deemed necessary.

NoSCA Playing Conditions

Senior Competitions - 2024

GENERAL

- 1) All games will be played using a standard ball as decided at the AGM.
- 2) Matches will be played on the date and at the venue published in the NoSCA handbook unless agreed in writing with the Match Secretary at least 24 hours before the scheduled date. In the event of any dispute the matter will be referred to the Executive whose decision will be final. Notwithstanding the above, teams can agree (by reason of the weather only and provided they have not already played each other) to 'reverse' the date and venue of their published fixtures. In so doing, each team must confirm their agreement by sending separate e-mail notices to the Match Secretary by 10.00am on the date of the fixture. Any Appointed Umpire for that match can choose not to stand.
- 3) The Cricket Scotland Match Officials Association (CSMOA) will appoint qualified / experienced umpires to NoSCA games wherever possible (Appointed Umpires). In the absence of any Appointed Umpires, each team may appoint one independent umpire for the duration of the game, and, with the approval of the opposition captain, a team may appoint a second independent umpire if available (Independent Umpires). If no Appointed or Independent umpires are available, then the captain of the batting side will ensure that suitably experienced players stand as required (Playing Umpires).
 - 3.1). When umpires are appointed to senior league, senior cup, or senior T20 matches by NoSCA via the recognised umpire's association (currently CSMOA) each umpire is to be paid a fee by the teams participating in the match. Both the home and away teams are responsible for the fee to be paid in full for a given match. The fees accumulated will be invoiced by CSMOA to clubs monthly. The fee is applicable in all circumstances, including weather delayed, shortened, unfinished and abandoned matches. If the match does not start, and no play has taken place, the fee is not applicable. Failure to pay the fees may result in disciplinary action taken against the club in question and may result in withdrawal of appointed umpires for that given team. The fee for the 2024 season is 40p per over for 2 umpires, or 60p per over for 1 umpire. (ie total of £32 per club for league game with 2 umpires, or £24 per club for league game with 1 umpire).
- 4) The toss will take place no later than 15 minutes before the scheduled start time. In the event of a team captain not being available at that time, another member of the team should attend the toss. In the absence of any member of a team being available or willing to attend the toss, the team present may claim the toss.
- 5) In all competitions current ECB directives and guidance relating to young players MUST be adhered to (e.g., fast bowling directive, guidance on the wearing of helmets and minimum ages for young players in adult cricket).
- 6) On any occasion when the Home Ground Authority considers that weather conditions have made their ground unfit for play it must advise the Away Club (by 10.00 am at the latest - preferably earlier depending on travelling distances and/or scheduled start time). The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and any Appointed Umpires must appear at the ground (n.b. in the absence of Appointed Umpires, an impartial third party may be consulted to help adjudicate on

fitness for play). In no event may the Home Club cancel a fixture without the agreement of the Away Club.

7) In the event of a delayed start due to weather, the Appointed Umpire(s) (if any) in conjunction with both team captains should agree to a reduced overs game as per Appendix 1 of these Playing Conditions.

8) In all competitions the MCC 2017 (3rd Edition 2022) Laws of Cricket will apply unless otherwise noted.

9) In all competitions after a game has started no further reduction in overs is permitted.

10) In all competitions a written team sheet must be exchanged with the Umpires before the toss is made (in the absence of at least one Appointed Umpire team sheets will be exchanged between the team captains). Failure to submit a team sheet will be reported to the NoSCA Secretary for possible sanctions. A copy of the team sheet must be left with the home team for ease of data entry into the

cricketstats system.

11) In all League and Cup matches a minimum of 15 overs per hour MUST be maintained. Appointed Umpires are required to report any failure to maintain this rate to the NoSCA Secretary for possible sanctions.

EXEMPTION TO LAWS

12) In the absence of at least one Appointed Umpire, 'Penalty Time' will be calculated in terms of elapsed overs NOT time (e.g., a player absent for one complete over (or part thereof) must wait for one over after they have returned to the field before they can bowl).

13) In the absence of at least one Appointed Umpire, the awarding of Penalty Runs under Laws 41 and 42 is NOT available. Similarly, the sanction of suspending players for Level 3 and Level 4 offences under Law 42 are NOT available. However, all instances of such events MUST be reported to the NoSCA Secretary for possible sanctions.

14) In ALL NoSCA senior games (League, cup and T20) a no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'FREE HIT'. (n.b. no change to the field is allowed to a free hit unless the batsmen change ends or the no ball was due to a fielding breach in which case the field may be changed to the extent of correcting the breach.). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

FORFEITS

15) Failure to honour a fixture will automatically lead to forfeiture of the match.

16) With respect to a club not having a team available, a call-off must be made on or before 20.00 on the day preceding the scheduled fixture.

17) Failure to honour a fixture without notice will automatically be referred to the Executive for sanction.

18) Should a Senior Club forfeit 4 matches or more during a season, the Executive has the right to request the team withdraw from the Senior League and other Senior competitions with effect

from the following season and be entered into the Development League. Should they already have a Development side it would remain their only team.

RESULTS

19) The Home Team Captain is responsible for completing an electronic match return via Cricket Scotland result vault, CS Live, within seven days of the match being completed.

20) Away team captains are responsible for completing the team selection within 24 hours of the match completing.

21) Failure to enter results and/or match returns in a timely manner may result in any or all of the following – Point Deduction, Captain Suspension or/and fine, - This is decided by the Executive.

WEATHER INTERRUPTIONS

22) For a match abandoned as a result of the weather or light before the completion of 50% of the scheduled second innings overs, the game shall be declared null and void (e.g., a 45 over game is not 'live' until the 3rd legal delivery of the 23rd over has been completed).

23.a) In the event of a match being abandoned as a result of the weather or light after the completion of 50% of the scheduled second innings overs, the game shall be decided by the Rain Calculator (Appendix 2 of the Playing Conditions).

23.b) In the event of the submitted team sheet not having 11 players, the missing player/s will automatically count as OUT at the start of the match. Example - if you submit a team sheet with only 9 players you automatically start your batting innings at 2 wickets down.

ELIGIBILITY

24) Only bona fide members of a Club are eligible to play in NoSCA competitions. Players should be registered with NoSCA as per the guidelines in the NoSCA Player Registration Directive – 2024.

25) No player may play for more than one Club in NoSCA Senior competitions in the same season unless a written transfer request has been agreed by the Executive as per the NoSCA Player Registration Directive - 2024 for details.

26) Only amateur cricketers who are normally resident within the UK are eligible to play in NoSCA competitions (i.e., no Professional or Overseas Amateur cricketers, as defined by Cricket Scotland). With the prior approval of the Executive this rule may be relaxed for amateur players who are in the UK to study or to work and where the primary purpose of their visit is not to play cricket. This decision will rest solely with the Executive.

COMPLAINTS

27) If a team is concerned as to the composition of the opposition team or their behaviour, they should inform the opposition that they will play on 'Under Protest' and will be forwarding a complaint to the Executive.

28) Complaints concerning the eligibility of a member of the opposing team, or the behaviour of the opposing team or an individual player must be made in writing to the Secretary by midnight

three days after the game finishing (i.e., midnight on Tuesday for a game played on Saturday). The Disciplinary procedure as detailed in the NoSCA Constitution will then be followed.

LEAGUE FIXTURES

29) The normal playing day for NoSCA Senior League fixtures is Saturday.

30) The normal start time for League fixtures is 12noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire's co-ordinator at least 24 hours before the scheduled start of the match.

FORMAT

31) Teams are scheduled to play each other twice in the season, once at home, and once away.

32) In the event of any fixture being called off, a new fixture will be scheduled by the match secretary. (Note: priority will be given to matches where both home and away fixtures are called off).

33) In the event that the rescheduled fixture is unplayed, it will be again rescheduled subject to a cut-off date of 30th September.

34) Scheduled games will be of 40 six ball overs per side (n.b. declarations are allowed but unused overs are not carried forward to the second innings).

35) No more than 8 overs will be bowled by any one bowler, unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).

36) A 25 metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 8 overs, and a maximum of 5 fielders outside the circle in the remaining 32 overs (see Appendix 1 for reductions applicable to reduced overs games).

POINTS SYSTEM

37) The team with the higher number of runs will be the winners and will receive 20 points.

38) The team with the lower number of runs will receive bonus points as follows.

When batting: 1 point for reaching 75 runs plus 1 point for each subsequent 25 runs, to a maximum of 5 batting points.

When bowling: 1 point for taking the 2nd, 4th, 6th, 8th, and 10th wickets to a maximum of 5 bowling points. However, if the opposition are all out, regardless of how many wickets have actually fallen, then the bowling side will receive 5 bonus points.

39) In the event of both teams having the same number of runs at the end of play, the game shall be declared a tie and each team will receive 5 points in addition to any bonus points accrued.

40) In the event of a team forfeiting a match, the result will be a win to the side forfeited against. The side forfeiting shall gain no points and the match will be deemed to have been played.

NO BALLS

41) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

COMPLETION OF LEAGUE MATCHES.

42) The league competition is decided when all league matches have been played, or on the 1st of October whichever is earlier.

43) Matches lost to weather must be replayed, in their original order, on the first available Saturday where no other official NoSCA fixture is scheduled for the teams involved. (For example, matches lost in May should be played before matches lost in June). If both clubs agree, then the match can be played on the first available Sunday. If the home team's ground is unavailable on the first available

Saturday, then they are required to find another ground in order to fulfil the replayed match, or failing that, cede home advantage. In the event of a dispute the matter can be referred to the NoSCA executive for a ruling, and whose decision will be final.

LEAGUE WINNERS

44) The method of determining league positions shall be based on points obtained expressed as a percentage – calculated by dividing the total number of points gained by the total number of points available in games not deemed null and void.

45) To qualify as league winners a team must have played at least 60 % of the scheduled fixtures.

46) If two teams finish with the same percentage, the final position will be determined by.

1- the most wins, or if still equal

2- the most away wins, or if still equal

3- the highest run rate throughout the season calculated by dividing runs scored by wickets lost (where a team has scratched a match 10 wickets should be added to their total of wickets lost).

47) In the event of a team withdrawing/being banned after the start of any season all their previous matches will be declared null and void.

SENIOR KNOCKOUT CUP

48) Playing days for the Senior Knockout Cup (the 'Cup') will be decided by the Match Secretary.

49) The normal start time for Cup fixtures is 12noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire's coordinator at least 24 hours before the scheduled start of the match.

FORMAT

50) The Cup will be played by all Senior Clubs in a straight knock-out format. The draw will be made in full by the Executive at the start of the season.

51) Scheduled games will be of 30 six ball overs per side.

52) No more than 6 overs will be bowled by any one bowler unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).

53) Failure to fulfil a fixture will result in a loss, and progression to the opposing team in each round.

54) Uncompleted games are to be played at the same venue at a date to be decided by the Match Secretary.

55) A 25 metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 7 overs, and a maximum of 5 fielders outside the circle in the remaining 23 overs (see Appendix 1 for reductions applicable to reduced overs games).

WIDES AND NO BALLS

56) A delivery which passes behind the legs of a Batter standing in their normal position will be called a 'Wide Ball' with a one run penalty and an extra ball to be bowled (n.b. a Batter cannot 'make' a wide delivery by moving to the off-side after the ball has been delivered).

57) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

58) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per Appendix 3 of these Playing Conditions.

SENIOR T20 COMPETITION

59) The T20 competition will be played by all Senior teams in groups of 3 or 4 to be decided by the Executive. Group winners will qualify for the finals.

60) T20 days will normally consist of 3 games starting at 10:30, 1:30 and 4:30 respectively. The two nearest teams should play in the first game, with the loser 'staying-on' for the second game in a 3-team contest.

61) Scheduled games will be of 20 six-ball overs per side.

62) No more than 4 overs will be bowled by any one bowler unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).

63) A 25-metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 6 overs, and a maximum of 5 fielders outside the circle in the remaining 14 overs (see Appendix 1 for reductions applicable to reduced overs games).

WIDES & NO BALLS

64) A delivery which passes behind the legs of a Batter standing in their normal position will be called a 'Wide Ball' with a one run penalty and an extra ball to be bowled (n.b. a Batter cannot 'make' a wide delivery by moving to the offside after the ball has been delivered).

65) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends or the no ball was called due to contravention of Clause 62 above). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

66) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per Appendix 3 of these Playing Conditions.

67) For a 3 team T20 day the winners will be decided by.

1 - the team who wins most matches, or if still equal

2 - the team with the highest run-rate (runs scored (excluding super overs) / overs faced (1)), or if still equal

3 - the teams who took most wickets (excluding super overs), or if still equal

4 - by a bowl out between the 3 teams, conducted as per Appendix 4 of these Playing Conditions

(1) A team which is 'All Out' in an innings is deemed to have faced their full quota of overs

TIMINGS AND PENALTIES

68) At the fall of a wicket the incoming batsman has 90 seconds to make their way to the wicket and be ready for the next delivery. Failure to be ready will result in the batsman being 'Timed Out' on appeal.

69) There will be an allotted time of 75 minutes set aside for each innings of 20 overs (n.b. umpires will pay specific attention to time wasting).

70) If an over is started within the 75 minutes it will be completed without penalty.

71) The innings length will be adjusted for reduced overs games as per the details in Appendix 1.

72) A penalty of 10 runs per over will be awarded for any overs not bowled within the allotted time.

WEATHER DISRUPTIONS

73) If, in the opinion of the umpire(s) (in consultation with the team captains) the prevailing weather is likely to result in an unfinished game, they may decide to start a reduced overs game before the times outlined in Appendix 1. If no appointed umpire(s) are available, then the team captains may decide on this course of action if they both agree. If no appointed umpire(s) are available and agreement cannot be reached, then match timings as per Appendix 1 will prevail.

74) A game which has not started 2 hours after the scheduled start time OR which remains unfinished and play is not in progress 2½ hours after the scheduled start time, shall be declared void and replayed at a date and venue to be decided by the Match Secretary, UNLESS:-

75) In a 20 over game, 10 or more of the 2nd innings overs have been completed, in which case the result will be determined by the NoSCA Rain Calculator (Appendix 2) using the 'Cup' option. For the avoidance of doubt, T20 games reduced to less than 20 overs from the start may not use the Rain Calculator to determine the result.



WDCU ROWAN CUP 2024 PLAYING CONDITIONS



These Playing Conditions shall be used in conjunction with the WDCU Administration rules 2024.

1. The competition shall be known as the WDCU Rowan Cup.
2. This competition is open to clubs in Premiership One and Two plus, on the invitation of the WDCU CMC, 1st XIs of clubs playing in Premiership Three.
3. The final shall be played at a venue determined by the WDCU.
4. Paid Players are not allowed to play in the competition. One overseas amateur is allowed.
5. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes. On the fall of a wicket, the incoming batsman must cross on the field with the dismissed batsman.
6. No bowler may bowl more than 4 overs (In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, a player may bowl no more than 20% of the total overs allowed.) An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.
7. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short-pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

In the event of a bowler bowling a non-pitching delivery above waist height, the bowler's end umpire shall call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning if the umpire deems the ball to be dangerous. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

Free Hit: In addition to the above, 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.

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'.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

8. **Wide Ball - Judging a 'Wide'**
 - a. 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'.



WDCU ROWAN CUP 2024 PLAYING CONDITIONS



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 (l) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the 17" Wide Guidelines 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.

b. Off side

Any delivery that passes outside or crosses the 17" Wide Guideline, provided it is not hit by the striker, shall be called and signaled 'Wide' by the bowler's end umpire.

There is one exception to this Rule.

The umpire shall not adjudge a 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.

Any ball that passes over the head of the striker standing upright at the crease will be called a 'Wide' and will count as a short-pitched ball in the over.

9. 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 27.45 metres (30 yards). 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.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal no-ball.

At the instant of delivery, no more than 5 fielders are permitted on the leg side. If this restriction is breached, the striker's end umpire shall call and signal 'No ball'.

10. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
11. Start time for evening matches is 6.15pm and 1.00pm for Sunday. Evening matches can start earlier if both teams are ready. The first innings will last for 20 overs and an expectation that the innings should last 80 minutes. Should the team batting first be dismissed in under 20 overs the team batting second will receive 20 overs.

The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 9). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise

In a match when the start is delayed or play is suspended:



**WDCU ROWAN CUP
2024 PLAYING CONDITIONS**



- a. The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 10 overs per team). The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost.
- b. If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost.
- c. In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (13.a) and the over completed on the resumption of play.
- d. If the side batting second is unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis/Stern Method (Appendix A), as laid out in the instruction sheet provided to calculate a Par Score. To win, the side batting second must score one more than the Par score. Should the side batting second equal the Duckworth/Lewis/Stern Par score, the match shall be tied. The nominal finish time should the game be interrupted is 9.15pm.
- e. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
12. Any match which is abandoned before 10 overs of the second innings have been completed shall be replayed from the start. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A). If the result under the Duckworth/ Lewis/Stern method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
13. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets, then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.
14. Should the WDCU CMC decree that a result has to be reached on the night of a match and no play/no result occurs, then the winner shall be determined as follows:
- a. Bowl out. Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of “hits” shall be the winner. A “hit” is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately, in the same order, to achieve a result on a “sudden death” basis. Each side must have an equal number of deliveries before a result can be declared.
- b. In the event that a bowl out is not possible, then the result will be decided by a toss of the coin. The Home Captain shall execute the toss and the away Captain will call.
- c. In the event that a coin toss is not possible, the result will be determined by the WDCU CMC through a coin toss by a nominated individual(s) of the CMC and shall be recorded by the WDCU Administrator.
15. The control and management of the competition shall be vested solely in the WDCU CMC whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.



WDCU ROWAN CUP 2024 PLAYING CONDITIONS



Appendix A - Duckworth/Lewis/Stern

The rules of these competitions mandate that the Duckworth/Lewis/Stern method is used to determine the results of matches that are prematurely curtailed by weather.

Following recommendations by Cricket Scotland clubs should use Duckworth/Lewis/Stern 5 Nov 2022

If a computer is available, then the above should be followed, where a computer is not available the use of a suitable app on a phone/tablet etc. is permitted. It is recommended that one of the following apps are used:

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.

(Please note that when using an app, Umpires and both Captains must agree what app is to be used).

Please remember that the objective is to achieve a result, and that the spirit of the game must be the first priority when matches are decided using this method.

CRICKET SCOTLAND SCOTTISH CUP RULES 2024

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SCOTTISH CUP RULES 2024

1. The Competition shall be known as the **Scottish Cup** and will be played for by qualifying clubs (Rule 4).
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland (CS).
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply even if only one CSMOA appointed umpire is in attendance.
4. The Competition shall be open to clubs who play in the Eastern Premier League, Western Premiership 1, ESCA Championship*, Western Premiership 2* and the Strathmore & Perthshire Cricket Union NE Championship.*
* Clubs in these leagues are given the option to enter the Scottish Cup or the CS Challenge Cup.
5. All participating clubs must be paid-up members of Cricket Scotland in the year of the Competition and have paid the agreed entry fee before their first match.
6. The draw shall be organised by the CMG and will be on a straight knock out basis. Reserve dates will be allocated in each Round.
7. Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the CMG as per Rule 28 below. In addition, any Away Club who withdraws from the Competition may be liable for any legitimate expenses, as determined by the CMG, incurred by the Home Club.
8. **Competition Final**
This will be played on a stipulated date at a ground selected by the CMG and shall start at 12.00pm. One reserve date will be fixed for the final. Should no result be obtained on the reserve date, the finalists will be considered joint winners of the Cup. Alternative venues may be considered for the Final when the reserve date has to be used.
9. **Playing Conditions**
All clubs are responsible for providing facilities, which comply with the required standard of the League in which the club plays. Only grass or hybrid pitches are acceptable. Coloured clothing is not compulsory, but clubs are again strongly encouraged to wear coloured clothing in 2024. LED stumps and bails are also permitted.

Cricket Balls
Thanks to sponsorship in 2024 from Lords Cricket Balls, **two pink balls per innings** will be used in the Competition and will be provided free of charge by CS. Two new balls must be used for each innings, one from each end. Should only 1 pink ball become available, then it should be used from both ends.

Teas
It will be up to each home club to advise the visiting club and the umpires by the Tuesday preceding the match whether, or not, it will be providing teas.
10. **Eligible Players**
 - (a) Players in the Competition must be eligible and registered to play in the current season for their Club in Saturday league matches.
 - (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1st April in the current season in order for the player to play without prior approval of the CMG.
 - (c) No player, even if transferred, may participate in the Competition in any one season for more than one Club.

11. 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. Either paper or electronic team sheets must be exchanged between the Captains and a version given to the umpires before the toss can take place. Another copy must be handed given to the scorers.

12. Duration of Matches

- (a) Matches shall be scheduled to start at 12 noon unless bad weather or some exceptional circumstance or emergency situation has arisen and shall be completed on the day of commencement. When both clubs agree, matches can have a later scheduled start, with the latest being 1.00pm. In this event, the home club is responsible for advising the appointed umpires of the agreed scheduled starting time. In the event of inclement weather prior to a game, such an agreed decision to change the scheduled start can take place at any time prior to the arrival of the visiting team at the ground.
- (b) From time to time it may be determined by the CMG that a specific match will start at 1pm.
- (c) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (d) The scheduled hours of play will be from 12 noon to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- (e) In all matches which are scheduled to start at 12 noon 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 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- (f) 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, spectators, the ground or pavilion or which may adversely affect the completion of the game.
- (g) **Slow Play** - The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 19). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play ; and any time allowances as and when they arise.
- (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) If a ball has not been bowled by 4.45pm (5.15pm for a 1.00pm start) 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.

13. 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.

14. 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. The interval between innings for tea may not be reduced to less than 30 minutes. The interval between innings, where tea has been taken during a stoppage in play, shall be no less than 15 minutes.

15. Delay or Interruption to the Innings of the Team Batting FIRST (Refer to Appendix 3)

- (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) As soon as the total minutes of playing time remaining are less than the completed overs faced by the side batting first, multiplied by 4, then the first innings is terminated. See calculation sheet, Table 2 and Table 3.
- (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) Umpires can 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.

16. Delay or Interruption to the Innings of the Team Batting SECOND (Refer to Appendix 3, Table 4)

- (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 aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (b) 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.
- (c) To constitute a match, a minimum of 20 overs must be bowled to the team batting second subject to the innings not being completed earlier.
- (d) 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.
- (e) A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. Except for drinks intervals, the timing and duration of all relative delays, extensions 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.
- (f) 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.
- (g) Umpires can 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.

17. Bowling restrictions

- (a) No player may bowl more than 10 overs in an innings. However, in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second no bowler may bowl more than one-fifth of the total overs allowed,
 - unless such a number has been exceeded before 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 2)
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, then the bowler 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 batter moves across to the off stump from their 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 wide, as defined in (e) (i) above, when the batter 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 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.

The umpire shall not adjudge a 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.

(iii) Short Pitched Bowling

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 batter on strike when each fast short-pitched delivery has been bowled.

In addition, a ball that passes above head height of the striker, standing upright at the popping crease, that prevents the striker from being able to hit it with their 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 batters 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 their 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 batters 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.

18. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) 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.

19. 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 27.43 metres (30 yards). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.57 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 18 centimetres (7 inches) in diameter.
- (c) In addition to the restriction contained in Rule 19 (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 19 (b), at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (e) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (f) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (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 2.
- (h) If play is interrupted during an innings and the table in Appendix 2 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 Powerplay 2 and Powerplay 3, the umpire shall signal such commencement to the scorers by rotating his / her arm in a large circle.
- (j) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

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.

20. 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 must 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 Duckworth Lewis Stern method using the calculator prescribed by the CMG. 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 Duckworth Lewis Stern 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, if it has received not less than 20 overs, the result shall be decided by the Duckworth Lewis Stern method.
- (d) If the scores are equal at the end of a match, then the following should be used to decide the winner:

Uninterrupted match

In a match where there have been no reductions in overs after the game has started, then the winning team will be the one which has lost fewer wickets. If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on will be the winner.

Interrupted match

In a match where there has been a reduction in overs and a consequent recalculation of the target score for the team batting second, then the winning team will be the one with the higher par score at the end of the over previous to the last one faced by the team batting second. If these scores are equal, then the comparison should be done at the end of the over before that and so on until a winner is found.

- (e) **No result – All rounds up to and including the semi-finals**

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 24 below that the ground is unfit for play but, nevertheless, decided to travel. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on the reserve date.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, up to the Wednesday before the next round of the competition, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on that 'third' date.

The venue for the agreed "third date" will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 2 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis

If circumstances make the above impossible, the match will be decided by the toss of a coin.

(f) **No result – Final**

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date.

If a match on the reserve date is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 2 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

If 'no result' is obtained on the scheduled reserve date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result on that scheduled reserve date.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis.

21. Umpires

- (a) **Accommodation**
Ideally, there should be separate accommodation provided for the umpires, of a same standard to the players' dressing rooms.

- (b) **Match Fee / Travelling Expenses**
CSMOA shall, where possible, appoint Umpires for all matches. Umpires will be paid via the 'Who's The Umpire' application (WTU) - <https://www.whostheumpire.com> - with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 28.

In matches where only one umpire is available, that umpire will be paid one and a half the agreed match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

- (c) **Umpires' Reports**
An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

22. Match Returns

- (a) All participating clubs must provide a competent scorer. A failure to do so may give rise to sanctions under Rule 28.
- (b) Returns will be made by the home side using the prescribed scorecard submission form via its CS Live login. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.
- (c) The home club should provide summary details of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.
- (d) The captain of each team must complete the 'Captain's Report on Umpires' and submit it via <https://www.whostheumpire.com> within 7 days of each game where any play has taken place. This form should be completed to ensure that any comments made are meaningful.

23. Declaration

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

24. Weather Issues Prior to Match

- (a) In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home side shall advise the visiting side 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 by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.
- (b) A responsible official of the home side shall, as early as possible on the morning of a match, check the state of the ground and the pitch. If it is clear that the prospects of play are unlikely, the home club shall contact the visiting club and advise accordingly in order that unnecessary travel expenditure may be avoided. In this context it should be remembered that the important point is not whether the pitch is playable at the time of inspection but whether play may be possible within 4 hours 50 minutes after a scheduled starting time of 12 noon, or 4 hours 20 minutes after any other scheduled starting time. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible.
- (c) Should the visiting side wish to travel, however, that will be their right. Under these circumstances the home side must continue to take whatever steps are within its power to ensure the pitch is playable either through the use of covers, blankets or by spiking or any other method;
- (d) The visiting team should travel if there is the slightest chance of play so that any steps taken by the home side to make the pitch playable might have the chance to take effect.
- (e) The Umpires appointed for the match must be kept informed by the home club of all events as they unfold.
- (f) Any home club which does not make sufficient efforts to make the pitch and ground playable may be sanctioned by the CMG.

25. Complaints

Any complaint by one club against another club must be notified to the CMG by email, to georgeburns@cricketscotland.com by midnight on Tuesday following the match. The CMG retains the right to investigate any matters which come to its attention outwith this period. The CMG will determine the process to be followed. Any decision of the CMG can be subject to appeal to the CS Appeals Committee.

26. Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

27. Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by ECB in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast-bowling directives.

The home club is responsible for the provision of a first-aid kit at all CS Scottish Cup matches

28. Sanctions

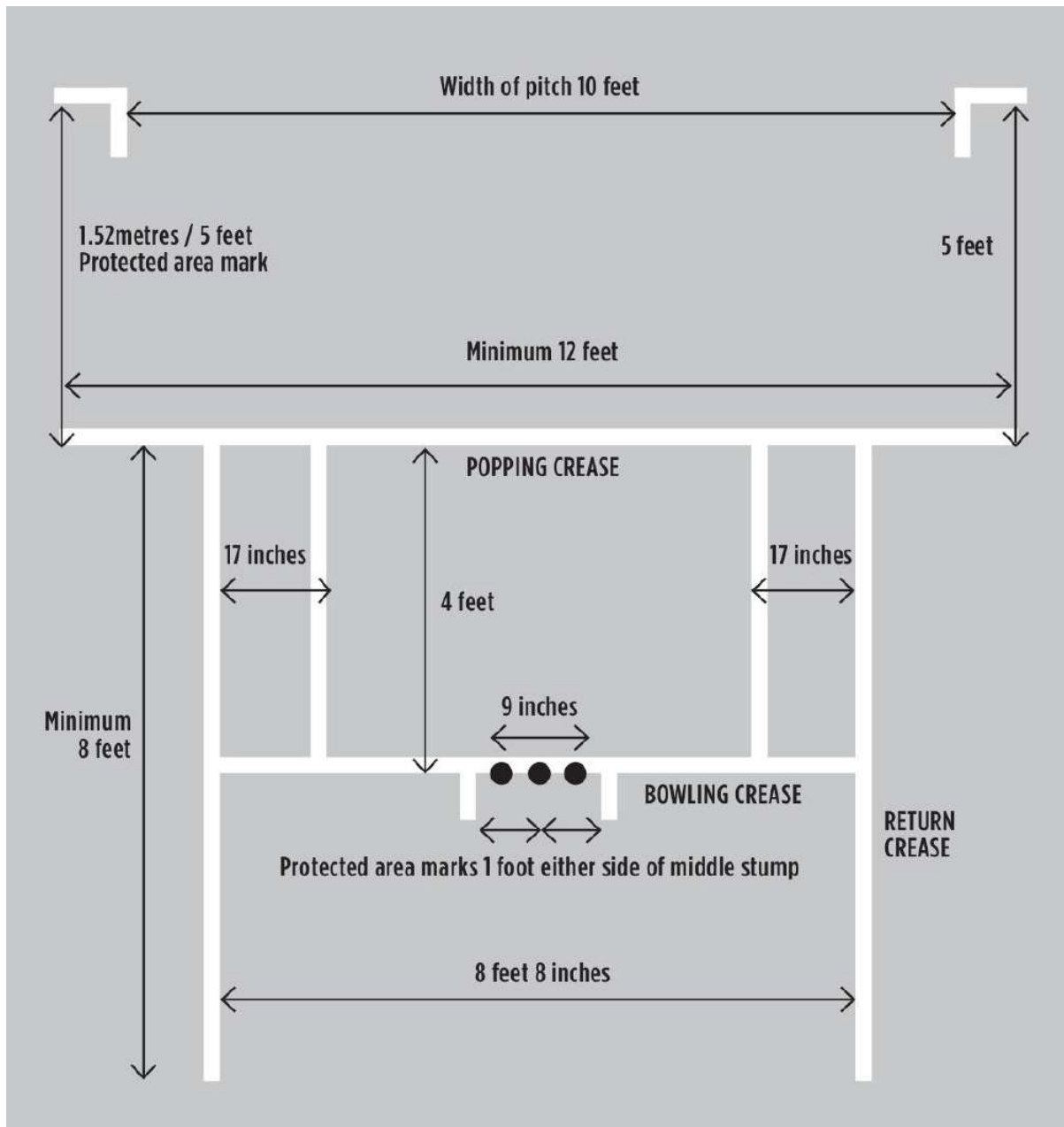
The CMG shall have the power to impose sanctions on any club and / or player and / or team official in breach of the provisions of these rules. Without prejudice to the foregoing generality, the CMG shall have the power (i) to suspend a club's participation in the competition or the Challenge Cup for a specified number of seasons, and / or (ii) to order that, for a specified period of time, a club must play all its matches in the competition at the grounds of its opponents.

ADDITIONAL CREASE MARKINGS

APPENDIX 1

Additional Crease Markings – see Rule 17 (e)

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.

BOWLING AND FIELDING RESTRICTIONS

APPENDIX 2

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 17 Bowling Restriction (*)	Rule 17 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 three bowlers can bowl 6.
(iv) 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	Powerplay 1	Powerplay 2	Powerplay 3
20	1 - 4	5 - 16	17 - 20
21	1 - 4	5 - 17	18 - 21
22	1 - 5	6 - 18	19 - 22
23	1 - 5	6 - 19	20 - 23
24	1 - 5	6 - 19	20 - 24
25	1 - 5	6 - 20	21 - 25
26	1 - 5	6 - 21	22 - 26
27	1 - 6	7 - 22	23 - 27
28	1 - 6	7 - 23	24 - 28
29	1 - 6	7 - 23	24 - 29
30	1 - 6	7 - 24	25 - 30
31	1 - 6	7 - 25	26 - 31
32	1 - 7	8 - 26	27 - 32
33	1 - 7	8 - 27	28 - 33
34	1 - 7	8 - 27	28 - 34
35	1 - 7	8 - 28	29 - 35
36	1 - 7	8 - 29	30 - 36
37	1 - 8	9 - 30	31 - 37
38	1 - 8	9 - 31	32 - 38
39	1 - 8	9 - 31	32 - 39
40	1 - 8	9 - 32	33 - 40
41	1 - 8	9 - 33	34 - 41
42	1 - 9	10 - 34	35 - 42
43	1 - 9	10 - 35	36 - 43
44	1 - 9	10 - 35	36 - 44
45	1 - 9	10 - 36	37 - 45
46	1 - 9	10 - 37	38 - 46
47	1 - 10	11 - 38	39 - 47
48	1 - 10	11 - 39	40 - 48
49	1 - 10	11 - 39	40 - 49

MATCHES OF 10 OVERS PER SIDE

Bowling restrictions

Reduced Innings Overs allocation	Bowling Restrictions – all bowlers
10	2

Powerplays – Fielding Restrictions

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	1 - 2	3 - 8	9 - 10

SCOTTISH CUP RULES
APPENDIX 3
Table 1 : Calculation sheet for use by UMPIRES when delays or interruptions occur in the FIRST innings.
Time

Net playing time available at start of the match	400 mins (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available (30 minutes if 12 noon scheduled start, Rule 12(e))	_____ (D)
Extra time available (15 minutes) from reduced interval if tea taken early	_____ (E)
Effective playing time lost (C – (D + E))	_____ (F)
Remaining playing time available (A – F)	_____ (G)

Overs and Bowling / Fielding Restrictions

Overs in match (G / 4) (round up, plus 1 if necessary to an even number)	_____ (H)
Max.overs per team (H / 2)	_____ (I)
Maximum overs per bowler – see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 2 First Innings	_____ + _____ + _____

Rescheduled Playing Hours

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

- *Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.*

SCOTTISH CUP RULES 2024
APPENDIX 3
Table 2 : Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed re-start time	_____ (P)
Re-scheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between (P) and (Q)	_____ (R)
Potential overs to be bowled ($R / 4$) (round up fractions)	_____ (S)
Number of complete overs faced in first innings	_____ (T)
If S is greater than T then revert to Table 1	
If S is less than equal to T then the first innings is terminated – go to Table 3.	

Table 3 : Calculation sheet for the start of the second innings

If first innings was terminated, S from Table 2	_____ (A)
Scheduled length of innings : $A \times 4$	_____ (B)
Start time	_____ (C)
Scheduled cessation time (C + B)	_____ (D)
Maximum overs per bowler – see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs	_____ + _____ + _____

Table 4 : Calculation sheet for use when interruption occurs after the start of the second innings

Time	
Time at start of second innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress (minutes)	_____ (C)
Restart time	_____ (D)
Length of Interruption (D – B)	_____ (E)
Additional time available (any unused provision for extra time and / or for earlier than scheduled start of 2nd innings)	_____ (F)
Total playing time lost (E – F)	_____ (G)
Overs and Bowling / Fielding Restrictions	
Maximum overs at start of second innings	_____ (H)
Overs lost ($G / 4$) (round down fractions)	_____ (I)
Adjusted maximum overs in innings (H – I)	_____ (J)
Rescheduled length of innings ($J \times 4$) in minutes	_____ (K)
Amended cessation time of innings (D + (K – C))	_____ (L)
Maximum overs per bowler - see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs - see Appendix 2	_____ + _____ + _____

OPERATION OF DUCKWORTH LEWIS STERN**APPENDIX 4**

1. It is the Home 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 41 or 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.

APRIL 2024



UNDER 14 SCOTTISH CUP 2024

RULES

1. The control of the Competition shall be undertaken by the Competitions Management Group of Cricket Scotland and all decisions reached shall be final.
2. The Competition is open to all cricket clubs who are affiliated to Cricket Scotland.
3. A player may represent a club in the Competition if the player is under 14 years (under 15 years for girls) of age at midnight on 31 August prior to the season of the Competition. No player shall play for more than one club in the Competition in the same season. This applies when a Competition is continued forward to the following season due to circumstances such as weather. **All players must be junior members (or equivalent) of the club they represent and this rule will be strictly applied.**
4. Each club shall provide a ball for the match. Unless otherwise agreed a new ball should be provided.
5. The club drawn at home shall be responsible for all match arrangements and must offer its opponents three dates, including a weekend date where the clubs are located more than fifty miles apart. **The visiting team shall be equally responsible for seeing that fixtures are arranged.** Alternative venues should be sought, if necessary, where a ground is not readily available because of senior cricket.
6. Each club shall provide one umpire and one scorer except in the Semi-finals and Final when neutral umpires shall be appointed.
7. In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for any other reason, then in the last resort the decision shall be made by the toss of a coin between the two team managers when both are present. In the event of the two team managers not being able to be present, the tossing of the coin shall be referred to Cricket Scotland.
8. In the event of 'no result' being achieved, clubs will play on an alternative date to be agreed by the team managers. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the alternative date. This change of venue will not apply if the Away Club has been advised that the ground is unfit for play but, nevertheless, decided to travel.
9. It shall be the responsibility of the **winning club** to advise the result – and match scores - to Cricket Scotland by e-mail to georgeburns@cricketscotland.com immediately after each match.
10. Any queries should be directed to Cricket Scotland (0131 313 7420) by e-mail : georgeburns@cricketscotland.com

PLAYING CONDITIONS

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22) :-**

1. The pitch shall be 18 metres in length.
2. The ball shall weigh 4 $\frac{3}{4}$ ozs.
3. Each team shall comprise 11 players.
4. Each game shall consist of one innings per side. Each innings shall be of 20 overs duration. A minimum of 10 overs per side will constitute a match. If the number of overs available to each side is not equal then run rate must be used to decide matches.
5. No bowler shall bowl more than 4 overs in a match. In matches of less than 20 overs a side, the number of overs per bowler must be reduced pro rata.
6. When a batter reaches or passes the personal total of 30 runs they must retire and will not be allowed to return. A batter can continue their innings beyond 30 if their retirement would end the innings before the agreed number of overs have been bowled.
7. The team scoring the most runs in its innings shall be the winner.
8. In the event of the scores of each team being equal the winner shall be determined as follows:
 - (a) The team which has taken the greater number of wickets. Batters that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost. See Appendix A for examples.
 - (b) If still equal the side with the higher score at the end of 19 overs. If still equal the score at the end of 18 overs, 17 overs etc until a result is achieved. In the event a side is bowled out in less than 20 overs, then the side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings. See Appendix A for examples.
 - (c) If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved. If a bowl out is not possible, the winner will be decided by the toss of a coin.
9. **Fielding Restrictions**
 - 9.1 No fielder shall be allowed to field closer than 11 yards (10 metres) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.
 - 9.2 This minimum distance applies even if the player is wearing a helmet.
 - 9.3 Should a player come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.

10. Helmets

Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket.

11. Semi-Finals and Final

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 25 yards (22.9 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery there must be not more than five fielders on the leg side.

For the duration of the innings a maximum of five fielders are permitted to be outside the field restriction area at the instant of delivery.

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

APPENDIX A

Examples of tied scores and determination of winning team.

Example 1 – fewer wickets lost.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 3 of their batters retired not out having reached or passed 30 runs. Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs. They lost 4 batters and 2 of their batters retired not out. Their score is 118 for 4 after 20 overs.

Team A win on fewer wickets lost - Rule 8 (a).

Example 2 – fewer than 11 players.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 3 of their batters retired not out. Their score is 118 for 3 off 20 overs.

Team B have only 9 players. They also score 118 runs in 20 overs. They only had 2 batters dismissed and 3 of their batters retired not out. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 4.

Team A win as they have lost fewer wickets - Rule 8 (a).

Example 3 – higher score after 19,18,17 overs etc.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 3 of their batters retired not out. Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 for 2.

Team B also score 118 runs in their allocated 20 overs. They lost 3 batters and 2 of their batters retired not out. Their score is also 118 for 3. After 19 completed overs they were on 115 for 3.

Team B win as they have the higher score after 19 overs (115 v 110), both sides having lost the same number of wickets in the match - Rule 8 (b).

Example 4 – one side all out in less than 20 overs.

Team A score 148 runs in their allocated 20 overs. Seven of their batters were dismissed and 2 of their batters retired not out. Their score is 148 for 7 off 20 overs. After 19 completed overs they were on 143 runs for 6.

Team B also score 148 runs and are bowled out in 16.3 overs. They lost 7 batters and 3 of their batters retired not out. Their final wicket was a batter who had also passed 30 but was allowed to continue (Rule 6) until he/she or their last batting partner was dismissed. Their score is 148 for 7 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 148.

Team B win as they have the higher score after 19 overs (148 v 143), both sides having lost the same number of wickets in the match - Rule 8 (b).

Example 5 – fewer than 11 players and both sides all out in less than 20 overs.

Team A score 118 runs and are bowled out in 19.3 overs. Seven of their batters were dismissed and 3 of their batters retired not out. Their final wicket was one of the 7 batters dismissed. Their score is 118 for 7 off 19.3 overs. After 19 completed overs they were on 114 runs.

Team B have only 9 players and also score 118 runs and are bowled out in 16.4 overs. They lost 5 batters and 3 of their batters retired not out. Their final wicket was one of the 5 batters dismissed. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 7 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 118.

Team B win as they have the higher score after 19 overs (118 v 114), both sides having lost the same number of wickets in the match - Rule 8 (b).



UNDER 16 SCOTTISH CUP 2024

RULES

1. The control of the Competition shall be undertaken by the Competitions Management Group of Cricket Scotland and all decisions reached shall be final.
2. The Competition is open to all cricket clubs who are affiliated to Cricket Scotland.
3. A player may represent a club in the Competition if the player is under 16 years (under 17 years for girls) of age at midnight on 31 August prior to the season of the Competition. No player shall play for more than one club in the Competition in the same season. This applies when a Competition is continued forward to the following season due to circumstances such as weather. **All players must be junior members (or equivalent) of the club they represent and this rule will be strictly applied.**
4. Each club shall provide a ball for the match. Unless otherwise agreed, a new ball should be provided.
5. The club drawn at home shall be responsible for all match arrangements and must offer its opponents three dates, including a weekend date, where the clubs are located more than fifty miles apart. **The visiting team shall be equally responsible for seeing that fixtures are arranged.** Alternative venues should be sought, if necessary, where a ground is not readily available because of senior cricket.
6. Each club shall provide one umpire and one scorer except in the Semi-finals and Final when neutral umpires shall be appointed.
7. In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for any other reason, then in the last resort the decision shall be made by the toss of a coin between the two team managers when both are present. In the event of the two team managers not being able to be present, the tossing of the coin shall be referred to Cricket Scotland.
8. In the event of 'no result' being achieved, clubs will play on an alternative date to be agreed by the team managers. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the alternative date. This change of venue will not apply if the Away Club has been advised that the ground is unfit for play but, nevertheless, decided to travel.
9. It shall be the responsibility of the **winning club** to advise the result – and match scores - to Cricket Scotland by e-mail to georgeburns@cricketscotland.com immediately after each match.
10. Any queries should be directed to Cricket Scotland (0131 313 7420) by e-mail : georgeburns@cricketscotland.com

PLAYING CONDITIONS

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22) :-**

1. Matches shall consist of one innings per side.
2. Each game shall consist of one innings per side. Each innings shall be of 20 overs duration. A minimum of 10 overs per side will constitute a match. If the number of overs available to each side is not equal then run rate must be used to decide matches.
3. No bowler shall bowl more than 4 overs in a match. In matches of less than 20 overs a side the number of overs per bowler must be reduced pro rata.
4. When a batter reaches or passes the personal total of 50 runs they must retire and will not be allowed to return. A batter can continue their innings beyond 50 if their retirement would end the innings before the agreed number of overs have been bowled.
5. The team scoring the most runs in its innings shall be the winner.
6. In the event of the scores of each team being equal the winner shall be determined as follows:
 - (a) The team which has taken the greater number of wickets. Batters that have retired will be declared 'retired not out' and therefore should not be included in total wickets lost. See Appendix A for examples.
 - (b) If still equal the side with the higher score at the end of 19 overs. If still equal the score at the end of 18 overs, 17 overs etc until a result is achieved. In the event a side is bowled out in less than 20 overs, then the side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings. See Appendix A for examples.
 - (c) If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved. If a bowl out is not possible, the winner will be decided by the toss of a coin.

7. Fielding Restrictions

- 7.1 No fielder in the Under 16 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.
- 7.2 No fielder in the Under 14 age group or younger shall be allowed to field closer than 11 yards (10 metres), from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.
- 7.3 These minimum distances apply even if the player is wearing a helmet.
- 7.4 Should a player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- 7.5 The Team Manager is responsible for informing the umpires which players are Under 14 years of age in any particular match.

8. Helmets

Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket.

9. Semi-Finals and Final

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 30 yards (27.4 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery there must be not more than five fielders on the leg side.

For the duration of the innings a maximum of five fielders are permitted to be outside the field restriction area at the instant of delivery.

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

APPENDIX A

Examples of tied scores and determination of the winning team.

Example 1 – fewer wickets lost.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out having reached or passed 50 runs. Their score is 118 for 3 off 20 overs.

Team B also score 118 runs in their allocated 20 overs. They lost 4 batters and 1 of their batters retired not out. Their score is 118 for 4 after 20 overs.

Team A win on fewer wickets lost - Rule 6 (a).

Example 2 – fewer than 11 players.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out. Their score is 118 for 3 off 20 overs.

Team B have only 9 players. They also score 118 runs in 20 overs. They only had 2 batters dismissed and 2 of their batters retired not out. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 4.

Team A win as they have lost fewer wickets - Rule 6 (a).

Example 3 – higher score after 19,18,17 overs etc.

Team A score 118 runs in their allocated 20 overs. Three of their batters were dismissed and 2 of their batters retired not out. Their score is 118 for 3 off 20 overs. After 19 completed overs they were on 110 for 2.

Team B also score 118 runs in their allocated 20 overs. They lost 3 batters and 1 of their batters retired not out. Their score is also 118 for 3. After 19 completed overs they were on 115 for 3.

Team B win as they have the higher score after 19 overs (115 v 110), both sides having lost the same number of wickets in the match - Rule 6 (b).

Example 4 – one side all out in less than 20 overs.

Team A score 148 runs in their allocated 20 overs. Nine of their batters were dismissed. Their score is 148 for 9 off 20 overs. After 19 completed overs they were on 143 runs for 7.

Team B also score 148 runs and are bowled out in 16.3 overs. They lost 9 batters and 1 of their batters retired not out. Their final wicket was a batter who had also passed 50 but was allowed to continue (Rule 4) until he/she or their last batting partner was dismissed. Their score is 148 for 9 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 148.

Team B win as they have the higher score after 19 overs (148 v 143), both sides having lost the same number of wickets in the match - Rule 6 (b).

Example 5 – fewer than 11 players and both sides all out in less than 20 overs.

Team A score 118 runs and are bowled out in 19.3 overs. Eight of their batters were dismissed and 2 of their batters retired not out. Their final wicket was one of the 8 batters dismissed. Their score is 118 for 8 off 19.3 overs. After 19 completed overs they were on 114 runs.

Team B have only 9 players and also score 118 runs and are bowled out in 16.4 overs. They lost 6 batters and 2 of their batters retired not out. Their final wicket was one of the 6 batters dismissed. As the missing players are considered to be wickets lost under the Laws of Cricket, their score is 118 for 8 after 16.3 overs. After 20 and 19 and 18 and 17 'completed' overs their score still counts as 118.

Team B win as they have the higher score after 19 overs (118 v 114), both sides having lost the same number of wickets in the match - Rule 6 (b).

Playing Rules for NE Championship, Division 1 and Division 2

Draft at November 2023

Black – unchanged

Blue – a tidy up of wording requiring no vote of clubs

Red – a change of conditions requiring a vote of clubs

Green – outstanding questions to address

Glossary of Abbreviations

- SPCU – Strathmore and Perthshire Cricket Union
- NEC – North East Championship
- CS – Cricket Scotland
- CSMOA – Cricket Scotland Match Official Association
- EPL – Eastern Premier League
- ELMG – East League Management Group
- ESCA – East of Scotland Cricket Association
- NESCC – North East Scotland Cricket
- NoSCA – North of Scotland Cricket Association
- WDCU – Western District Cricket Union
- MCC – Marylebone Cricket Club
- ECB – England and Wales Cricket Board
- DLS – Duckworth Lewis Stern
- AGM – Annual General Meeting

1. Administration of League

- 1.1 The league shall be administered by the Management Committee of the SPCU)Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as may approved by the AGM or an EGM of the SPCU.
- 1.2 The balls used in all League matches shall be a ball approved by the SPCU Committee.
- 1.3 All matches played under the auspices of the SPCU will be conducted in accordance with the Cricket Scotland Disciplinary Code of Conduct as adopted by the SPCU.
- 1.4 All players, officials and umpires agree, by participation in the SPCU League and Competitions, to comply with and adhere to the following:-
 - 1.4.1 Laws of Cricket, (2017 Code – 2nd Edition 2019), and the preamble, The Spirit of Cricket, as otherwise provided for in SPCU Playing Rules with the following exceptions:-
 - 1.4.1.1 Law 18.5, (Deliberate Short Runs)
 - 1.4.1.2 Law 24.4, (Player Returning Without Permission)
 - 1.4.1.3 Law 26.2, (Practice on the Outfield)
 - 1.4.1.4 Law 28.2, (Fielding the Ball)
 - 1.4.1.5 Law 41, (Unfair Play)
 - 1.4.1.6 Law 42, (Players Conduct), shall only apply where an umpire appointed by the CSMOA is standing

2 Composition of League

- 2.1 The League shall be divided into divisions. The Management Committee shall determine the number of divisions and the number of teams in each division. The SPCU Committee will adopt a flexible approach to its league structures.
- 2:2 No two teams from the same club shall compete in the same division except in the lowest division.

- 2.2 The SPCU NEC is a feeder league for the CS EPL Any Feeder League club wishing to obtain membership of the CS EPL by participating in the end of season play-offs, (or by other means), must comply with the CS EPL Rule 4, (Regional Leagues).
- 2.3 Matches in the NEC and Divisions 1 and 2 shall only be played on Saturdays unless otherwise agreed by the SPCU [Competitions Committee](#)

3 Promotion and Relegation

- 3.1 The SPCU Committee will adopt a flexible approach to its league structure and will have the right to determine the number of teams to be relegated and promoted.
- 3.2 At the end of each season, promotion and relegation will normally take place as follows:-
The teams finishing first and second in Division 1 and Division 2 shall have the right to be considered for promotion to the Division above, if they so wish, subject always to the provisions of [rule 2 being met](#).
Relegation from, and further promotion to each Division shall be decided by the [SPCU Committee](#) at the conclusion of each season subject always to the rules in section 2 being met.
The Committee will make every attempt to ensure that clubs are aware at the start of the season what the promotion and relegation will be at the end of the season subject always to unforeseen circumstances, (Such as teams joining or withdrawing from leagues).

4 Non- Fulfilment of Fixtures

- 4.1 Any team failing to fulfil three of its fixtures during the season will be deemed to have failed to meet its obligations to the League and shall be automatically deducted 10 points for each game and must **within 48 hours of the third such instance, make a presentation by email** to the SPCU **Management Committee** detailing the reasons for failing to fulfil the fixtures.
- 4.2 Any team failing to fulfil four or more of its fixtures during the season will automatically be relegated to the Division below.
- 4.3 Any team in the lowest Division of the SPCU failing to fulfil six or more of its fixtures during the season shall require to apply for re-admission to the SPCU at the next AGM of the SPCU. Where appropriate, those teams seeking admission or re-admission to the SPCU shall participate in a ballot for the vacant place or places and such vacant place or places shall be allocated to the team or teams securing the highest number of votes in the ballot. Prior to the ballot, the Management Committee shall indicate how many places in the league competition are available.

5 Fixtures

- 5.1 The Competitions Committee shall arrange fixture for each division and shall notify clubs of such fixtures as soon as is practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by the Competitions Committee. Fixtures in each division, other than the lowest, will normally be arranged on the basis of each team playing each other twice during the season, one at home and the other away, unless there are exceptional circumstances, (e.g. pandemic, unusual number of teams etc.)
- 5.2 Clubs may re-arrange scheduled fixtures by obtaining permission of their opponents and the Competitions Committee.
No re-arrangements may take place where a match has been cancelled or abandoned due to bad weather on the scheduled date or where the rescheduled date is after the last scheduled weekend of the SPCU season.
- 5.3 All NEC fixtures must be completed on or before the published date of the last set of EPL fixtures **or the scheduled date of the last NEC fixtures whichever is later**, except where the teams involved cannot be promoted. All other fixtures must be completed on or before the 19th of September.
- 5.4 When any fixture is postponed due to the involvement of either club in the final of a CS senior competition or the finals day of a CS junior competition, the clubs involved may rearrange the fixture. If no suitable date can be agreed, the match will be declared null and void.
- 5.5 In the lowest division, clubs may apply to play their home fixtures on a Sunday should there be an issue with ground availability. In this circumstance, team selection must reflect the fact that the match should have been played on [the Saturday of that weekend](#). This means that no player can play

in more than one match in a weekend in the NEC, Division 1 or Division 2. In circumstances where this is agreed by the Management Committee, no other club may object to such rescheduling. Any club availing themselves of playing lowest division home fixtures regularly on a Sunday, should endeavour to secure facilities to play regularly on a Saturday wherever possible.

6 Trophies and Prizes

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

7 Playing Conditions – See Also Appendix C

- 7.1 Clubs participating in the SPCU shall take steps to maintain or improve the standard of their grounds in keeping with the NEC's status as a feeder league to the CS EPL.
- 7.2 Clubs playing in the NEC of the SPCU must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an acceptable standard as shall be determined by the Competitions Committee in its sole discretion. NEC clubs must ensure that they have facilities to protect the wicket from inclement weather, i.e. covers
- 7.3 (a) The home club shall be responsible for the provision of a pitch, regulation stumps and proper marking of the pitch and boundary. Pitch markings should include clearly marked wide indicator lines, in blue or black, at both sides of each set of stumps. Field markings shall include, in all league matches, a regulation 30 yard fielding circle as per ICC regulation. (See Appendix D).
- 7.3 (b) The home club must notify opponents of the venue not less than 48 hours before the fixture where this is not the venue listed on the SPCU club information.
- 7.3(c) Other than as noted in 7.3(a) above, each team shall provide its own equipment, including specified ball or balls as required. Each team will bowl with its own ball or balls.
- 7.3(d) Clubs should endeavour to have a selection of replacement balls available, of different standards, to be used in the event of a ball being lost.
- 7.3(e) In the NEC, matches must be played on natural turf – this definition includes hybrid pitches
- 7.3(f) In other divisions, whilst natural turf pitches are preferable, an artificial pitch can be used. In this case, the home club shall advise their opponents not less than 48 hours before the game. In the case that such notification is not given, an artificial surface may be used with the agreement of both teams
- 7.4 In the event of bad weather, the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel unless an independent ground authority or CSMOA umpire declares the ground unplayable. In this instance, the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under rule 11.3 if the weather improves.

8 Youth Policy

- 8.1 It is a further requirement of membership of the SPCU that all clubs will be committed where possible to providing opportunities for young players to play the game of cricket
- 8.2 All clubs participating in the NEC must have in place a Junior Development Programme and, at a minimum, provide regular coaching for juniors throughout the club. Where appropriate, they should seek support and advice from the CS Regional Development Officer and should seek to offer opportunities for young players to play against others in their age group. The SPCU reserves the right to audit this provision.

9 Player Eligibility.

In all of the following, SPCU competitions are the NEC, the Division 1 and Division 2, the SPCU t20 Cup, the SPCU t20 Trophy and the CSt20 Cup Northern Qualifying Section as administered by the SPCU.

Note: It is recognised that there are considerable changes contained in this section and clubs should contact the Competitions Committee convenor for advice or guidance as required.

9.1 Interpretation. For the purposes of this rule, the following words and phrases shall have the following meanings:-

- (a) An 'amateur' player is any player who is not a paid player.
- (b) 'Local Player' shall mean a player who is normally resident in the European Economic Area, (EEA) and who has been resident for at least 183 days before any match, but who is not a Scottish Qualified Player.
- (c) 'Overseas' shall mean outside the UK
- (d) 'Overseas Amateur' is a player who is less than 23 years of age on the 23rd of August of any season in which he plays in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket. An 'overseas amateur' must not have played first class cricket of List A cricket in the 24 months preceding any match. Each club may register one overseas amateur however, a second overseas amateur may be registered if a club has no registered paid player, provided that at least one of the two overseas amateurs possesses a UK Level 2 coaching certificate, (or an acceptable overseas equivalent). Where the original overseas amateur is unable to play for exceptional reasons acceptable to the [Competitions Committee](#), the registration of a substitute overseas amateur may be approved by the committee.

Assistance by clubs:-

- (d)i - Clubs must **not** provide financial assistance towards air fares.
- (d) ii - Clubs may help an overseas amateur by providing accommodation with a member. the club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.
- (d) iii – Clubs may help in obtaining part or full time employment for an overseas amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.
- (d) iv – Clubs must, within the approval registration form, disclose full details relating to arrangements and payments for accommodation, airfares and employment. The committee may request further information before considering the registration for approval.
- (e) A 'paid player' is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket:-
 - (e) i – Payment in cash or kind.
 - (e) ii – Accommodation, whether free, subsidised or otherwise assisted.
 - (e) iii – Employment, whether full time or part time.
 - (e) iv – Payment in whole or part of fares to the UK from that player's place of abode.

(f) Clubs registering a player with CS to play in the EPL, must advise the SPCU Competitions Committee of any and all such registrations. This is to ensure that the competitions committee have full cognisance of all such registered players with SPCU member clubs.

(g) 'Scottish Qualified Player' must be born in Scotland or hold a UK passport and has a parent who was born in Scotland or has been resident in Scotland for at least 183 days in each of the previous four calendar years.

9.2 Further Provisions about Paid Players

(a) For the purposes of these rules; (i) the payment of reasonable travelling expenses is permitted without any player being deemed a 'paid player' and, (ii) a physical education teacher or a coach whose work is solely educational and who is not paid directly or indirectly for playing cricket for a member club is not a 'paid player'.

(b) There shall be no residency requirements for the one permitted paid player but, if sourced from out with the UK, then the UK Border Agency regulations must be satisfied.

(c) Any payment made to a player by CS or to a player contracted by CS for playing in a match organised by CS will not render that player as a paid player for the purposes of participation in the league.

(d) A paid player must possess a minimum of a UKCC Level 2 coaching certificate, (or an acceptable overseas equivalent).

(e) Any paid player can only be registered to the midpoint of the season, i.e. **midnight on the 30th of June**. Where a paid player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement paid player may be approved by the competitions committee.

9.3 Further Provisions about Overseas Amateurs

(a) No club may field a player in any match in the league unless that player has been resident in the UK for at least 183 days prior to the match in which he is to play unless that player otherwise satisfies the criteria for being an overseas amateur, (see CS Guidelines).

(b) Consideration may be given by the committee to waive some, (or all), of the requirements for an overseas amateur in suitable cases where the player has moved to Scotland through work or study or other acceptable reason. The committee may also waive some, (or all), of the requirements for an overseas amateur where the club is able to **clearly** demonstrate that the player has a past association with the club and/or the primary reason for being here is unrelated to cricket. Such a person can only be registered until the midpoint of the season, **i.e. midnight on the 30th of June**.

(c) Sub-paragraph (a) shall not apply to a Scottish Qualified Player who is normally resident in Scotland but who has spent the winter months overseas.

(d) Consideration may be given by the committee to waive the requirements of sub-paragraph (a) in relation to a local player in suitable circumstances.

9.4 Players Reverting to Amateur Status

(a) No player who has been a paid player as a prime source of his income at any time in a calendar year may play as an amateur for the team of any club in any division within the same calendar year.

(b) No player, other than a Scottish Qualified Player or a player of any other ICC Associate or Affiliate nation within the EEA, may play as an amateur for the team of any club in any division of the league if **they** have been a paid player at any time in the last three calendar years preceding that year.

(c) The provisions of sub-paragraph (b) may be waived if the permission of the committee is obtained prior to such player playing in any league match. Such permission will however, only be granted in special circumstances.

9.5 Players Permitted to Play

9.5(a) **No player may play in any SPCU competition, (with the exception of the R and D League), for more than one club in any one season without first having his or her registration cleared by the Competition Committee.**

9.5(b) **If, during the course of a season, a member club withdraws from an SPCU competition, any players registered to that club will be free to join other clubs in the SPCU. The procedure to be followed is outlined in rule 9.6 below, although 9.6(a), (b) and (e) shall not apply in this instance. This only applies after the Competitions Committee has confirmed the withdrawal of the member club concerned.**

9.5(c) No club may register and play more than one paid player and one overseas amateur or, if no paid player is registered, a club may register and play two overseas amateurs provided that one of them complies with the requirements in 9.2(d)

9.5(d) For the last 3 league games in a season, any player who has been selected for an EPL side in more than 75% of that club's league matches already scheduled during the current season, (this shall include all games where at least one ball has been bowled or games where both teams are present at the ground but no play in possible), shall be ineligible to play for a team in a lesser league without prior permission being granted by the competitions committee. Cognisance of promotion and relegation will be taken into account when considering dispensation requests. In the event where a player who has exceeded the percentage threshold is selected for a club's 2nd xi, if the club can demonstrate that the selection has been made purely on playing ability, then the player will be granted permission to play. No such requests will be granted for playing in a club's 3rd xi

9.5(e) No player who is registered for a different CSL club to the team playing in the SPCU will be eligible to play in any SPCU match.

9.5(f) Any players under the age of 21 years of age on September 1st of the preceding season, provided they have not played in the EPL or Western Premier League, may play for any side within the SPCU division 1 or division 2. They may however, only play for their parent club in any cup competition.

Any Child Protection and playing restrictions, under which such arrangements are made, are for the relevant clubs to agree and the SPCU can accept no legal responsibility for them. Any club inviting junior players from a parent club must adhere to the current Cricket Scotland Child Protection Policy. Players' statistics will only count in the averages of matches played for the parent club.

9.6 Player Registration and Availability

In-season player movements

The following applies from midnight on the Wednesday preceding the 1st scheduled SPCU fixture in any competition until the conclusion of all scheduled SPCU fixtures.

All of the following regulations apply to players seeking to move between any CS registered club and an SPCU club during the season. This includes member clubs of ESCA, WDCU, NESC and NoSCA, as well as other SPCU clubs.

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

It is the responsibility of all clubs to ensure that all playing members are accurately registered prior to their taking part in any SPCU match in any competition.

9.6(a) Player movements will only generally be allowed up until the halfway point of the season – for the avoidance of doubt, this means that the application must have been made before midnight on the 30th of June.

The Competitions Committee will consider clearance applications after this date in exceptional circumstances, (e.g. the player has moved house). Note that should the ELMG give permission for a player to move in these circumstances to play for a different club in the EPL, this should not be considered as clearance to play in the SPCU other than in the R and D League.

9.6(b) In normal circumstances, a player will only be given clearance to move clubs once during the season however, the Competitions Committee will consider applications for a second clearance in exceptional circumstances.

9.6(c) The responsibility for ensuring accurate registration of players shall lie with both the club and the player. The player is responsible for ensuring that the club they are registering with or moving to has correct and accurate details of any and all previous registrations. The club is responsible for ensuring that the

clearance is correctly carried out on the CS Live platform or on any subsequent player registration system as adopted by the SPCU.

Players who are incorrectly registered will be liable to suspension. Clubs who incorrectly register players will be subject to a warning or to the deduction of points up to the total number of points gained in matches where the player concerned took part. Each case will be decided on its merits, for example if the breach is considered inadvertent or deliberate.

9.6(d) Clubs should be aware of the correct use of the 'Player Clearance' and 'Player Transfer' options on the player movement section of CS Live. Whilst it is accepted that the terminology can be confusing, clubs should now be aware that, for all players moving clubs, 'Player Clearance' is the correct request to make. 'Player Transfer' exists to allow players legitimately to have double registrations, (e.g. to be registered for regional cricket, for Women's cricket or to play for a different club solely in the SPCU R and D League). Clubs should note that incorrect use of the 'Player Transfer' facility will be considered to be a deliberate incorrect registration of a player.

The Competitions Committee must be informed of any and all player transfer requests. There is not an issue with approval in this case, it is designed to ensure that the Competitions Committee is aware of these for administration purposes.

9.6(e) In general, the SPCU Competitions Committee will not immediately approve player clearance. Other than in exceptional circumstances, approval of player clearance during the season will have a minimum delay of 7 days.

9.6(f) It is recognised that some clearance requests will be routed through CS rather than the SPCU. Clubs should note that any such requests for a player moving between two SPCU clubs should be routed through the SPCU. This preference notwithstanding, should CS approve a player clearance to an SPCU club, it is essential for clubs to ensure clearance has also been granted, in writing, by the SPCU Competition Committee before the player concerned takes part in any match in an SPCU competition. This is to ensure that the SPCU Competitions Committee is aware of this player movement that they would not otherwise be officially notified of. Failure to comply with this will be taken to be the incorrect registration of a player.

9.6(g) In the case of players under the age of 18 on the 1st October preceding the start of the season, (in other words, players who are under 18 qualified), the sole and entire responsibility for accurate registration lies with the club and there is no suspension sanction applicable to the player.

9.7 Player Registration and Availability

Out of Season Player Movements.

These are applicable from the conclusion of the final game of the SPCU season until midnight on the Wednesday preceding the first SPCU fixture of the following season in any competition. All of rule 9.6 applies with the exception of 9.6 (a), (b) and (e).

10 Expenses

10.1A club shall be entitled to pay expenses to any player to **cover** the cost to that player of travelling to any League match or to a rendezvous point prior to travelling to any League match without that player being deemed to be a paid player, provided **these expenses** do not exceed a rate per mile of necessary travel **as may be fixed by the Management Committee** and intimated to clubs from time to time, or the equivalent rail or bus fare. Any club paying **such expenses** shall maintain a record of any expenses so paid and shall allow access to any person appointed by the Management Committee to such record and to any other books of accounts maintained by the club.

11 Start and Finish Times and Match Day Administration

11.1a All SPCU matches shall normally commence at 12 noon and shall be completed on the day of commencement. If play is not in progress, due to inclement weather, at 7.30pm, there shall be no further play in the match. If play is suspended after 7.30pm due to inclement weather, there shall be no further play.

11.1b Matches may start at 1pm at such grounds as this has been agreed by the SPCU Competitions Committee due to ground availability issues.

11.1c Other matches may start at 1pm, provided the start time is agreed by both clubs and, if appropriate, CSMOA appointed umpires, prior to the date of the fixture.

11.1d Where a match starts at 1pm, all timings mentioned in 11.1a should be advanced by 1 hour.

11.2 Matches may continue beyond 7.30pm, (12 noon start), or 8.30pm, (1pm start), where conditions allow.

11.3a The home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.

11.3b Matches will start at the agreed scheduled time, (weather permitting), no matter how many players are available. Any unreasonable delay in the commencement of a match must be reported to the Competitions Committee. This committee will have the power to impose a fine, deduction of points or award the match to the opponents.

11.3c If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss.

The provisions of (a), (b) and (c) above may be waived by the Competitions Committee if it satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control. In these circumstances the team should make every effort to contact their opponents to keep them apprised of the situation.

11.4 Match Day Administration

11.4a All teams in all divisions shall have 2 copies of a team sheet for the game. These should use the template provided.

(Note this extends the need for team sheets to all divisions)

11.4b In games where neutral umpires, appointed by the CSMOA, are standing, these should be signed by the captain and handed to the umpires: this should be done not less than 30 minutes before the commencement of play.

11.4c In matches where there is no neutral umpire appointed, these should be signed by the captain and exchanged with the opposing captain. This should be done at the toss.

11.4d Captains, in all fixtures, are responsible for ensuring that all names on the team sheet are accurate and appear as per the players' registration on CS Live or any subsequent player registration system adopted by the SPCU.

12 Duration of Matches

12.1 Except as detailed in 12.3 below, each team competing in match shall be entitled to bat for 45 overs, (NEC and division 1). In division 2 a team is entitled to bat for 40 overs. The declaration of an innings is not permitted.

12.2 No points shall be awarded in matches which are not completed, and in which the provisions of rule 14.1(d) do not apply.

12.3 Where the start of a match is delayed due to weather or other exceptional circumstances, the length of the match may be shortened by 5 overs per side for each 45 minute period or part thereof. Where the weather conditions indicate that the full number of overs may not be completed, the captains may agree to

reduce the number of overs to be played by multiples of 5 overs per side. Games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game. All reductions are subject to a minimum length of 20 overs per innings in all divisions. No reduction in the scheduled number of overs is permitted after the start of the match.

*Note if the time is	No of overs scheduled per innings at start	Actual start time to be between	that star
	45	12.00pm – 12.15pm *	
	40	12.16pm – 12.45pm *	
	35	12.46pm – 1.30pm *	
	30	1.31pm – 2.15pm *	
	25	2.16pm - 3.00pm *	
	20	3.01pm – 3.45pm *	

1.00pm, add 60 minutes to each time in the table.

Length of Innings (Overs)	Maximum overs per bowler	Umpires and captains are given discretion with regards to the start time of the second innings to ensure where conditions improve that
45	9	
40	8	
35	7	
30	6	
25	5	
20	4	

common sense prevails.

13. Bowling Restrictions

13.1 No bowler may bowl more overs than indicated in [the table below](#) for the length of innings scheduled. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

Bowling Restrictions for a reduced match.

13.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives of young fast bowlers in Appendix B. **The age group of young players should be recorded on the team sheet to allow scorers to support captains in ensuring this directive is adhered to.**

13.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball as mandated in Law 21.10

13.4 Wides – Judging a Wide

The following rule for interpretation of a wide ball is to be applied and for which the crease, **in all SPCU fixtures**, must be marked as illustrated in **Appendix D**. Umpires are instructed to strictly apply this law in order to prevent consistent negative bowling wide of the wicket.

13.4(a) Offside Wides – **All Divisions**

If the ball passes outside the offside wide line as it crosses the bowling crease, then the bowler's end umpire will call and signal 'wide'. It does not matter if the batter has moved across to cover the ball, provided **the batter makes no contact with the ball**, such a delivery must be called 'wide'.

Note that in division 2, some leeway may be afforded to young and/or inexperienced bowlers and this rule can be relaxed for the entire fixture if agreed by the captains beforehand. All participants are asked to apply common sense in this regard.

13.4(b) Leg-Side Wides -**NEC and Division 1**

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 bowler's end umpire will call and signal 'wide'.

There are two exceptions to this rule

- i. It is not a wide when the batter moves across to the off stump from **their** 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 **or 100mm**)
- ii. It is not a leg side wide as defined above, when the batter plays, or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines, (see Appendix E) shall apply both to the off side and to 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.

13.4(c) Leg-Side Wides – Division 2

Any ball which passes outside the leg side wide line as it crosses the bowling crease, then the bowler's end umpire shall call and signal 'wide'. It does not matter if the batter has moved across to cover the ball, provided **the batter** does not come into contact with the ball, such a delivery must be called 'wide'.

13.5 – Free Hit after No Ball, (Applicable in NEC only)

The delivery following a no ball shall be a free hit for whichever batter 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 batter is facing it.

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

Field changes are not permitted for free hit deliveries unless there is a change of striker, **(the provisions of rule 13/Appendix C shall apply)**, or the no ball was due to a **breach of fielding restrictions**, in which case the field may be changed to the extent of correcting the breach.

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

14 Fielding Restrictions (See Appendix C) **All Divisions**

Throughout an innings, at the instant of delivery, there shall be not more than 5 fielders on the leg side **and not more than 2 of these fielders is permitted to be behind square on the leg side.**

From over 1 to over 10 of a normal 45 over match and over 1 to over 8 of a normal 40 over match, a maximum of 2 fielders may be placed outside of an area bounded by 2 semi-circles centred on each middle stump, each with a radius of 27.45metres – 30 yards, and joined by a parallel line each side of the pitch. See Appendix C for reduced overs calculation

All clubs, by participation in SPCU Competitions, agree to abide by ECB Directives for young players.

15 Points

15.1 Points known as 'results points' and 'bonus points' shall be awarded as follows for all divisions

15.2 Results Points

Winning team – 25 points.

Tie – 5 points per team

Except in the circumstances governed in 15.4, (below), the team scoring the greater number of runs in the match shall be the winners. If the runs scored by the teams is equal the result shall be a tie. No account shall be taken of wickets lost.

15.3 Bonus Points,

No bonus points shall be awarded to the team which wins the match. The team losing the match and both teams in a tie shall be awarded bonus points as follows:-

15.3(a) Bowling bonus points will be awarded at the fall of the 1st, 3rd, 5th, 7th and 9th wickets, with a further 2 points for taking the 10th wicket.

In the event that a team is unable to take 10 wickets through no fault of their own, they shall be awarded the full compliment of 7 bowling points should the opposition be 'all out'. This can happen in the circumstance where the opposition has fewer than 11 players or where a batter has retired hurt and is unable to return.

15.3(b) Batting bonus points shall be awarded as per the table below. Note that the number of overs scheduled at the start dictates the scale of points awarded.

No of overs innings game scheduled for:	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:	6 th batting point awarded at:	7 th batting point awarded at:
45	75	100	125	150	175	200	225
40	50	75	100	125	150	175	200
35	50	70	90	115	135	155	180
30	40	60	80	105	125	145	165
25	40	60	75	95	115	130	150
20	35	55	70	90	110	125	140

15.4

Abandoned Matches

In the event that a match is abandoned then, provided that at least the minimum number of overs of the second innings detailed on the table below have been completed, the result will be determined by the Duckworth Lewis Stern, (DLS), method. The version to be used in all cases shall be that linked on the SPCU website. Note that the number of overs scheduled at the start dictates the number of overs of the 2nd innings to be completed in order to constitute a match.

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

16 Forfeiture of Points

The management committee shall have the power to deduct points as deemed appropriate for non-compliance with the rules of the **SPCU**

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

16.2 In the NEC only, a 45 over innings should be completed within 3 hours, based on 4 minutes per over, and a 40 over innings should be completed in 2 hours and 40 minutes. These times include allowances for the fall of wickets and drinks intervals, but not for delays due to injury, **looking for lost cricket balls** or other exceptional circumstances. In matches controlled by umpires appointed by the CSMOA, the umpires shall deduct 1 point from the bowling team for each complete over that is bowled after the expiry of the time listed above. All games in other divisions should make every attempt to comply with times however no penalties will be applied.

16.3 The integrity of the divisions is dependent on players of a similar ability playing against each other. Circumstances may arise whereby players from higher level teams within a club may wish to, or may have to make up the numbers for a team playing at level, or levels, below their normal standard of play. If this happens, it is essential that they do not unduly influence the result of that game. It is the responsibility of the captain to ensure that the game, and the performance of any player dropping down a level or levels, are within the Spirit of the Game.

If the Spirit of the Game is not observed, then the opposing captain or a committee member may raise this as a disciplinary issue.

The competitions committee would assess the impact made by any player dropping down a level or levels and, if they considered that this action had a detrimental effect on the game of cricket, they would have the discretion to deduct points, (generally awarding a 25-0 points result against the offending team), warn or ban the captain concerned and advise the club concerned that the player would not be permitted to drop down to that particular level again that season. To avoid any potential dispute, it is recommended that if any player is dropping down a level or levels, the captain involved should contact the opposing captain prior to the day of the game and discuss the reasons for the involvement of that player. **This is to ensure that the Spirit of the Game is not breached.**

This rule will not apply to players qualified to play as U17 cricketers.

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

16.5 Where member clubs wish to appeal against any decision made by the competitions committee, they must do so within 7 days of the date of the decision. Any such appeal must be received in writing by the SPCU Honorary Secretary within this time period and must include the grounds of appeal and a £50.00 deposit, (transferred into the SPCU account), which will be returned to the appellant club if the appeal is successful. Such appeals will be heard by the management committee.

16.6 Any club desirous of further appealing a decision made by the management committee at this instance should do so to CS, following their guidelines on such matters.

17 Match Administration

17.1 Registering matchday teams on SPCU Live.

Wherever possible, clubs should ensure that teams are loaded onto CS Live or any subsequent platform adopted for use by the SPCU prior to the commencement of the match.

17.2 Short Scores

In all matches, whether completed or abandoned, a short score must be [logged on SPCU Live](#) by 9pm on the day of that match to facilitate press requirements and to allow the [competition information to be up to date](#).

17.3 Match Returns

The home team in any SPCU match is responsible for the submission of the electronic match return form. The form must be completed [fully and accurately including fielding statistics, \(see 11.4 above\)](#). Hand written copies [or email submission](#) will not be accepted. Match return forms must be submitted by 6pm on the Wednesday following the match.

17.4 Captain's Report Forms

Both clubs in any SPCU match where umpire(s) are appointed are responsible for the submission of the electronic captain's report form. The form must be completed [fully and accurately](#). Hand written copies will not be accepted. Captain's report forms must be submitted by 6pm on the Wednesday following the match.

17.5 Penalties

In the event of a failure to comply with [17.2](#), [17.3](#) or [17.4](#), the competitions committee will deduct 5 points for each offence from the total points earned during that season.

18 League Placings

18.1 League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams shall have an equal percentage, the team having the greatest ratio of matches won to matches played shall be placed above the other teams. In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which the higher overall net run rate as calculated by [CS Live](#) will apply.

19 Umpiring and Scoring

19.1 The SPCU may appoint an umpire or umpires to officiate at any match it deems appropriate. No team may object to SPCU appointed umpire(s) officiating in any match. Home clubs must contact the appointed umpires 48 hours prior to the commencement of the match.

19.2 Where no umpires are appointed under rule [19.1](#), each club taking part in the match shall have the right to appoint one umpire. Such umpire shall not be one of the 11 players participating in the game. A team captain should inform his counterpart that his club has appointed an umpire at the earliest opportunity.

19.3 Where only one club chooses to appoint an umpire under rule [19.2](#), that umpire shall normally stand at one end of the pitch throughout the match, (i.e. at square leg and the bowler's end for alternate overs).

With the agreement of both captains, a single appointed umpire may stand at the bowler's end for every over of the game.

- a. Where a team offers to provide two non-playing umpires, the agreement of the opposing captain is required.
- b. Where the two captains have agreed an umpiring format for the match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.

19.4 Where only one umpire is appointed by the SPCU, **this umpire** shall officiate continuously from the bowler's end.

19.5 Where fewer than 2 umpires are appointed under Rules **19.1 and 19.2**, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowler's end and **square leg** shall be at the discretion of the batting team's captain.

19.6 No team shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they were appointed, are expected to uphold the Laws and Spirit of the game and make all decisions that are required with strict impartiality.

19.7a **Wherever possible, each club shall appoint a scorer for each game who shall not be one of the 11 players participating in the game.**

19.7b There must be 2 **persons scoring** at all times. If fewer than 2 scorers are appointed under rule **19.7a**, the score shall be kept by one of the batting side not currently involved in the game. **Both scorers should sit together and, ideally, will communicate at a minimum at the end of each over to ensure consistency. At least one scorer should be using a written scorebook.**

19.7c **Scorers should look to ensure that bowling changes are accurately noted and fielding names are added when a wicket falls by means of a catch, run out or stumping. Fielding captains should normally communicate any change of bowler and fielder information to the scorers before the next ball is bowled.**

19.8 Where umpires are appointed under rules **19.1 and 19.2**, they shall agree the scores at the conclusion of each innings as mandated in Law 3.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook **or electronic scorecard** and the captains jointly shall resolve any discrepancies within or between the two **scorecards**. **This should include confirming the total, the relevant fielders names and that all names are accurate and legible.**

19.9 A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, at a minimum, runs scored, wickets fallen and the number of overs bowled. **Where possible, reference to 'Last Man' should be altered to read 'Last Batter'.** The scoreboard shall be updated at least at the end of every over.

Appendix A – Method for Determining Results in Abandoned Matches

The result of an abandoned match shall be determined using the Duckworth, Lewis Stern, (DLS), method. A link to the version of DLS to be used shall be posted on the SPCU website or can be obtained from the competitions committee convenor.

When a match is abandoned, loading the relevant details into the DLS calculator will show the DLS par score and will therefore indicate the winner. The team losing the match, or both teams in the event of a tie, shall be awarded such bonus points as have been achieved at the time that the match was abandoned. For the avoidance of doubt, this means that there is no extrapolation to projected bonus points that may have been achieved should the match have continued.

Appendix B – Restrictions for the well-being and safety of young players

Young fast bowlers

ECB Fast Bowling Match Directives

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

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

Age groups are taken from 1st September the previous year.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he/she bowls the next over that he/she legally can from the other end. If this does not happen, his/her 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 **they** cannot exceed the maximum number of overs per day for his age group even if **they** subsequently bowl spin. **They** 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 **their** spell have been bowled from the same end. If **they** bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as **they** revert to bowling fast.

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

Captains, team managers and umpires are asked to ensure that these directives are followed at all times.

REGULATIONS FOR YOUNG PLAYERS (ALL DIVISIONS)

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

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

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

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

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

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

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

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

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

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

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

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

Appendix C – Playing Conditions

The following fielding restrictions will apply to all divisions.

Fielding Circles

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

Fielding Restrictions

In the opening power play of any match, a maximum of 2 fielders may be placed outside of the fielding circle as described above. Thereafter, a maximum of 5 fielders may be placed outside of this area.

The table below shows the number of overs which shall constitute the opening power play dependent on the number of overs scheduled at the start of the innings

TABLE A

REDUCED INNINGS OVERS ALLOCATION	Rule (a) Max 2 fielders outside 30 yard semi- circles
45	10
40	9
35	8
30	7
25	6
20	6

Throughout an innings, at the instant of delivery, there shall not be more than 5 fielders on the leg-side. **Not more than 2 of these fielders are permitted to be behind square, (Law 41.5)**

In the event of an infringement of any of the above, the striker's end umpire shall **signal no ball which the bowler's end umpire will call when the ball is dead.**

In the event of the striker's end umpire failing to **signal** no ball when the fielding restrictions **detailed above** have been breached, immediately the ball becomes dead the striker may draw that matter to that umpire's attention. If the striker's end umpire is able to verify the breach, **they** shall call and signal 'no ball'. If the striker's end umpire is unable to verify the breach then they shall confirm that the events of the delivery shall remain unchanged.

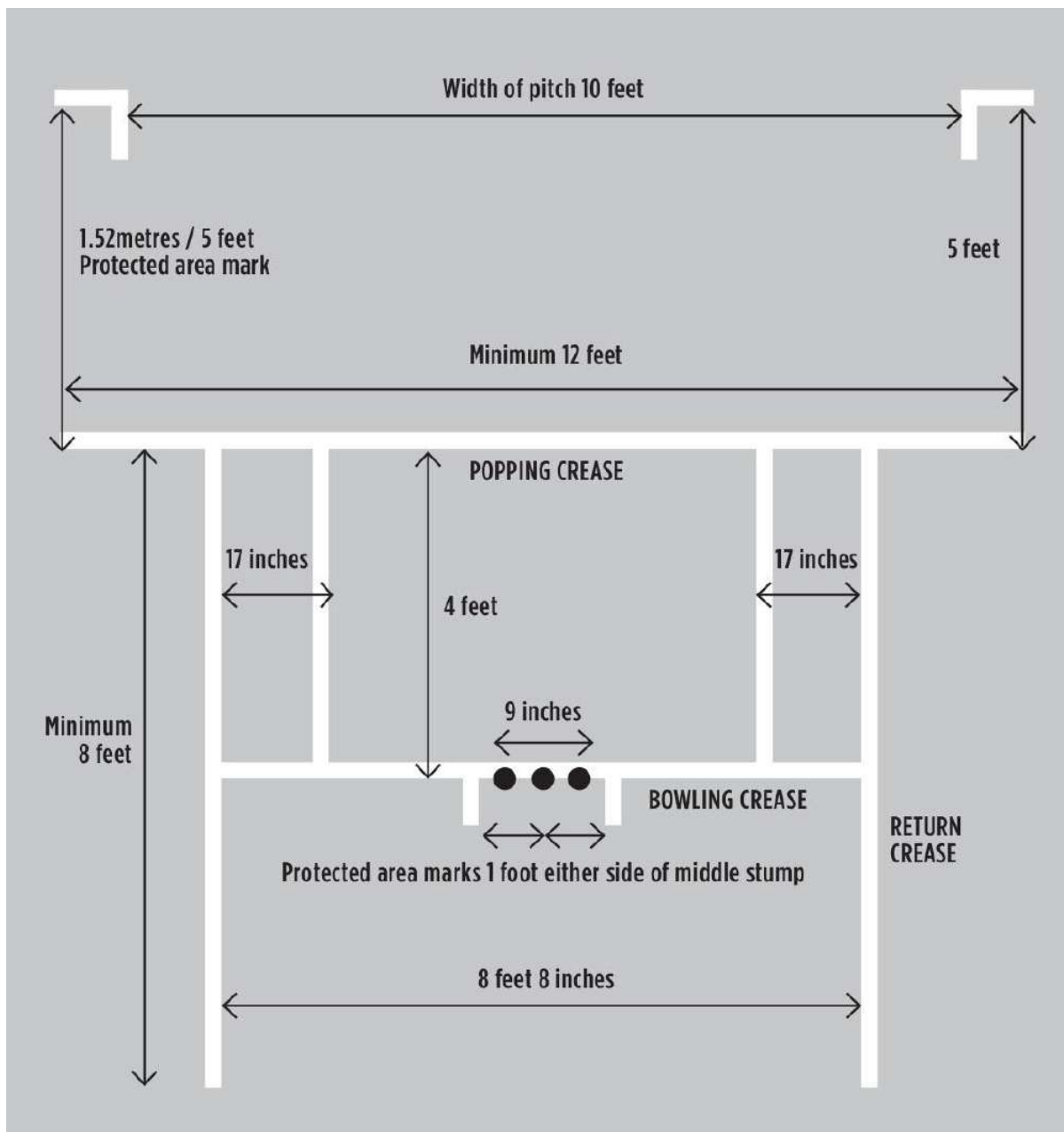
Appendix D – Pitch Markings

Additional Crease Markings

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.

This applies to all League matches in all divisions.



APPENDIX E GUIDELINES ON USE OF THE INTERNET & SOCIAL MEDIA

What this policy covers

This policy sets out the SPCU's position on all member clubs', individual club members', players', officials' and umpires' use of social networking sites and blogs, whether conducted on SPCU media, Club media and in your own private media in your own time.

Your responsibilities

Social networking sites, the internet and blogs offer a useful means of keeping in touch with friends and colleagues, and they can be used to exchange views and thoughts on shared interests, both personal and work related. SPCU does not object to you setting up personal accounts on social networking sites or blogs on the internet.

You must not link your personal social networking accounts or blogs to the SPCU or [to any club](#) website. Any such links require the SPCU and [clubs'](#) prior consent.

You must not disclose SPCU and club secrets, breach copyright, defame the SPCU or a club or its members, officials, players, umpires or employees, or disclose personal data or information about any individual that could breach the

Data Protection Act 1998 on your blog or on your social networking site.

Social networking site posts or blogs should not be insulting or abusive to the SPCU or Club or its members, officials, players, umpires or employees.

References to the SPCU, Individual Clubs & Members.

You should include a notice such as the following:

'The views expressed on this website/blog/post/tweet etc. are mine alone and do not reflect the views of my club or the SPCU'.

You should always be conscious of your duty as a member to act in good faith and in the best interests of the SPCU and club under UK law. The SPCU will not tolerate abuse posted in messages in the public domain or on blogs about the SPCU or any other person connected to the SPCU, officials, umpires an individual club or its members.

You must not bring the SPCU or [any](#) club into disrepute through the content of your website entries or blogs.

Any misuse of social networking sites or blogs as mentioned above may be regarded as a disciplinary offence and may result in disciplinary action.

You should be aware that any information contained in social networking sites may be used in evidence, if relevant, to any disciplinary or legal proceedings.

You should be aware that the account holder for any social networking site, blogs, posts and tweets will be held solely responsible for the content

Bullying and Harassment

Bullying and harassment can be experienced by a group of people as well as by individuals. This policy recognises this and where the singular is used, it is accepted that the circumstances may also be applicable to a group of people. Bullying and harassment can also be carried out by a group of people against an individual.

Bullying and harassment in any form is unacceptable behaviour and will not be permitted or condoned. Sexual, [religious](#), sectarian and racial harassment and harassment on the grounds of disability or sexual orientation constitute discrimination and are unlawful under the sex discrimination, fair employment, race relations, disability, sexual orientation and age legislation.

If communication(s) sent via social media target a specific individual or individuals, they will fall to be considered under the Protection from Harassment Act 1997 and the Malicious Communications Act 1988.

There is no excuse for Bullying and harassment within SPCU. It is inappropriate behaviour and it will be treated by the SPCU as a disciplinary offence. All clubs and members must comply with this policy.

Breach of Policy

Breaches of this policy will be dealt with under the SPCU disciplinary procedure; however, it may also be considered a criminal offence and passed on to the relevant authority for action.

You should be aware that the SPCU regards breach of any part of this policy as gross misconduct that may result in disciplinary action. This may include suspension of a player, players or club from SPCU competitions for a stated period or indefinitely, including, where warranted, suspension without notice, pending formal disciplinary proceedings.

If you become aware of information relating to the SPCU posted on the internet, you should bring this to the

attention of the committee.

Preamble to the Laws of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of the game.

Proposed



SPCU T20 CUP – 2024

COMPETITION RULES	
1	Title The title of the competition shall be the SPCU T20 Cup
2	The rules are effective in all matches in the Competition. Except as varied hereunder the Laws of Cricket shall apply.
3	Management The competition shall be managed by the SPCU Competitions Committee herein referred to as "the Committee".
4	Entry Open to all Clubs within the NE Championship and any other Club as invited by SPCU Competitions Committee.
5	Competition Structure The structure will be agreed annually by the SPCU Competitions Committee and ratified by the SPCU Management Committee.
6	Player Eligibility <ul style="list-style-type: none"> - Players in the Competition must be eligible and registered to play SPCU League cricket in the current season. This includes registered Paid Players or Overseas Amateurs. - Each Club may register prior to 1st game either their Paid Player or Overseas Amateur to play but not both. Clubs may not alter this registration unless due to illness, injury or other exceptional reason and having sought approval from the Committee. - All players who qualify as Under 18's are eligible to play. i.e. U18 on 1 September of the year previous. - Any player (except U18's) who have appeared for an EPL side in more than 50% of that clubs League & Scottish Cup matches already played (& gained a result) shall be ineligible to play. - Any club that fields an ineligible player shall be disqualified. - If a player (including U18's) has played for a team in the competition they will be ineligible to play for another team in that season.
7	Balls Each side shall provide one new ball for each match when balls are not provided by the SPCU. The balls shall be Pink League County or Crown balls and shall be given to the umpires prior to the commencement of the match. Each side is responsible for having enough spare balls of equal standard. If the pink ball is lost during an innings then every effort should be made to play with a similar type of pink ball.
8	Clothing Clubs to wear coloured clothing as per League rules.
9	Umpires For matches before the Finals Day, umpires will be appointed by CSMOA. Each club is responsible for paying their share of the fees involved. For Finals Day the Committee will appoint umpires and bear the cost.



SPCU T20 CUP – 2024

10	Fixtures Clubs should make every effort to play matches by target dates set by the Committee and as communicated with the Group Stage Draw. In the event of bad weather, Committee reserve the right to alter both dates and format.
11	Team Sheets Each side must provide the umpires with a team sheet before the start of the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of any player who is in the Under 19 age group or younger.
12	ECB Junior Player Rules Any player under the age of 18 playing in any SPCU Competition shall be bound by: <ul style="list-style-type: none"> □ ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players • ECB Fast Bowling Match Directives • ECB Guidelines for Junior Players in Open Age Cricket.
13.1	Points Structure Teams receive two points for a win and one point for a tie or if the match is abandoned and cannot be replayed by target date. No points are awarded for a loss. Teams are ranked by total points, then net run rate from completed matches. Winning team per Group proceeds to Finals Day which will involve 2 semi-finals followed by the Final.
13.2	Results It is the responsibility of the HOME side on the published Draw to submit the result and full scorecard details to the Committee within 24 hours of the match being completed using Results Vault platform
14	Code of Conduct All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the SPCU Code of Conduct.

PLAYING CONDITIONS

1	Duration 1 innings per side, each limited to a maximum of 20 overs and a minimum of 10 overs.
2.1	Hours of Play For midweek matches, both teams should have one player ready to conduct the toss by 6pm. Matches should commence no later than 6.15pm. The second innings should commence no later than 7.45pm. Start times for Finals Day will be published nearer the Event.
2.2	Teams to take no more than 1 hour 20 minutes to bowl 20 overs.
2.3	The mid-innings interval should be no longer than 10 minutes.



SPCU T20 CUP – 2024

2.4	Any match which is abandoned before 10 overs of the second innings have been completed shall be regarded as No-Result abandonment unless it can be rearranged during the same week. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method, as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/ Lewis method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
3	<p>Rearrangement of overs due to inclement weather</p> <p>The objective of rearranging overs is to give the greatest opportunity for a match of equal overs to avoid a no-result outcome.</p> <p>If in the view of the Umpires - bearing in mind the prevailing ground, weather and light conditions - it is considered to be most unlikely that the full quota of overs will be bowled in any match; it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the reduction will be made at the discretion of the umpires. Net Run Rate calculations will reflect the shortened game without any disadvantage to either side</p>
4.1	<p>Over Rate Penalty</p> <p>A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires. Allowances for injuries, lost balls, etc. should be accounted for.</p>
4.2	All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 16 minutes playing time.
4.3	In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
4.4	20 overs shall be the maximum bowled and the penalty runs are added to the final total.
4.5	Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.
5.1	<p>Bowl Out – This wording is unlikely to arise during the Group Matches given that Net Run Rate is the means by which final placings will be decided where points are the same. But they are retained in Rules as they MAY apply on Finals Day as a last resort. Consideration will also be given to the use of Super Over at Finals Day.</p> <p>In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The side, which bowls down the wicket (as defined in Law 29) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.</p> <p><u>The following shall also apply in respect of bowl-outs:</u></p>
5.2	The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
5.3	If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.



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5.4	Five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers.
5.5	Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
6	Timed Out The incoming batsman must be in a position to take guard, or for his partner to be ready to receive the next ball, within 90 seconds of the fall of the previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the umpire(s)
7.1	Fielding Restrictions Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semicircle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
7.2	At the instant of delivery, there may not be more than five fielders on the leg side.
7.3	For the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
7.4	For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
7.5	In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match. Total overs No. of overs for which fielding in innings restrictions in clauses above shall apply 5-6 overs = 1 7-9 overs = 2 10-13 overs = 3 14-16 overs = 4 17-19 overs = 5
7.6	For any infringement of 7.1, umpire must report this to the Committee. For any infringement of 7.2 – 7.4 the strikers end umpire will call and signal "no ball".
8	Overs per bowler No bowler may bowl more than 4 overs. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved
9	The Result In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.



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10.1	<p>Law 25 – Wide Ball - Judging a Wide Rule 10 for the interpretation of a wide ball is to be applied and for which the crease must be marked as illustrated in the Annex to these rules.</p> <p>Umpires must adopt a strict approach to judging a wide delivery.</p>
10.2	<p>Off-Side Wide per North East Championship</p> <p>If the ball passes outside the offside wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he makes no contact with the ball, such a delivery must be called 'wide'.</p>
10.3	<p>Leg-Side Wide per North East Championship</p> <p>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'.</p> <p>There are two exceptions to this Rule:</p> <p>(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).</p> <p>(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 F) shall apply to both the off side and the leg side.</p> <p>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.</p>
11.1	<p>Law 21 – No Ball For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated in Law 21.10.</p>
11.2	<p>Free Hit after a No Ball The delivery following a no ball shall be a free hit for whichever batsman is facing it.</p> <p>Note: this applies to all modes of No ball.</p>
11.2.1	<p>If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.</p>
11.2.2	<p>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.</p>



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11.2.3	Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
11.2.4	The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
12	Amendments to Rules & Conditions These rules shall be capable of amendment, but only if sanctioned by the Management Committee.

Rules Issued 2/4/24
Competitions Committee



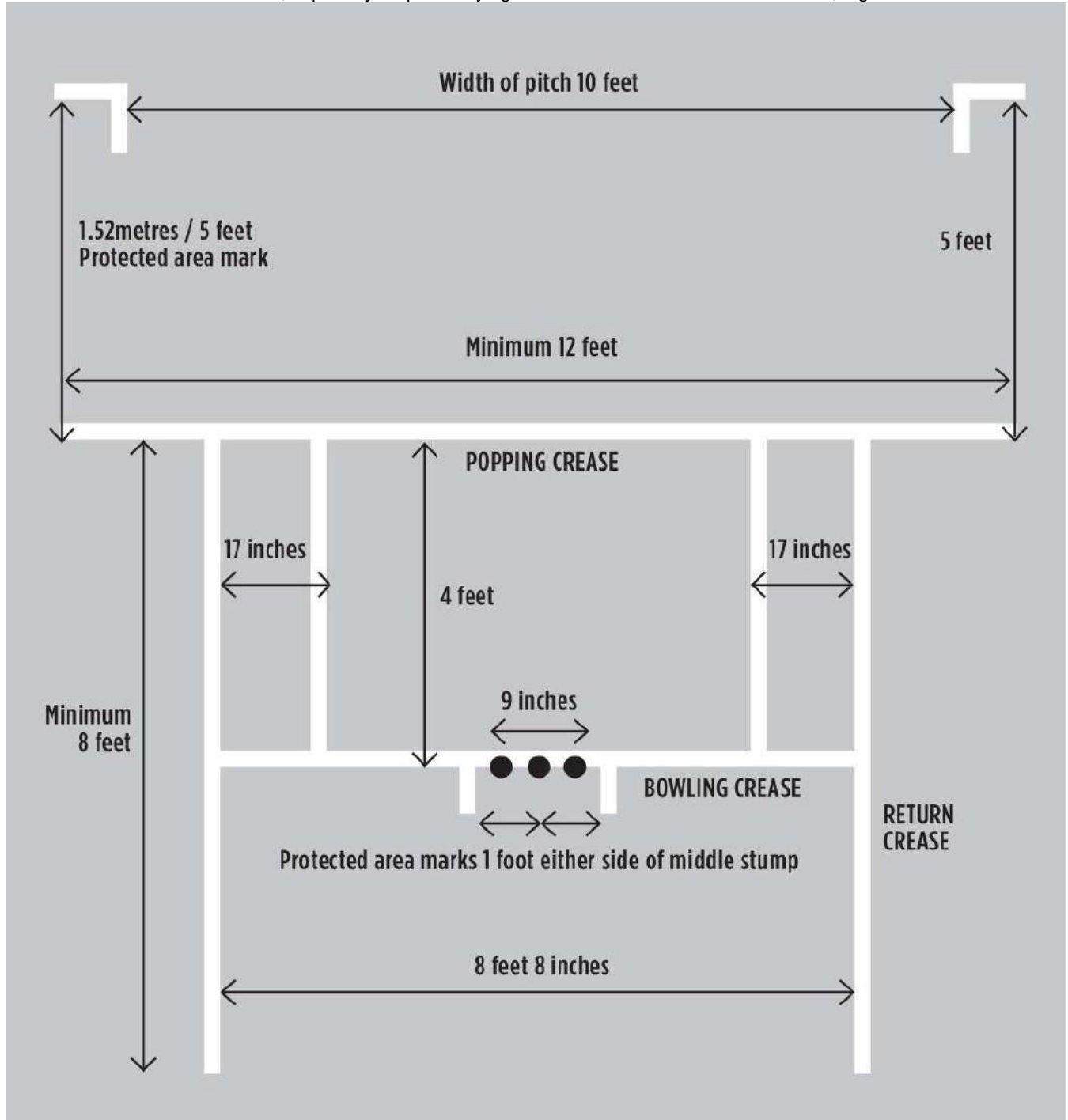
SPCU T20 CUP – 2024

Crease Markings

Additional Crease Markings

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.





WESTERN DISTRICT CRICKET UNION
SATURDAY LEAGUE ADMINISTRATION RULES 2024



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1. MANAGEMENT & ADMINISTRATION

- a. The Saturday League ("the League") is arranged by and played under the auspices of the Western District Cricket Union ("WDCU").
- b. The League shall be administered by the Cricket Management Committee ("the CMC"), which is a sub-committee of the WDCU Executive Committee and has such powers delegated to it under the WDCU Constitution.
- c. The CMC shall administer the League in accordance with the WDCU League Administration Rules herein and the WDCU Playing Conditions, Match Rules and Covid 19 guidelines/rules provided by Cricket Scotland and the Scottish Government which are published separately. The CMC shall be the sole interpreter of the Rules with the power to discipline or sanction any Club or player in breach of the Rules (including the right to deduct points) with the proviso that any decision can be subject to appeal to the WDCU Appeals Committee.
- d. Exceptionally, due to the COVID 19 situation, the CMC may at their discretion add to, amend or remove any of these rules before or during the 2024 season to ensure as far as possible:
 - 1) Compliance with Scottish Government or Cricket Scotland rules, directives or guidance
 - 2) Equitable outcomes for all participating clubs as far as is reasonably practicableThis may include, but is not limited to, suspension of a competitive league, and/or promotion and relegation.
- e. The CMC may relieve a Club or player from the consequences of a failure to comply with any provision of the Rules where that failure is shown to be due to mistake, oversight or other excusable cause. Where the CMC so relieves a Club or player from the consequences of a failure to comply with a provision of these Rules the CMC may impose any condition it thinks fit in order (i) to ensure that an equitable result is achieved, and (ii) to ensure future compliance with the Rules.
- f. Each Club shall be a fully subscribed member of WDCU prior to the start of each WDCU season.
- g. Each Club shall pay an annual subscription, which shall be set by the WDCU Executive Committee. The charge shall be payable on demand prior to the season commencing. Should the charge to any Club remain unpaid it shall be in the option of the WDCU Executive Committee to refuse such Club the right to play in any WDCU competitions including League matches until the charge is paid.

2. CRITERIA

All Clubs entering the League should meet the criteria laid down by the CMC for the respective division that a participating team of a club wishes to participate in. These criteria include:

- Ground and Facilities Criteria
- Club Development Criteria

These are summarised in the relevant Appendices to these rules.

Youth Playing and Coaching

All League clubs currently playing Premiership One and Two, and all clubs eligible for promotion to Premiership Two must operate a youth coaching and playing programme and satisfy the requirements of the Club Development Criteria.

The outcome of each annual review of criteria will determine which division Clubs are eligible to participate in in the following season. In addition, to be eligible to compete in Premiership One and Two, clubs must also field a Saturday 2nd XI in the league structure.



An annual review of Club Development Criteria will be carried out in 2024. Clubs will be assessed against the Ground and Club Development criteria to ascertain that they meet the criteria for the league they will compete in during season 2024

Any Club not meeting the requirements of the division they are participating in will be automatically placed into the highest division whose criteria they now meet for the following season.

3. COMPOSITION OF SATURDAY LEAGUE

A Team shall mean a recognised XI of a full member Club of the WDCU. The CMC shall determine the number of participant Teams in each division and on the eligibility of such Teams as entered using the criteria set out below by the CMC. The structure of the leagues shall be determined solely by the CMC.

- a. The CMC may, at their discretion, place a new team in any league within the WDCU League structure and similarly, should there be compelling reason to do so, may at their discretion, place any team in any league within the WDCU League structure irrespective of the final position of that team at the end of the previous season and irrespective of any other criteria defined in rules 3b – 3i below.
- b. No club 2nd XI or lower team may play in WDCU Premiership 1 or Premiership 2. 2nd XI or lower teams may be invited to play in Premiership 3 at the sole discretion of the CMC, should there be a need, in order to retain the integrity and structure of the leagues.
- c. At the end of the season, the bottom 2 teams in Premiership One and Two and the bottom 2 teams in Championship One and Two will be relegated
- d. At the end of the season, the top 2 teams in Premiership Two and Three and the top 2 teams in Championship two and three will be offered promotion to the league above assuming the following:
 1. The club has fulfilled all criteria (see Appendix 1 and Appendix 2) for the division above during the current season of play. Promotion will not be offered on a promise of future action if the criteria are not fulfilled (Precautionary Principle).
 2. If a 2nd XI or lower team, there is no team from the same club in the division above.
 3. The club involved wants their team promoted.
- e. Should any of 3.d not apply, the relevant team will not be promoted and the next highest placed side in the division that fulfils the above will be offered promotion.
- f. No team that finished 3rd or lower in the division will be offered promotion unless offered at the sole discretion of the CMC.
- g. Should only 1 team fulfil promotion criteria, then only the bottom team from the division above will be relegated.
- h. With the exception of Championship 3, should a team be relegated into a division that contains a team from the same club, the lower team will also be relegated to the division below that and replaced by the highest club in that division that meets the relevant promotion criteria for the higher division. In this instance, should no club meet the promotion criteria, the CMC will have discretion to promote another team, not relegate a team or make any other arrangement they see fit to retain the structure and integrity of the leagues.
- i. There will be no automatic promotion or relegation between the Premiership and Championship Tiers. The CMC will review the structure annually.
- j. For season 2024 only, 3 sides will be relegated from Championship 1 and Championship 2 and only 1 side promoted from Championship 2 and Championship 3. This will supersede Rule 3.c and 3.d

4. DIVISION PLACINGS

- a. Division positions shall be determined by expressing the points awarded as a percentage of the maximum result points available in all completed matches.
- b. In the event that more than one Team have an identical percentage – their positions shall be determined by net run rate in all completed matches (“NRR”).



- c. If this fails to separate the Teams their positions shall be determined by the net run rate in matches between the tying clubs ("NRR").
- d. If this fails to separate the Teams then the CMC will arrange for the Teams to compete against each other in order that a decision is reached, but only if this is required to establish the winners of the Division and promotion or relegation positions in the Division.
- e. A Team's net run rate (NRR) is calculated by deducting from the average runs per over scored by that Team, the average runs per over scored against that Team.
- f. In the event of a Team being all out in less than its full quota of overs, the calculation of the NRR of both Teams shall be based on the full quota of overs to which the batting Team would have been entitled and not on the number of overs in which the Team was dismissed.

5. PLAYER CATEGORIES

For a player to be registered to play in a WDCU match, he/she must fulfil the requirements of one (or more) of the following categories. 'WDCU match' applies to all matches in WDCU competitions. Playing an ineligible player may result in penalties being applied as outlined in Rule 11.

- Scottish Qualified Player
- Resident Player
- Paid Player
- Paid Player Coach
- Overseas Amateur

The above categories are defined as follows:

- a. "Scottish Qualified Player" shall mean a player who
 - was born in Scotland or
 - has a parent who was born in Scotland or
 - meets the residency criteria as stipulated in the current ICC Player eligibility regulations.
- b. "Resident Player" is a player who is resident and has been resident in the United Kingdom (UK) for at least 90 days out of the 120 days before any match.

Consideration may be given by the CMC to waive some or all of the requirements for a Resident Player in suitable cases where the player has moved to Scotland through work or study or marriage or other acceptable reason.

No player may play as a Resident Player or Overseas Amateur if he/she has been a Paid Player at any time in the 36 months preceding any match. However, in the spirit of encouraging participation and where it is clear that the player is no longer a Paid Player and has moved to Scotland as above, this provision may be waived if the permission of the CMC is obtained prior to such a player taking part in any match.
- c. "Paid Player" is a professional player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket:
 - payment in cash or in kind;
 - accommodation whether free, subsidised, or otherwise assisted;
 - employment, whether full-time or part-time;
 - payment in whole or in part, of fares to the United Kingdom from that player's place of abode.



For the purposes of these Rules, the payment of reasonable travelling expenses is permitted without any player being deemed a Paid Player.

A Scots Qualified cricket coach is not deemed to be a Paid Player for a member Club unless he/she is paid directly or indirectly for playing cricket for that member Club.

Any payment made to a player by Cricket Scotland, or to a player contracted by Cricket Scotland for playing in a match organised by Cricket Scotland, will not render that player as a Paid Player.

Each Club may register and play only one Paid Player. Where a Paid Player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute Paid Player will require to be approved by the CMC.

A Paid Player must possess a UK Level 2 coaching certificate (or an acceptable overseas equivalent). There shall be no residency requirements for the one permitted Paid Player, but if sourced from out with the UK, then UK Border Agency regulations must be satisfied. The responsibility for compliance with this rests wholly with Clubs. Clubs must also confirm in writing to the WDCU that these regulations have been satisfied.

d. "Paid Coach" is a professional coach who receives any of the following as a fee for coaching.

- payment in cash or in kind;
- accommodation whether free, subsidised, or otherwise assisted;
- employment, whether full-time or part-time;
- payment in whole or in part, of fares to the United Kingdom from that player's place of abode.

A Scots Qualified cricket coach is not deemed to be a Paid Coach for a member Club.

A Paid Coach must possess a UK Level 2 coaching certificate (or an acceptable overseas equivalent). There shall be no residency requirements for a Paid Coach but if sourced from out with the UK, then UK Border Agency regulations must be satisfied. The responsibility for compliance with this rests wholly with Clubs. Clubs must also confirm in writing to the WDCU that these regulations have been satisfied.

A Paid Coach is not permitted to play in cricket administered by WDCU as per the UK Border Agency guidelines.

e. "Overseas Amateur" is a player from outside the UK who is less than 23 years of age on 31 August of any season in which he/she plays in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket.

Each Club may register one Overseas Amateur. However, a second Overseas Amateur may be registered if a Club has no registered Paid Player.

Where the original Overseas Amateur is unable to play for exceptional reasons acceptable to the CMC, the registration of a substitute Overseas Amateur may be approved by the CMC.

An Overseas Amateur must be registered and available to play by 30 June.

Assistance by Clubs: -

- i. Clubs must not provide financial assistance towards air fares.
- ii. Clubs may help an Overseas Amateur by providing accommodation with a member. The Club may also help in identifying suitable rented accommodation. The Club shall not contribute financially to either of the above.
- iii. Clubs may help in obtaining part or full-time employment for an Overseas Amateur. Work directly relating to the cricket Club or paid by the cricket Club shall not be permitted.



- iv. Clubs must, within the approved registration form, disclose full details relating to arrangements and payment for accommodation, airfares and employment. The CMC may request further information before considering the registration for approval.

It is the responsibility of the club to ensure that all the information is accurate and that any Paid Player, Paid Player Coach and Overseas Amateur engaged fully meets the criteria set out in the Home Office Immigration rules for cricket.

6. PLAYER ELIGIBILITY

- a. All players must be bona fide members of the Club for whom they play in the League. **Except as outlined in d. below**
- b. No Club may play more than one Paid Player and one Overseas Amateur or, if no Paid Player, then no Club may play more than two Overseas Amateurs.
- c. All players other than the Scottish Qualified Players, the Paid Player, and the Overseas Amateur must be Resident Players.
- d. In order that the CMC may administer the Rules relating to player eligibility, all players must be registered before playing in any WDCU match. The CMC will provide Clubs with access to the PlayerReg™ system in which details of all players must be recorded. No player may play in any such match without approval being registered on the PlayerReg™ system. In season Player transfers between clubs, should be initiated by using the documents found in Appendix 4 – TR1 and TR2. All clubs should make every effort to use Player reg for games. Clubs will be permitted to play other individuals e.g. senior or junior players from other clubs, former players and friends of players etc. to make up any team In Championship Two and Three. These should be notified to WDCU within 48 hours of the fixture being completed. These players will be treated as temporary loan players and no transfer will be deemed to have occurred.
- e. No Club will be allowed to play their Paid Player, or Overseas Amateur until it has received confirmation from the CMC that all required documentation has been received and meets the requirements for registration.
- f. Details of players to be registered must be entered on PlayerReg™ no later than 12.00 noon on the Thursday ('48 hour' rule) prior to that player playing in his first match, and advised to the WDCU Administrator and PlayerReg™ Facilitator. While every effort will be made to deal expeditiously with such registrations, approval may be delayed in the event that additional information pertaining to the player's background is sought. The player in question may not play in a match until approval is granted by the CMC to the Club. **Except as outlined in d. above.**

A player may not play for a WDCU club, even if they are currently registered with that club, if they have already played for **any** other club in a competitive match during the same season, unless this has been approved by the CMC in advance. Requests to play for the WDCU club which retains their registration in that same season will be considered on their individual circumstances and merit.

There are a number of agreed exceptions to this including but not limited to:

- Local evening/weekend league matches provided that the player does not play for a different WDCU member club in these
- University/college cricket where the player returns to play for their 'home' WDCU club
- Women's and girls' cricket
- Junior cricket (subject to any WDCU restrictions)
- Representative cricket (e.g. Scottish Police, Scottish Universities)
- Players in rule 6d.



- g. Transfer requests made after 31st July are unlikely to be approved. Prior to any in season transfer requests being considered, the CMC will require a written statement from the Club for whom he/she wishes to play detailing the player's change of circumstances, together with a written statement from the previous Club confirming that they have no objection to the change of Club.
- h. The CMC may require sight of the passport of non-UK passport holders.
- i. Possession of a UK passport shall not of itself satisfy the requirements for any of the five playing categories and shall not give an automatic entitlement for a player who possesses such a passport to be registered to play in any WDCU match.
- j. In any weekend, a player who has been selected to play in a higher Saturday League XI cannot play in a lower Saturday XI, where the fixtures are on the same day, for example due to a match cancellation, or on a different day, for example a Sunday due to fixture scheduling.

7. PLAYER REGISTRATION

The WDCU PlayerReg™ requirements shall be observed / complied with in addition to the conditions herein. The CMC can exercise discretion in exceptional cases.

8. TEAM SHEETS

All matches require both sides to supply, either on paper or electronically, a full and complete PlayerReg™ photographic Team sheet to all relevant parties before the toss. A copy must be supplied to the opposition Captain and another copy must be supplied to the Umpires. A copy of the Team sheet shall also be supplied to the CMC upon request.

A failure to provide a full and complete PlayerReg™ photographic Team sheet to all relevant parties before the toss will result in an automatic forfeiture of the match. Commencement of the match shall be deemed to mean acceptance of the Team sheet. Note that this does not prevent the CMC taking action should any subsequent information indicate that false or inaccurate information has been provided.

Substitute fielders do not require to be listed on the Team sheet but must conform to the Laws of Cricket: Law 2

9. COMPLAINTS

- a. Any complaint by one Club against another Club must be notified to the CMC in writing within seven days of the event, otherwise they may be considered time-barred by the CMC.
- b. A complaint will not be time-barred if the Club making the complaint can demonstrate to the satisfaction of the CMC that (i) it could not reasonably have become aware of the event which is the subject of the complaint within seven days of the event occurring, and (ii) that the Club has made the complaint within seven days of becoming aware of the event.
- c. On receipt of the complaint the CMC will, where appropriate, as soon as practicable invite reports from all parties involved. Any such report which has been requested must be back in the CMC's hands within seven days of its letter requesting the report.
- d. Once all reports have been received, and once any additional information has been obtained, a meeting of the CMC will be convened, if appropriate, at the earliest opportunity to consider the matter. Any Club which is involved may be requested to attend.
- e. After the meeting the decision of the CMC will be communicated as soon as practicable to all parties involved. Any decision of the CMC can be subject to appeal to the WDCU Appeals Committee.
- f. For the avoidance of doubt, this rule relates to complaints by one Club against another where the complaining Club seeks a remedy (such as, for example, an award of points) against the accused Club. Nothing in this rule shall prevent the CMC from investigating any matter and, where appropriate,



sanctioning a Club in default notwithstanding the fact the complaint by the complaining Club is time barred.

10. DISCIPLINE

All Clubs are expected to maintain a high standard of behaviour as laid down by the Cricket Scotland Code of Conduct which forms part of these Rules. Any Club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the WDCU CMC or WDCU Appeals Committee as appropriate. Any Club or player has the right of appeal to the WDCU Appeals Committee as laid down in the Cricket Scotland Code of Conduct Procedure.

11. SANCTIONS

- a. Subject to the specific procedures and penalties laid down in Appendix 3, If any member Club fails to comply with any of the provisions of these Rules, then the CMC shall have the power to impose any sanction upon the Club including, without prejudice to the foregoing generality, any one or more of the following sanctions:

- (i) to require the Club to carry out such remedial action as the CMC deems appropriate within such time limit as to the CMC shall seem reasonable in all the circumstances;
- (ii) to order that the Club be deducted points whether for the current season or for the following season;
- (iii) to suspend Clubs from competitions.
- (iv) to disqualify the Club from membership of the League

For the avoidance of doubt, the CMC may suspend the operation of a sanction or part of a sanction for such time as it shall consider appropriate to afford the Club an opportunity of securing compliance with the particular rule which has been breached.

b. Disqualification of Clubs

The following shall apply where a Club is disqualified under Rule 11.a(iii):

- i. If any Club is disqualified under Rule 11.a(iii) during the course of a season all results in all League matches in which the disqualified Club participated in that season shall be declared null and void and zero points awarded;
- ii. If any Club is disqualified under Rule 11.1(c) after the end of a season, then the following shall apply:
 - (a) all results from all League matches in which the disqualified Club participated in that season shall continue to apply for all purposes (subject to paragraph (11 a ii) above) notwithstanding that Club's subsequent disqualification; and
 - (b) the disqualified Club (or Clubs as the case may be) shall, for the purposes of relegation, be deemed to finish in the last place (or the last places as the case may be) of the Division in which the disqualified Club played in that season.

c. Right of Appeal

Any Club which is sanctioned in accordance with this rule may appeal to WDCU under the appeals procedure set up by them. Any Club submitting an appeal must also lodge a bond of £300 which will be retained by the WDCU if the appeal is found to be frivolous, and returned to the Club if the appeal is upheld or dismissed without prejudice. Any appeal must be made to the WDCU Administrator by email within 7 days of the notification being sent electronically to the Club.



12. FIXTURES

- a. The CMC, in conjunction with the Administrator, shall arrange fixtures for each Division which may be subject to change either before or during the season.
- b. If any Club finds that their ground is unavailable after the fixtures are issued, they will be responsible for finding a suitable alternative venue, which must be acceptable to the CMC. The CMC may assist clubs to find alternative grounds which should not be unreasonably refused. If Clubs or the CMC are unable to find a suitable alternative venue, **then the game will be conceded by the home team.**
- c. If any Club finds that, within seven (7) days of any particular fixture, its ground is 'out of bounds' due to extenuating circumstances as agreed with the CMC, it may request permission to find a suitable alternative venue, which must be acceptable to the CMC. If that Club is unable to find a suitable alternative venue, then the match will be cancelled and declared null and void.
- d. No alteration to the fixtures so arranged shall be permitted other than with the prior consent of the CMC. Alterations to fixtures will be permitted subject to both teams and the CMC agreeing and a minimum of one weeks notice provided to WDCU.

13. GROUND & FACILITIES REQUIREMENTS

All Clubs are responsible for providing facilities, which comply with League standards as outlined in the Ground and Facilities Criteria Appendix (Appendix 1). Certain provisions are mandatory where noted.

- a. Any League club who do not meet the requirements may be subject to sanctions as outlined in Rule 11.

14. UMPIRES

a. Accommodation

Ideally, there should be separate accommodation provided for the Umpires, of a similar standard to the players' dressing rooms.

b. Equipment

As noted in Appendix 1, Clubs must provide a properly matched set of adult sized stumps and bails in good condition. In addition, there should also be made available, spare stumps and bails in case of breakages, bowlers' markers and drying cloths.

c. Umpires' Match Fees and Travel Expenses.

Umpires' fees and travel expenses will be paid to them by CSMOA in accordance with their prevailing policy.

d. Umpires' Reports

Before leaving the ground, the Umpires will advise the captain of a Team or player if they will be reported under the current Code of Conduct .

15. SCORING

- a. All member Clubs in Premiership One must provide a scorer for every match in Saturday League Cricket. One team must use the Cricket Scotland (CS) Live App for scoring. Where possible, one team should use a paper score book or alternative method to the CS Live App. The Home team is given priority for use of the CS Live App, apart from in the event of the away team utilising Frogbox for live streaming, in which case the away team shall have priority.
- b. All member Clubs in Premiership Two should provide a scorer for every home match in Saturday League Cricket. The away team may (if they do not provide a scorer), use players to keep the book.



- c. If a Team fails to provide a dedicated scorer, the Captain should nominate one of the Team to act as scorer. In this case, the nominated player would become the dedicated scorer and take no part in either innings of the match. In the absence of this occurring, sanctions will apply as outlined in Appendix 3.

16. MATCH RETURNS

- a. Returns will be made by the home Club and endorsed by the away club on the WDCU Live portal. In all cases, this must be completed for every fixture where any play has taken place, and submitted, no later than midnight on the Monday immediately following matches.
- b. Penalties will be imposed on any Club that fails to comply with either Rule 16 (a) above, as provided for in Rule 11 (f), unless these are demonstrably due to issues with the score submission system.
- c. ALL clubs should provide a fully completed Captains report, which has to be submitted no later than 10pm on the Monday following the Saturday league match. Failure to do so will result in a 5 point penalty being administered. Clubs should also note that it is acceptable for the report to be completed by a responsible person on behalf of the club.

17. MATCH CANCELLATIONS

- a. Weather issues prior to match.
 - i. In the event of inclement weather in the week leading up to a League match causing damage to the pitch or its surrounds, the home side shall advise the visiting side 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 by the CMC or by a member of the CSMOA Umpiring Panel that an earlier cancellation is correct.
 - ii. A responsible official of the home side shall, as early as possible on the morning of a match, check the state of the ground and the pitch. If it is clear that the prospects of play are unlikely, the home Club shall contact the visiting Team and advise accordingly in order that unnecessary travel expenditure may be avoided. In this context it should be remembered that the important point is not whether the pitch is playable at the time of inspection but whether play may be possible by the latest permitted starting time for the relevant division if it is possible, the home Club may call in a member of the CSMOA Umpiring Panel to give an independent assessment of the likelihood of play being possible.
 - iii. Should the visiting Team wish to travel, however, that will be their right. Under these circumstances the home Club must continue to take whatever steps are within its power to ensure the pitch is playable either through the use of covers, blankets or by spiking or any other method;
 - iv. The visiting Team should travel if there is the slightest chance of play so that any steps taken by the home Club to make the pitch playable might have the chance to take effect.
 - v. The Umpires appointed for the match must be kept informed by the home Club of all events as they unfold.
- b. Concessions
 - i. An away Team that concedes any match must do so more than three nights before the match is scheduled or may be required to reimburse the home Club for any fees payable for the use of the ground. Any club that incurs costs due to a late call off should approach the CMC in the first instance.

18. LEAGUE ADMINISTRATION



- a. Each member Club shall have a copy of these Rules available at its ground at each League match in digital or paper format.
- b. These Rules may be amended at any time prior to the start of each season at the discretion of the CMC. Amendments to the playing conditions for the following season may be proposed by participating Clubs at the end of season Forum, or in any case no later than 31st October. The CMC shall consider whether further consultation is appropriate for these, and if so, determine the most appropriate method of consulting participating Clubs on such proposals.



APPENDIX 1: GROUND & FACILITY REQUIREMENTS

a. Match Requirements

Access to grounds and facilities must be available to visiting Clubs and umpires at least one hour before the scheduled start time.

b. Pitch & Square

All Clubs with team(s) in Premiership One and Two and Championship One must provide a grass playing square. This should consist of a minimum of 8 suitable pitches, unless prior approval for fewer than this is given by the CMC.

- i. Non-grass surfaces are not allowed unless express permission is requested of the CMC and granted, which shall only happen in special circumstances.
- ii. The square must be well maintained and in good condition. The pitch must be prepared to the highest standard possible and clearly distinguishable from the remainder of the square. The grass on the pitch shall be marked and rolled before play. Any holes or ruts on the square caused by previous matches must be levelled, filled and firmed before a subsequent match.
- iii. The pitch must be appropriate for matches of at least 100 overs duration. The bounce of the pitch should be true and predictable throughout the match, and should not produce excessive spin or movement off the seam. The pitch shall not be watered during the match.
- iv. Pitches reported as substandard by Umpires may be liable to examination by the CMC and Clubs responsible may be subject to sanctions as outlined in Rule 11.
- v. Pitch markings shall be made in accordance with those indicated in the Appendix 1 to the WDCU League Playing Conditions which form part of these rules and in addition the protected area for the bowlers follow through (Law 42 - 11b) shall be indicated with markings off the playing surface 1.52 metres (5 feet) in front of the popping crease and also on the bowling crease 30.5 centimetres (1 foot) either side of the middle stump. The width of the crease markings shall be no less than 12 millimetres (½ inch) and no more than 25 millimetres (1 inch).
- vi. Stumps must be properly matched adult sets in good condition and with matching bails. LED stumps and bails are permitted. The stumps shall be pitched by the home Club at least 15 minutes before the scheduled start with holes adequately watered to allow easy resetting by the Umpires. The pitch shall be swept and remarked (and rolled if requested) during the interval between innings. At least one roller must be available for use during the match.
- vii. Any Club which fails to have the required mandatory pitch markings, 30-yard circles, and boundaries marked will be subject to a report by the Umpires. In addition, failure to remark the pitch during the interval between innings wherever possible will be reported by the Umpires. The Umpires will inform the Captain of the home Team of any such report(s). The home Club may be subject to sanction (see Rule 11).

c. Outfield

The outfield must be well maintained and adequately drained. It must be mown with no noticeable grass cuttings. Balls should be able to run true and the outfield must be free of holes, ruts or other obstructions which might pose a hazard to fielders.

d. Boundary

The boundary must be clearly marked by rope or white line. Where a rope is used, markers may also be used, but where a white line is used, markers must also be used. Such markers shall be at regular intervals



not more than 18.3 metres (20 yards) apart. Alternatively, where a gutter is used the edge shall be cleanly cut; if a picket fence or advertising boards form part or all of the boundary they shall be secure and in good condition. No boundary shall be less than 45.75 metres (50 yards) from the centre of the match pitch without explicit dispensation being given by the CMC.

e. Sightscreens

All Premiership One and Two Clubs and Championship One must have sightscreens.

- i. The structure and non-reflective surface of the sightscreens must be in good condition. They must measure a minimum of 3.05 metres (10 feet) wide and 3.65 metres (12 Feet) high and must be completely outside the playing area. Screens must be properly positioned outside the boundary before the commencement of play and provided at both ends. The screens may be mobile or fixed but must be of sufficient width and height to allow the batsmen to see the bowler's delivery from either over or around the wicket without impediment.
- ii. A rope or boards should be provided to define the boundary and the roped/boarded area must be of sufficient size to allow screens to be moved from side to side without adjusting the ropes/boards.

f. Fielding Circles

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

g. Scoreboard or Scorebox

- i. The numbers on the board should show at least: Total (or information sufficient to inform the Team batting second of the runs they require to win the match); Wickets; Overs Bowled; First Innings Total; Duckworth/Lewis Score if appropriate.
- ii. A scorebox should, ideally, be visible from the Pavilion, players' viewing area and playing area. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90 per cent of the playing area. A scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. The system for changing the numbers should be easily accessible to the scorers, simple to operate and in full working order.

h. Seating

Clubs must provide clean, dry seating for at least fifteen (15) individuals.

i. Covers

All Premiership One and Two Clubs and Championship One must have covers.

- i. Covers must be used to protect the pitch from rain, both during the match and in the preceding days as appropriate. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible.
- ii. Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained. It is recognised that use of an underlay may be difficult if the pitch requires to be covered during a match. Such underlay must cover the pitch area as a minimum. Whichever covers are used they must protect an area of at least 21.35 metres x 3.65 metres (70 feet x 12 feet).



- iii. In addition to the match-pitch, Clubs are encouraged to make every effort to ensure that bowlers run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps.
- iv. Clubs are also encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).
- v. Whichever method of covering is used, it must not allow water to seep through and Clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.

j. Drying Equipment

An adequate supply of sawdust and cloths must be available to minimise lost playing time due to wet conditions. Additional covering for areas likely to cause a delay in play (e.g. the ends of previously used pitches) should be provided whenever possible. Other drying facilities, including brushes, forks, squeegees etc. can also be used.

k. Rollers

At least one roller must be available for use during the match. However, it is recommended that a light roller, 75 to 100 kg (1.5 to 2 cwt), and a heavy roller, 500 to 1000 kg or more (10 cwt to 1 ton or more), be available to the Captain of the batting side.

l. Practice Facilities

- i. Clubs should ensure that they have access to good quality practice facilities for mid-week practice for senior players and either mid-week or weekend practice for junior players. Net practice facilities should be available for use by both Teams before matches.
- ii. Any grass nets must be in good condition with true and predictable bounce. Artificial net pitches should be regularly maintained and rolled where appropriate to ensure true and predictable bounce.

m. Changing Rooms

- i. Changing rooms must be well ventilated, lit and decorated, with heating whenever possible. Changing facilities must be provided for the visiting Team with a separate facility, where possible, of a similar standard, for the Umpires. It is acknowledged that there may be circumstances where changing rooms will not be used.
- ii. The rooms should be of adequate size and with suitable seating, tables or shelving for bags and equipment. Changing rooms should be easily accessible from the playing area, whilst preserving the privacy of the players, and should allow viewing of the playing area whenever possible. Flooring must be suitable for bare feet.
- iii. The changing rooms should have adequate security to ensure the security of equipment and possessions.

n. Showers

Adequate clean and hygienic showers shall be available and conveniently located to allow private access by players and Umpires. It is acknowledged that there may be circumstances where showers are not available.

o. First Aid



A first aid kit must be available at all times for treatment of minor injuries. In the event of an injury occurring which is so severe that it would require the use of a stretcher, the player should not be moved until professional medical help is available.

p. Telephone

All Clubs must supply a working telephone number for the use of media sources and in case of need by WDCU officials for result reporting and information retrieval. A mobile phone number is acceptable provided the number remains the same throughout the season.

q. Commercial Advertising

Clubs are permitted to have advertising on each sleeve of shirt / sweater, front of shirt / sweater and across the shoulders on the reverse of the shirt / sweater.

In line with ICC regulations the following applies to the sizing of all logos:

- Sleeves – 10 sq. inches (64.5 sq. cm)
- Front of shirt / sweater – 32 sq. inches (206.45 sq. cm)
- Back – maximum height of advertising 2.93 inches (7.5 cm)

r. Refreshments & Catering

Teas should be provided between innings by the home club, and these should where possible take account of the dietary requirements of the visiting team and umpires.



APPENDIX 2: CLUB DEVELOPMENT CRITERIA

WDCU JUNIOR DEVELOPMENT CRITERIA

The WDCU Executive and Cricket Management Committees have developed and agreed the criteria noted below in respect of measuring and monitoring club junior development.

These criteria, together with ground and facilities requirements will be the determinants of the groupings ('pots') which clubs play in for Saturday league cricket.

The criteria seek to recognise the importance of inputs (junior coaching and club outreach) as well as outputs (junior match participation) in developing these criteria.

The criteria come under the following five headings:

1. **PLAN:** an approved demonstrable and measurable plan of what the club is doing to attract, retain and develop junior cricketers. This might be in the form of a single document, but may be a combination of material. It should be "demonstrable" and "measurable" - the WDCU can see what it involves and whether it is being carried out. In this context, "approved" means that the WDCU should – in partnership with Cricket Scotland's Development team – assess each club's structure and conclude whether it's acceptable or not. Plan should typically cover no more than 3 years ahead.
2. **STRUCTURE:** this should cover both structure in an organisational sense, and a structure in a programme sense. The first measures the breadth and depth of the resources involved, the second is how these resources are being deployed, now and in future. "Organisationally" a club should be able to evidence it has a Junior Convenor, coach(es) and volunteer assistance, these persons being suitably qualified for the roles they carry out include evidencing PVG Scheme membership, coaching qualification, Child Protection training, First Aid etc. "Programme" mean there should be an annual plan of coaching and matches, as well as the outreach planning below. The two aspects clearly link in that it is very important that the programme looks achievable in the context of the organisational resources available.
3. **OUTREACH:** a club should be able to evidence development work in its community, either on its own, or in active partnership with others and/or third parties. We do not believe that this should be too prescriptive, but it should be proportionate to the club structure. There would be some minimum threshold in practice.
4. **ACCREDITATION:** each club should have at least one coach qualified beyond the lowest "Introductory" level, with appropriate PVG Scheme membership as noted. They should also be actively working with junior players. There are a considerable number of 'dormant' or under-utilised coaches in WDCU area.
5. **INTRODUCTORY ACTIVITY AND MATCH PLAY:**

Premiership 1 and Championship 1 - Delivery of a minimum of two of three introductory programmes. All stars, Dynamos Cricket or Kwik cricket. Participation in WDJCU or equivalent junior leagues (taking account of geographical practicalities), in at least two designated age groups. One of the two teams must be a stand alone team and not combined with a team from another club. There should be no more than 2 concessions for each of the designated age group teams.

Premiership 2 and Championship 2 - Delivery of a minimum of one of three introductory programmes. All stars, Dynamos Cricket or Kwik cricket. Participation in WDJCU or equivalent junior leagues (taking account of geographical practicalities), in at least one designated age group. There should be no more than 2 concessions for each of the designated age group teams.

- **Other combinations of activity and match play may be considered as acceptable on application**



These criteria will be assessed annually using a standard template which will be issued to clubs. Where there is doubt over compliance with 1, 2 and/or 3 the WDCU can meet the club concerned and discuss the matter before reaching a formal determination. The oversight of this, **and determination of whether a club meets the requirements**, will sit with the CMC in consultation with other parties (WDJCU, CS among others) as the criteria would be linked to senior league participation.

Continuing the precedent set over number of years a club not meeting the minimum threshold cannot move into a 'higher' league structure (the 'precautionary principle' which has existed for a number of years), and a club already there would have a maximum of a season to retain its position if it was failing the criteria.

Non-compliance can result in a club being put "on probation" for a maximum of a season; being penalised by way of senior team points deduction; and/or removed from the top two divisions. The nature of the outcome would in part depend on how material the issue is, and whether there is evidence showing that a club has made reasonable endeavours under the first four criteria.



APPENDIX 3 – SANCTIONS FOR RULE BREACHES

As outlined in Rule 11, there are prescribed procedures and penalties for specific rule breaches as follows:

Breach of Rule 5 (Players), Rule 6 (Player Eligibility), or Rule 7 (Team Sheets)

In the event of any breach of Rule 5 and / or Rule 6 and/or Rule 7, the CMC reserves the right to deduct points from the Club concerned. A minimum penalty of 1 point will be automatically imposed for any such breach. The maximum penalty enforceable for such breaches shall be removal from the League.

Breach of Rule 12 (Fixtures)

- i. A Team playing in any Division must have a minimum of 7 players.
- ii. If a Team playing 1st or 2nd XI cricket in any Saturday League Division cannot raise a Team of at least 7 players and fails to fulfil a Saturday League fixture, it will be penalised by the forfeiture of match with maximum match points awarded to the opposing side and no points awarded to the forfeiting side from that fixture.
- iii. On the second occasion a Team playing 1st or 2nd XI cricket in any Saturday League Division cannot raise a Team of at least 7 players and fails to fulfil a Saturday League fixture, it will be penalised by the forfeiture of the match as outlined in ii) above, and with deduction of maximum match points from that fixture.
- iv. On the third occasion a Team playing 1st or 2nd XI cricket in any Saturday League Division cannot raise a Team of at least 7 players and fails to fulfil a Saturday League fixture, it will be penalised by the forfeiture of the match as outlined in ii) above, and with deduction of maximum match points from that fixture and also by the deduction of full match points from any other team from that club with a scheduled fixture on the same day.
- v. On the fourth occasion a Team playing 1st or 2nd XI cricket in any Saturday League Division cannot raise a Team of at least 7 players and fails to fulfil a Saturday League fixture, in addition to the penalties outlined in iv) above, the club will be required to attend a meeting of the CMC to explain the circumstances. The penalties available to the CMC shall include all sanctions provided for in Rule 11.a

Breach of Rule 13 (Ground & Facility Requirements)

- i. Where, in the opinion of the CMC, there is ongoing concern about playing conditions at a Club and it appears to the CMC that a long-term solution is required to resolve the concern, the following provisions shall be applied:
 - (a) In the first instance the CMC shall attempt to agree with the Club a plan for remedying the breach and a timescale within which that remedy is to be implemented; but
 - (b) If no such agreement is reached or if the Club fails to implement an agreement which has been reached then the Club shall be liable to sanction in accordance with Rule 11.a, provided always that prior to any sanction being imposed the Club shall have the opportunity to be heard either in person or by written submissions.
 - (c) If a pitch is deemed unfit / dangerous for play by the Umpires prior to play, then the home Club shall be deducted twenty-five (25) points. The visiting Team will not be awarded any points in such an eventuality and the match will be treated as not having been played.
 - (d) If a pitch is deemed unfit/dangerous for play after play has begun, and is then abandoned, then the home Club shall be deducted twenty-five (25) points. The visiting Team shall not be awarded any match points in such an eventuality and the match will be treated as not having been played.
 - (e) Any subsequent abandonment will result in a doubling of the previous points penalty.



- (f) This rule will not be applied where normal climatic conditions have influenced the nature of the ground either prior to the game or once the game has started.
- ii. Nothing in paragraph (i) of this Rule (11.c) shall prevent the CMC from imposing sanctions in accordance with Rule 11.a for a breach of Rule 13 where, in the opinion of the CMC, the breach does not require a long-term solution and was caused by fault on the part of the Club.

Breach of Rule 15 (Scoring)

The following provisions shall be applicable in the cases of Clubs which are in breach of any or all of their obligations under Rule 15 (Scoring):

- i. on the occurrence of the first such failure the Club shall be warned about its future conduct and shall be deducted five (5) points.
- ii. on the second such occurrence the Club will be deducted a further five (5) points.
- iii. on the third such occurrence the Club will be subject to sanction by the CMC in accordance with Rule 11 a

Breach of Rule 16 (Match Returns)

The following provisions shall be applicable in the cases of Clubs which are in breach of any or all of their obligations under Rule 16 (Match Returns):

- i. on the occurrence of the first such failure the Club shall be warned about its future conduct and shall be deducted five (5) points
- ii. on the second such occurrence the Club will be deducted a further five (5) points
- iii. on the third such occurrence the Club will be subject to sanction by the CMC in accordance with Rule 11.1

Appendix 4 – PLAYER TRANSFER DOCUMENTATION

TR1 and TR2 links



WDCU Form
TR1.docx



WDCU Form
TR2.docx

Appendix 5 League Structure 2023

Available: <https://wdcu.co.uk/document-centre/league-and-cup-fixtures-2/>



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2024
PREMIERSHIP 1,2,3 and CHAMPIONSHIP 1**



WDCU PREMIERSHIP 1, 2, 3 & CHAMPIONSHIP 1

2024 PLAYING CONDITIONS



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WDCU PREMIERSHIP 1, 2, 3 & CHAMPIONSHIP 1



2024 PLAYING CONDITIONS

1) PLAYING CONDITIONS

In all WDCU matches the Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply except as amended in these Rules. These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU League Administration Rules 2024.

2) CRICKET BALLS

The grade(s) of ball permitted for use at various league levels shall be laid down by the WDCU Cricket Management Committee ("the Committee") and notified to the clubs and on the WDCU website.

3) PITCH AND SQUARE

- a. The popping crease shall be marked to a minimum of 12 feet (3.65 metres) to conform to Law 7 and the protected area for the bowlers follow through (Law 41.13) shall be indicated with markings off the playing surface 5 feet (1.52 metres) in front of the popping crease and also on the bowling crease 1 foot (30.5 centimetres) either side of the middle stump.
- b. Wide guidelines shall also be utilised. The inner-edge shall be marked 17 inches (43.18 centimetres) from the inside edge of the return crease.
IT IS RECOMMENDED THAT THESE LINES ARE MARKED IN A CONTRASTING COLOUR TO THE REGULAR CREASE MARKINGS.
- c. The width of all crease markings shall be no less than ½ inch (12 millimetres) and no more than 1 inch (25 millimetres). See Appendix 1.

4) OUTFIELD

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 27.45 metres (30 yards). 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. See appendix 2

5) TIMING AND DURATION OF MATCHES

- a. Matches shall be scheduled to start at 12.00pm unless bad weather or some exceptional circumstance or emergency situation has arisen, and shall be completed on the day of commencement. When both clubs agree, matches can have a later scheduled start, with the latest being 1.00pm. In this event, the home club is responsible for advising the CSMOA appointed umpires of the agreed rescheduled starting time.
- b. Matches may start at 1.00pm by agreement between the participating clubs. Agreement must be reached 5 days before the date of the fixture and should clubs fail to agree a change, the default start time of 12.00pm shall apply. The home club is responsible for advising the CSMOA appointed umpires of the agreed scheduled start time.
- c. In exceptional circumstances it may be determined by the Committee that a specific match will start at a time other than stated in 5 (a). There may be a reduction of overs in these matches as specified in 9, 10 and 11, which shall be determined by the CMC. The home club is responsible for advising the CSMOA appointed umpires of the agreed scheduled start time.



WDCU PREMIERSHIP 1, 2, 3 & CHAMPIONSHIP 1



2024 PLAYING CONDITIONS

- d. Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- e. The scheduled hours of play will be from 12.00pm to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- f. In all matches which start at 12 noon 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 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- g. 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.
- h. 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.
- i. 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.
- j. 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.
- k. The captain of the batting side may not declare his innings closed at any time during the course of a match.
- l. If a ball has not been bowled by 4.50pm (5.20pm for a 1.00pm start) the umpires will then abandon the match. The umpires may abandon a game earlier if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires shall be the final arbiters of the fitness of the ground for play.
- m. If there are no CSMOA appointed umpires, then the captains may agree to abandon a game earlier if it is apparent that the pitch or outfield would not recover for a match to be played.
- n. Any team not ready to toss 15 minutes prior to the scheduled start time without the agreement of the CSMOA appointed umpires, shall automatically forfeit the toss.
- o. Any team not ready to play 30 minutes after the scheduled start time without the agreement of the CSMOA appointed umpires shall automatically forfeit the match.

6) 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



WDCU PREMIERSHIP 1, 2, 3 & CHAMPIONSHIP 1



2024 PLAYING CONDITIONS

has been bowled. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e). 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. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e).
- 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.

7) 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 subject to ground conditions being acceptable.

8) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST (See Appendix 3)

- 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



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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 has been bowled or the innings is completed. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e)
- 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. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e)
- 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.



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9) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND (See Appendix 4)

- 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 aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- b. 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.
- c. 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.
- d. To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
- e. 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.
- f. 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. In such a case, a deduction of one point will be made for every full over not completed by the scheduled time for cessation of the innings.
- 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.

10) BOWLING RESTRICTIONS

- a. No player may bowl more than 10 overs in a normal innings of 50 overs. In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, a player may bowl no more than 20% of the total overs allowed. (See Appendix 5)
- b. When an interruption occurs after the first ball of an over has been completed and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to complete the over.



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- 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. WDCU subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These mandatory restrictions are set out in Appendix 6.



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11) NO BALL

In games where there is only one appointed umpire he should stand at the bowler's end. All decisions regarding No balls will be the appointed umpires' responsibility.

- a. Short pitched bowling – A Short pitched ball is where the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
- b. The bowler may bowl two Short pitched balls in each over. The bowler's end umpire will signal that such a ball has been bowled. If a third Short pitched ball is bowled in the same over, the bowler's end umpire shall call and signal "No Ball."

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 bowler's end 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 bowler's end 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 bowler's end 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 bowler's end 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 bowler's end 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 WDCU who shall take such action as is considered appropriate against the bowler concerned.

- c. A free hit will be awarded in event of a 'No ball' being called by the umpire for any reason under the laws of cricket and/or playing conditions. This rule will only apply when at least one appointed umpire appointed by WDCU/CSMOA standing.
 - The free hit will be played on the subsequent delivery to the award of the 'No ball' to whichever batsman is due to face it.
 - If the delivery for the free hit is not a legitimate delivery (another No ball or a Wide) then the next delivery will become a free hit for whichever batsman is facing it.
 - For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball, even if the delivery for the free hit is called a Wide.



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- Neither changes in the field nor exchanges in personnel between field positions are allowed for a free hit unless,
 - i) there is a change in striker between the No ball and the free hit or,
 - ii) the No ball is a result of an infringement of fielding regulations in which case the field can be changed only to correct the infringement.
- A bowler may change their mode of delivery for a free hit.

12) WIDE BALL – JUDGING A WIDE

In games where there is only one appointed umpire he should stand at the bowler's end. All decisions regarding No balls and Wides will be the appointed umpires' responsibility.

Wide ball - Judging a Wide

a. 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 i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the 17" Wide Guidelines 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.

b. Off side

Any delivery that passes outside or crosses the 17" Wide Guideline, 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.

The umpire shall not adjudge a 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.

c. Short pitched bowling

Any ball that passes over the head of the striker standing upright at the crease shall be called and signalled 'Wide' by the bowler's end umpire and will count as a Short-pitched ball in the over.

In games where there are no appointed umpires, the two captains should speak before the game to agree a consistent approach to wides that is commensurate with the level of cricket being played and this should be relayed to all players who may stand as umpires during the match.



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13) FIELDING RESTRICTIONS / POWERPLAYS

- a. A field restriction circle shall be marked on the outfield as detailed in Rule 4.
- b. No more than five (5) fielders shall be allowed on the leg side at the point of delivery at any time.
- c. Powerplay 1 - In the first 10 overs, or 20% of the scheduled overs in a reduced over innings, no more than two (2) fielders shall be allowed outside the 30yd fielding circle
- d. Powerplay 2 - In overs 11- 40, or 60% of the scheduled overs in a reduced over innings, no more than four (4) fieldsmen shall be permitted outside the 30yd fielding circle.
- e. Powerplay 3 - In overs 41-50 or the final 20% of the scheduled overs in a reduced over innings, no more than five (5) fielders shall be allowed outside the 30yd fielding circle at the point of delivery.
- f. Infringements of any of the above will be called as a No ball by the striker's end umpire.
- g. Where games are reduced below 50 overs please consult appendix 5 for guidance.

14) RESULTS AND POINTS

- a. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 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 Duckworth/Lewis method using the calculator prescribed by the Committee. The D/L Protocol is provided as Appendix 7. 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 Duckworth/Lewis 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 (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth/Lewis method.
- d. In the event of a tie in a match, each team will be awarded tie points.
- e. Points known as "result points" and "bonus points" shall be awarded as follows:

Result Points:

Win:	25 points (No bonus points shall be awarded)
Tie:	15 points (No bonus points shall be awarded)
Loss:	0 points (Bonus points set out below)
No Result	Null and void.



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Bonus Points:

Up to a maximum of 9 bonus points will be available for the losing side from the second innings only on the following basis:

Losing side points batting second

The awarded points will be based on the percentage of runs scored of the 1st innings total during the second innings as follows:

- 1 point for 60% of total
- 3 points for 70% of total
- 5 points for 80% of total
- 7 points for 90% of total
- 9 points for 95% of total

Where a DLS revised target has been set in the second innings, then awarded points will be calculated as a percentage of the FINAL revised target and NOT the 1st innings total.

The awarded points will be based on the number of wickets taken in the second innings as follows:

- 3 wickets – 1 point
- 5 wickets – 3 points
- 7 wickets – 5 points
- 8 wickets – 7 points
- 9 wickets – 9 points

- f. A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an inning and no batsman are available.

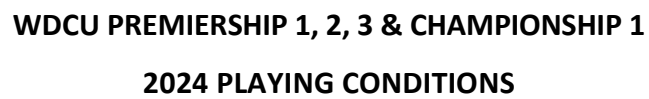
15) LEAGUE RULES

- a. Each member club shall have a copy of these playing conditions and match rules available at its ground at each League match.
- b. These rules may be amended at the discretion of the Committee. Amendments to the playing conditions for a following season may be proposed by participating clubs. The Committee shall determine the most appropriate method of consulting participating clubs on such proposals.

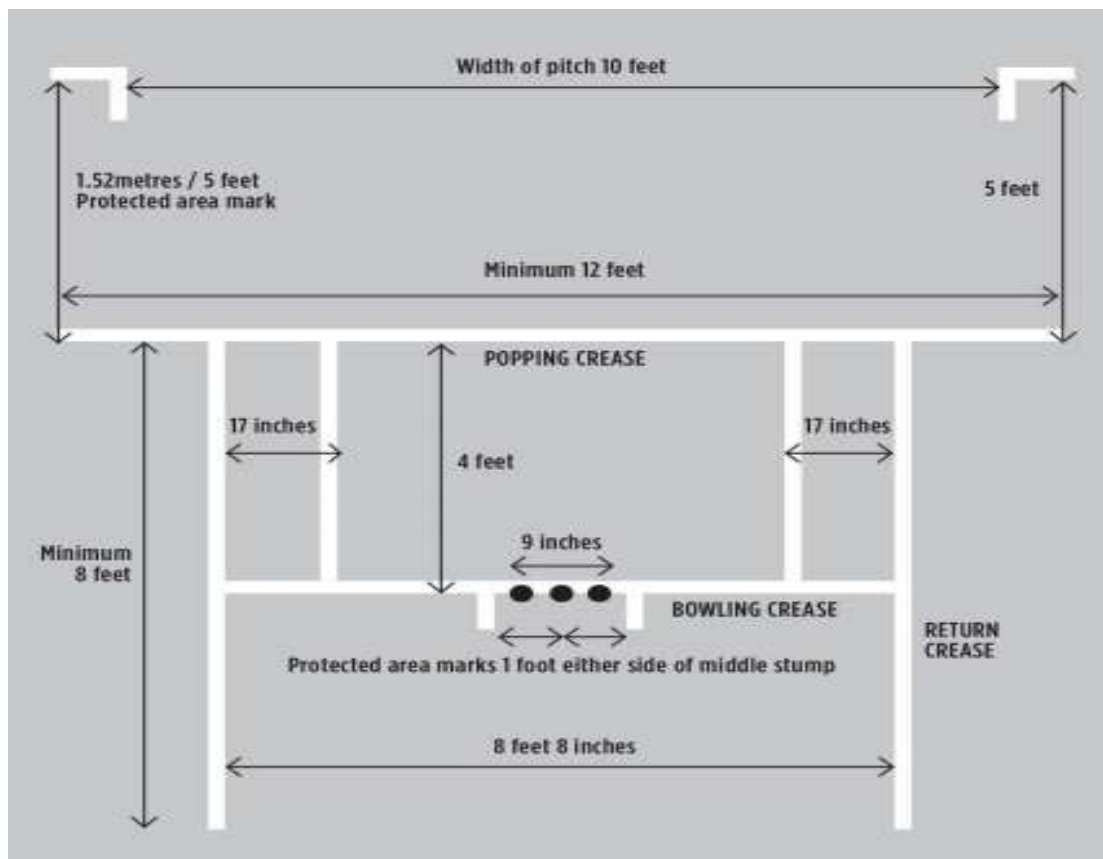
16) Law 41 and 42

Law 41 and 42 shall be applied with the following exceptions:

- a. 41.4 and 41.5 shall only apply where a neutral umpire appointed by CSMOA is standing
- b. Law 42. Shall only apply where a neutral umpire appointed by CSMOA is standing
- c. Law 41.3 d will continue in season 2024. The use of saliva to change the condition of the ball is prohibited. Once enacted using saliva will be treated the same way as any unfair method of changing the condition of the ball.

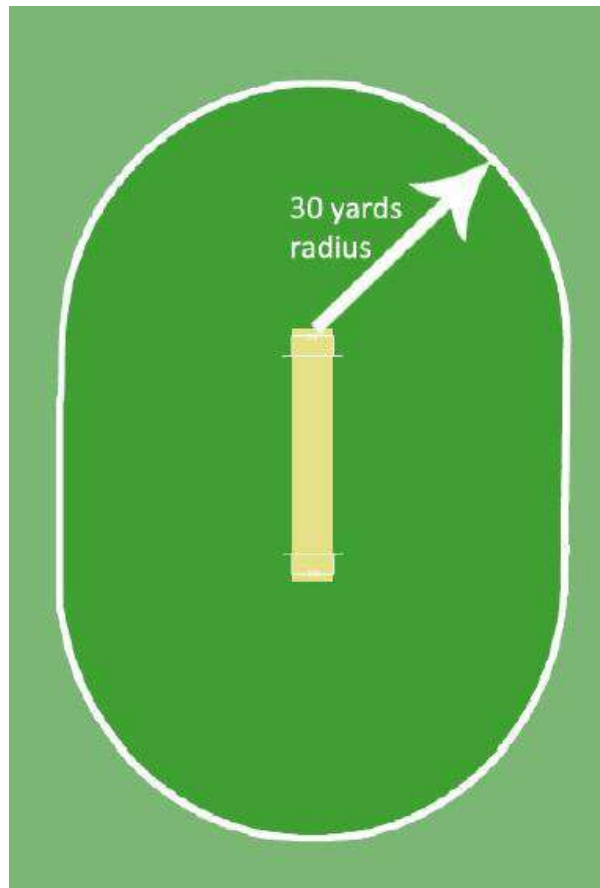


Appendix 1 – Pitch Markings





Appendix 2 – Fielding Circle





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APPENDIX 3 – PLAYING TIME & OVERS RECALCULATION

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

Score at time of Interruption	_____
Overs bowled	_____
Time:	
Net playing time available at start of match	<u>400mins</u> (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:	
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 5	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 5	
First Innings	_____ + _____ + _____
Rescheduled Playing Hours:	
First innings to commence or recommence	_____ (J)
Length of innings (I x 4)	_____ (K)
Rescheduled first innings cessation time (J + (K – B))	_____ (L)
Length of interval	_____ mins (M)
Second innings commencement time (L+M)	_____ (N)
Rescheduled second innings cessation time = (N + K)	_____ (O) *

*Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.



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Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed re-start time	_____ (P)
Re-scheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between (P) and (Q)	_____ (R)
Potential overs to be bowled ($R / 4$) (round up fractions)	_____ (S)
Number of complete overs faced in first innings	_____ (T)

If S is greater than T then revert to Appendix 3

If S is less than equal to T then the first innings is terminated – go to Appendix 4.



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APPENDIX 4 – PLAYING TIME & OVERS RECALCULATION

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

Score at time of Interruption _____

Overs bowled _____

Time:

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

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

Extra time available (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 5 _____ / _____ overs

Duration of Powerplay Overs – see Appendix 5 _____ + _____ + _____

Rescheduled Cessation of Play:

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

Time at start of innings _____ (K)

Rescheduled cessation time (K + J + D) _____

Notes

- The number of overs available in the second innings CANNOT exceed the number of overs allocated (not the number of overs used) for the first innings.
- Extra time available:
 - If Innings starts before original scheduled time this is calculated as the number of overs x 4 that were not used in the first innings.
- The rescheduled cessation of play MUST not be before the original close of Play (7.10pm or 7.40pm if extra 30 minutes taken))



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Appendix 5 – Bowling Restrictions and Powerplay Recalculations

Bowling Restrictions			Powerplay overs		
No. of overs	Max. overs/bowler	+ 1 extra over	Fielders out of 30 yard circle		
			Two	Four	Five
50	10	0	1 – 10	11 – 40	41 – 50
49	9	4	1 – 10	11 – 39	40 – 49
48	9	3	1 – 10	11 – 39	40 – 48
47	9	2	1 – 10	11 – 38	39 – 47
46	9	1	1 – 9	10 – 37	38 – 46
45	9	0	1 – 9	10 – 36	37 – 45
44	8	4	1 – 9	10 – 35	36 – 44
43	8	3	1 – 9	10 – 35	36 – 43
42	8	2	1 – 9	10 – 34	35 – 42
41	8	1	1 – 8	9 – 33	34 – 41
40	8	0	1 – 8	9 – 32	33 – 40
39	7	4	1 – 8	9 – 31	32 – 39
38	7	3	1 – 8	9 – 31	32 – 38
37	7	2	1 – 8	9 – 30	31 – 37
36	7	1	1 – 7	8 – 29	30 – 36
35	7	0	1 – 7	8 – 28	29 – 35
34	6	4	1 – 7	8 – 27	28 – 34
33	6	3	1 – 7	8 – 27	28 – 33
32	6	2	1 – 7	8 – 26	27 – 32
31	6	1	1 – 6	7 – 25	26 – 31
30	6	0	1 – 6	7 – 24	25 – 30
29	5	4	1 – 6	7 – 23	24 – 29
28	5	3	1 – 6	7 – 23	24 – 28
27	5	2	1 – 6	7 – 22	23 – 27
26	5	1	1 – 5	6 – 21	22 – 26
25	5	0	1 – 5	6 – 20	21 – 25
24	4	4	1 – 5	6 – 19	20 – 24
23	4	3	1 – 5	6 – 19	20 – 23
22	4	2	1 – 5	6 – 18	19 – 22
21	4	1	1 – 4	5 – 17	18 – 21
20	4	0	1 – 4	5 – 16	17 – 20



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APPENDIX 6 – ECB FAST BOWLING MATCH DIRECTIVES

For the purposes 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.

AGE MAXIMUM	MAXIMUM OVERS PER SPELL	MAXIMUM OVERS PER DAY
up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

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 will ensure that these Directives are followed at all times.

*Any reference to he/his should be interpreted to include she/her.

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



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APPENDIX 7 – OPERATION OF DUCKWORTH LEWIS STERN

- a. It is the Home Club's responsibility to provide a PC, laptop or tablet with the DLS software DLS 5 Nov 2022 – as supplied by Cricket Scotland - 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.
- b. Point (a) is mandatory for teams participating in the Premiership 1 and 2 of the WDCU. Teams participating in Premiership 3 and all Championship divisions are actively encouraged to use the DLS software, but may use a suitable app. It is recommended that one of the following apps are used:
- c. <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.
(Please note that when using an app, Umpires and both Captains must agree what app is to be used).
- d. 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.
- e. 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.
- f. 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.
- g. 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.
- h. This process will be repeated for any further interruptions to the 2nd innings.
- i. 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.
- j. 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.



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- k. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or 42, then 5 runs must be added to the target score and all par scores.
- l. 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.
- m. 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.



APPENDIX 8 – SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS & FACEGUARDS BY YOUNG PLAYERS

The ECB has issued safety guidance on the wearing of cricket helmets by young players.

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

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

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

The ECB is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools.

APPENDIX 9 – ECB FIELDING REGULATIONS

- 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 batsman's position on the popping crease on a middle stump line, 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 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, 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 United Kingdom. Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

APPENDIX 10 – COACHING REGULATION

Coaching shall not be permitted from the side-lines during a match. In such an event, the umpire shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the WDCU.



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2024
CHAMPIONSHIP 2**



WDCU CHAMPIONSHIP 2

2024 PLAYING CONDITIONS



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1) PLAYING CONDITIONS

In all WDCU matches the Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply except as amended in these Rules. These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU League Administration Rules 2024.

2) CRICKET BALLS

The grade(s) of ball permitted for use at various league levels shall be laid down by the WDCU Cricket Management Committee ("the Committee") and notified to the clubs and on the WDCU website.

3) PITCH AND SQUARE

- a. The popping crease shall be marked to a minimum of 12 feet (3.65 metres) to conform to Law 7 and the protected area for the bowlers follow through (Law 41.13) shall be indicated with markings off the playing surface 5 feet (1.52 metres) in front of the popping crease and also on the bowling crease 1 foot (30.5 centimetres) either side of the middle stump.
- b. Wide guidelines shall also be utilised. The inner-edge shall be marked 17 inches (43.18 centimetres) from the inside edge of the return crease.
IT IS RECOMMENDED THAT THESE LINES ARE MARKED IN A CONTRASTING COLOUR TO THE REGULAR CREASE MARKINGS.
- c. The width of all crease markings shall be no less than ½ inch (12 millimetres) and no more than 1 inch (25 millimetres). See Appendix 1.

4) OUTFIELD

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 27.45 metres (30 yards). 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. See appendix 2

5) TIMING AND DURATION OF MATCHES

- a. Matches shall be scheduled to start at 12.00pm unless bad weather or some exceptional circumstance or emergency situation has arisen, and shall be completed on the day of commencement. When both clubs agree, matches can have a later scheduled start, with the latest being 1.00pm. In this event, the home club is responsible for advising the CSMOA appointed umpires of the agreed rescheduled starting time.
- b. Matches may start at 1.00pm by agreement between the participating clubs. Agreement must be reached 5 days before the date of the fixture and should clubs fail to agree a change, the default start time of 12.00pm shall apply. The home club is responsible for advising the CSMOA appointed umpires of the agreed scheduled start time.
- c. In exceptional circumstances it may be determined by the Committee that a specific match will start at a time other than stated in 5 (a). There may be a reduction of overs in these matches as specified in 9, 10 and 11, which shall be determined by the CMC. The home club is responsible for advising the CSMOA appointed umpires of the agreed scheduled start time.
- d. Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.



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- e. The scheduled hours of play will be from 12.00pm to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- f. In all matches which start at 12 noon 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 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- g. 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.
- h. 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.
- i. 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.
- j. 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.
- k. The captain of the batting side may not declare his innings closed at any time during the course of a match.
- l. If a ball has not been bowled by 4.50pm (5.20pm for a 1.00pm start) the umpires will then abandon the match. The umpires may abandon a game earlier if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires shall be the final arbiters of the fitness of the ground for play.
- m. If there are no CSMOA appointed umpires, then the captains may agree to abandon a game earlier if it is apparent that the pitch or outfield would not recover for a match to be played.
- n. Any team not ready to toss 15 minutes prior to the scheduled start time without the agreement of the CSMOA appointed umpires, shall automatically forfeit the toss.
- o. Any team not ready to play 30 minutes after the scheduled start time without the agreement of the CSMOA appointed umpires shall automatically forfeit the match.

6) UNINTERRUPTED MATCHES (i.e. Matches neither delayed nor interrupted)

- a. Each team shall bat for 40 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. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation



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time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e). The team batting second shall receive its full quota of 40 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 40 overs, the team batting second shall be entitled to bat for 40 overs.
- d. If the team fielding second fails to bowl 40 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. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e).
- 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.

7) 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 subject to ground conditions being acceptable.

8) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST (See Appendix 3)

- 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.



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- 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 has been bowled or the innings is completed. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e).
- 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. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 4). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and any time allowances as and when they arise (Rule 6.e).
- 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.

9) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND (See Appendix 4)

- 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 aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- b. 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



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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.

- c. 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.
- d. To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
- e. 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.
- f. 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. In such a case, a deduction of one point will be made for every full over not completed by the scheduled time for cessation of the innings.
- 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.

10) BOWLING RESTRICTIONS

- a. No player may bowl more than 8 overs in a normal innings of 40 overs. In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, a player may bowl no more than 20% of the total overs allowed. (See Appendix 5)
- b. When an interruption occurs after the first ball of an over has been completed and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to complete the 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. WDCU subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These mandatory restrictions are set out in Appendix 6.



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11) NO BALL

In games where there is only one appointed umpire he should stand at the bowler's end. All decisions regarding No balls will be the appointed umpires' responsibility.

- a. Short pitched bowling – a Short pitched ball is where the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
- b. The bowler may bowl two Short pitched balls in each over. The bowler's end umpire will signal that such a ball has been bowled. If a third Short pitched ball is bowled in the same over, the bowler's end umpire shall call and signal "No Ball."

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 bowler's end 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 bowler's end 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 bowler's end 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 bowler's end 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 bowler's end 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 WDCU who shall take such action as is considered appropriate against the bowler concerned.

- c. A free hit will be awarded in event of a 'No ball' being called by the umpire for any reason under the laws of cricket and/or playing conditions. This rule will only apply when at least one appointed umpire appointed by WDCU/CSMOA standing.
 - The free hit will be played on the subsequent delivery to the award of the 'No ball' to whichever batsman is due to face it.
 - If the delivery for the free hit is not a legitimate delivery (another No ball or a Wide) then the next delivery will become a free hit for whichever batsman is facing it.
 - For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball, even if the delivery for the free hit is called a Wide.



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- Neither changes in the field nor exchanges in personnel between field positions are allowed for a free hit unless, a) there is a change in striker between the No ball and the free hit or, b) the No ball is a result of an infringement of fielding regulations in which case the field can be changed only to correct the infringement.
- A bowler may change their mode of delivery for a free hit.

12) WIDE BALL – JUDGING A WIDE

Captains must take cognisance of the standard of this division in relation to interpretation of what constitutes a 'wide' delivery. The wide lines should be seen as guidelines for what would normally constitute a 'wide' delivery. Law 22 of the Laws of Cricket should be applied. Consistent interpretation of this within each match is seen as more important than strict adherence to the wide lines, and captains should seek to agree before the commencement of the match what principles will be applied.

13) FIELDING RESTRICTIONS / POWERPLAYS

- a. A field restriction circle shall be marked on the outfield as detailed in Rule 4.
- b. No more than five (5) fielders shall be allowed on the leg side at the point of delivery at any time.
- c. Powerplay 1 - In the first 8 overs, or 20% of the scheduled overs in a reduced over innings, no more than two (2) fielders shall be allowed outside the 30yd fielding circle
- d. Powerplay 2 - In overs 9- 31, or 60% of the scheduled overs in a reduced over innings, no more than four (4) fieldsmen shall be permitted outside the 30yd fielding circle.
- e. Powerplay 3 - In overs 33-40 or the final 20% of the scheduled overs in a reduced over innings, no more than five (5) fielders shall be allowed outside the 30yd fielding circle at the point of delivery.
- f. Infractions of any of the above will be called as a No ball by the striker's end umpire.
- g. Where games are reduced below 40 overs please consult appendix 5 for guidance.

14) RESULTS AND POINTS

- a. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 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 Duckworth/Lewis method using the calculator prescribed by the Committee. The D/L Protocol is provided as Appendix 7. 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 Duckworth/Lewis target has been set, the faulty target shall stand.



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- 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 (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth/Lewis method.
- d. In the event of a tie in a match, each team will be awarded tie points.

- e. Points known as “result points” and “bonus points” shall be awarded as follows:

Result Points:

Win -	25 points (No bonus points shall be awarded)
Tie -	15 points (No bonus points shall be awarded)
Loss -	0 points (Bonus points set out below)
No Result -	null and void.

Bonus Points:

Up to a maximum of 9 bonus points will be available for the losing side from the second innings only on the following basis:

Losing side points batting second

The awarded points will be based on the percentage of runs scored of the 1st innings total during the second innings as follows:

- 1 point for 60% of total
- 3 points for 70% of total
- 5 points for 80% of total
- 7 points for 90% of total
- 9 points for 95% of total

Where a DLS revised target has been set in the second innings, then awarded points will be calculated as a percentage of the FINAL revised target and NOT the 1st innings total.

Losing side points when bowling second

The awarded points will be based on the number of wickets taken in the second innings as follows:

- 3 wickets – 1 point
- 5 wickets – 3 points
- 7 wickets – 5 points
- 8 wickets – 7 points
- 9 wickets – 9 points

- f. A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an inning and no batsman are available.

15) LEAGUE RULES

- a. Each member club shall have a copy of these playing conditions and match rules available at its ground at each League match.



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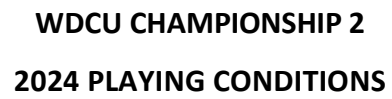


- b. These rules may be amended at the discretion of the Committee. Amendments to the playing conditions for a following season may be proposed by participating clubs. The Committee shall determine the most appropriate method of consulting participating clubs on such proposals.

16) Law 41 and 42

Law 41 and 42 shall be applied with the following exceptions:

- a. 41.4 and 41.5 shall only apply where a neutral umpire appointed by CSMOA is standing
- b. Law 42. Shall only apply where a neutral umpire appointed by CSMOA is standing
- c. Law 41.3 d will continue in season 2024. The use of saliva to change the condition of the ball is prohibited. Once enacted using saliva will be treated the same way as any unfair method of changing the condition of the ball.



Appendix 1 – Pitch Markings

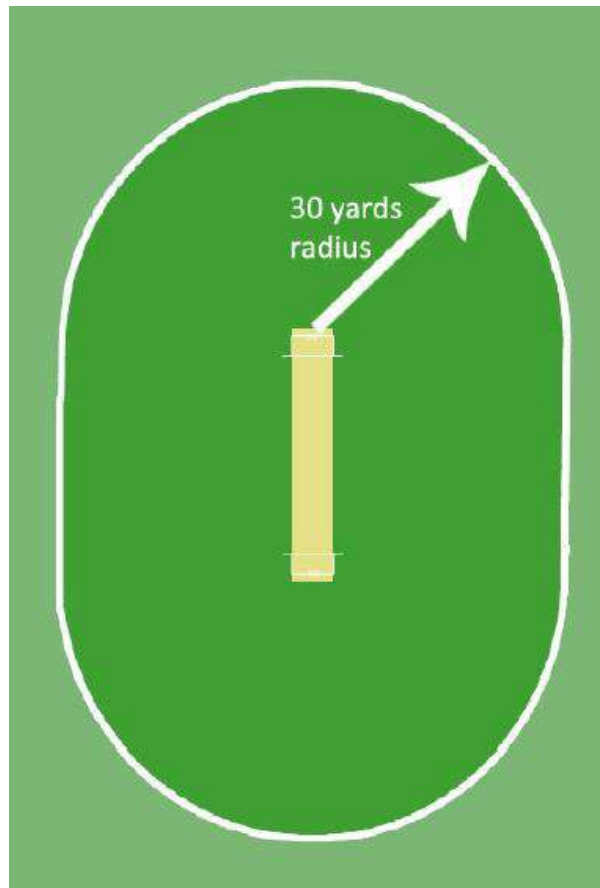




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Appendix 2 – Fielding Circle





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APPENDIX 3 – PLAYING TIME & OVERS RECALCULATION

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

Score at time of Interruption	_____
Overs bowled	_____
Time:	
Net playing time available at start of match	<u>400mins</u> (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:	
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 5	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 5	
First Innings	_____ + _____ + _____
Rescheduled Playing Hours:	
First innings to commence or recommence	_____ (J)
Length of innings (I x 4)	_____ (K)
Rescheduled first innings cessation time (J + (K – B))	_____ (L)
Length of interval	_____ mins (M)
Second innings commencement time (L+M)	_____ (N)
Rescheduled second innings cessation time = (N + K)	_____ (O) *

*Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.



WDCU CHAMPIONSHIP 2
2024 PLAYING CONDITIONS



Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed re-start time	_____ (P)
Re-scheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between (P) and (Q)	_____ (R)
Potential overs to be bowled ($R / 4$) (round up fractions)	_____ (S)
Number of complete overs faced in first innings	_____ (T)

If S is greater than T then revert to Appendix 3

If S is less than equal to T then the first innings is terminated – go to Appendix 4.



WDCU CHAMPIONSHIP 2
2024 PLAYING CONDITIONS



APPENDIX 4 – PLAYING TIME & OVERS RECALCULATION

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

Score at time of Interruption _____

Overs bowled _____

Time:

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

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

Extra time available (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 5 _____ / _____ overs

Duration of Powerplay Overs – see Appendix 5 _____ + _____ + _____

Rescheduled Cessation of Play:

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

Time at start of innings _____ (K)

Rescheduled cessation time (K + J + D) _____

Notes

- The number of overs available in the second innings CANNOT exceed the number of overs allocated (not the number of overs used) for the first innings.
- Extra time available:
 - If Innings starts before original scheduled time this is calculated as the number of overs x 4 that were not used in the first innings.
- The rescheduled cessation of play MUST not be before the original close of Play (7.10pm or 7.40pm if extra 30 minutes taken))



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2024 PLAYING CONDITIONS



Appendix 5 – Bowling Restrictions and Powerplay Recalculations

Bowling Restrictions			Powerplay overs		
No. of overs	Max. overs/bowler	+ 1 extra over	Fielders out of 30 yard circle		
			Two	Four	Five
50	10	0	1 – 10	11 – 40	41 – 50
49	9	4	1 – 10	11 – 39	40 – 49
48	9	3	1 – 10	11 – 39	40 – 48
47	9	2	1 – 10	11 – 38	39 – 47
46	9	1	1 – 9	10 – 37	38 – 46
45	9	0	1 – 9	10 – 36	37 – 45
44	8	4	1 – 9	10 – 35	36 – 44
43	8	3	1 – 9	10 – 35	36 – 43
42	8	2	1 – 9	10 – 34	35 – 42
41	8	1	1 – 8	9 – 33	34 – 41
40	8	0	1 – 8	9 – 32	33 – 40
39	7	4	1 – 8	9 – 31	32 – 39
38	7	3	1 – 8	9 – 31	32 – 38
37	7	2	1 – 8	9 – 30	31 – 37
36	7	1	1 – 7	8 – 29	30 – 36
35	7	0	1 – 7	8 – 28	29 – 35
34	6	4	1 – 7	8 – 27	28 – 34
33	6	3	1 – 7	8 – 27	28 – 33
32	6	2	1 – 7	8 – 26	27 – 32
31	6	1	1 – 6	7 – 25	26 – 31
30	6	0	1 – 6	7 – 24	25 – 30
29	5	4	1 – 6	7 – 23	24 – 29
28	5	3	1 – 6	7 – 23	24 – 28
27	5	2	1 – 6	7 – 22	23 – 27
26	5	1	1 – 5	6 – 21	22 – 26
25	5	0	1 – 5	6 – 20	21 – 25
24	4	4	1 – 5	6 – 19	20 – 24
23	4	3	1 – 5	6 – 19	20 – 23
22	4	2	1 – 5	6 – 18	19 – 22
21	4	1	1 – 4	5 – 17	18 – 21
20	4	0	1 – 4	5 – 16	17 – 20



WDCU CHAMPIONSHIP 2
2024 PLAYING CONDITIONS



APPENDIX 6 – ECB FAST BOWLING MATCH DIRECTIVES

For the purposes 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.

AGE MAXIMUM	MAXIMUM OVERS PER SPELL	MAXIMUM OVERS PER DAY
up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

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 will ensure that these Directives are followed at all times.

*Any reference to he/his should be interpreted to include she/her.

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



WDCU CHAMPIONSHIP 2 2024 PLAYING CONDITIONS



APPENDIX 7 – OPERATION OF DUCKWORTH LEWIS STERN

- a. It is the Home Club's responsibility to provide a PC, laptop or tablet with the DLS software DLS 5 Nov 2022 – as supplied by Cricket Scotland - 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.
- b. Point (a) is mandatory for teams participating in the Premiership 1 and 2 of the WDCU. Teams participating in Premiership 3 and all Championship divisions are actively encouraged to use the DLS software, but may use a suitable app. It is recommended that one of the following apps are used:
- c. <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>
or
<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.
(Please note that when using an app, Umpires and both Captains must agree what app is to be used).
- d. 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.
- e. 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.
- f. 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.
- g. 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.
- h. This process will be repeated for any further interruptions to the 2nd innings.
- i. 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.
- j. 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.
- k. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or 42, then 5 runs must be added to the target score and all par scores.



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2024 PLAYING CONDITIONS



- I. 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.
- m. 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.



WDCU CHAMPIONSHIP 2

2024 PLAYING CONDITIONS



APPENDIX 8 – SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS & FACEGUARDS BY YOUNG PLAYERS

The ECB has issued safety guidance on the wearing of cricket helmets by young players.

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

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

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

The ECB is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools.

APPENDIX 9 – ECB FIELDING REGULATIONS

- 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 batsman's position on the popping crease on a middle stump line, 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 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, 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 United Kingdom. Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

APPENDIX 10 – COACHING REGULATION

Coaching shall not be permitted from the side-lines during a match. In such an event, the umpire shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the WDCU.



**WESTERN DISTRICT CRICKET UNION PLAYING
CONDITIONS AND MATCH RULES 2024
CHAMPIONSHIP 3 and Below**



WDCU CHAMPIONSHIP 3 AND BELOW
2024 PLAYING CONDITIONS



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WDCU CHAMPIONSHIP 3 AND BELOW



2024 PLAYING CONDITIONS

These Playing Conditions shall be used in conjunction with the relevant sections of the WDCU League Administration Rules 2024.

1. PLAYING CONDITIONS

In all matches, the Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply except as amended in these Playing Conditions.

2. CRICKET BALLS

The grade(s) of ball permitted for use at various league levels shall be laid down by the WDCU Cricket Management Committee ("the Committee") and notified to the clubs and on the WDCU website.

3. PITCH AND SQUARE

- a. The popping crease shall be marked to a minimum of 12 feet (3.65 metres) to conform to Law 9
- b. Wide markings shall also be utilised. The inner-edge shall be marked 35 inches (89 cm) on each side of the imaginary centre line of the middle stump. See Appendix 2
- c. The width of all crease markings shall be no less than ½ inch (12 mm) and no more than 1 inch (25 millimetres).

4. TIMING AND DURATION OF MATCHES

- a. Matches are scheduled to commence at 12 noon unless by prior arrangement due to travel or scheduling issues. All changes to start times must be submitted to the WDCU Administrator prior to the day of the match.
- b. Any team unable to toss 15 minutes before the scheduled start time shall forfeit the toss. Any team unable to start 30 minutes after the scheduled start time shall forfeit the match.
- c. Matches will consist of one innings per side. Each innings shall be limited to 40 overs.
- d. Teams should make every effort to ensure that each innings is completed within 160 minutes.
- e. If a ball has not been bowled 1 hour after the scheduled start time, and no time to start has been agreed, then the match shall be abandoned.

5. BOWLING RESTRICTIONS

Bowling Restrictions: A minimum of five bowlers shall be used in an innings which lasts for the scheduled number of overs. No bowler may bowl more than 25% of the total available overs in an innings. Should a team consist of 9 players or less, a minimum of 4 bowlers shall be used. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.

6. WIDE BALL – JUDGING A WIDE

Captains must take cognisance of the standard of this division in relation to interpretation of what constitutes a 'wide' delivery. The wide lines should be seen as guidelines for what would normally constitute a 'wide' delivery. Law 22 of the Laws of Cricket should be applied. Consistent interpretation of this within each match is seen as more important than strict adherence to the wide lines, and captains should seek to agree before the commencement of the match what principles will be applied.



WDCU CHAMPIONSHIP 3 AND BELOW



2024 PLAYING CONDITIONS

7. NO BALL

- a. Short pitched bowling – a short-pitched ball is one where the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
- b. The bowler may bowl one short-pitched ball in each over. The non-strikers end umpire will signal that such a ball has been bowled. If another short-pitched ball is bowled in the same over, the non-strikers end umpire shall call and signal "No Ball."
- c. Any ball that passes over the head of the striker standing upright at the crease will be called a 'No Ball' and will count as a short-pitched ball in the over.
- d. For the entire innings, at the instant of delivery, no more than 5 fielders are permitted on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.

8. DELAYED OR INTERRUPTED MATCHES

In a match when the start is delayed or play is suspended:

- a. The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 20 overs per team). The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost.
- b. If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost. No overs shall be lost during the first 40 minutes of the stoppage but at that point, overs shall be reduced from the start of the stoppage.
- c. In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (i) and the over completed on the resumption of play.
- d. If the side batting second are unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis /Stern Method (Appendix A), To win, the side batting second must score one more than the target. Should the side batting second equal the Duckworth/Lewis/Stern target, the match shall be tied. Any match abandoned after 20 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A).
- e. To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

9. RESULTS AND POINTS

- a. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 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 Duckworth/Lewis method using the calculator prescribed by the Committee. The D/L Protocol is provided as Appendix 7. 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 Duckworth/Lewis 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 (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth/Lewis method.



WDCU CHAMPIONSHIP 3 AND BELOW



2024 PLAYING CONDITIONS

- d. In the event of a tie in a match, each team will be awarded tie points.
- e. Points known as “result points” and “bonus points” shall be awarded as follows:

Result Points:

Win -	25 points (No bonus points shall be awarded)
Tie -	15 points (No bonus points shall be awarded)
Loss -	0 points (Bonus points set out below)
No Result -	null and void.

Bonus Points:

Up to a maximum of 9 bonus points will be available for the losing side from the second innings only on the following basis:

Losing side points batting second

The awarded points will be based on the percentage of runs scored of the 1st innings total during the second innings as follows:

- 1 point for 60% of total
- 3 points for 70% of total
- 5 points for 80% of total
- 7 points for 90% of total
- 9 points for 95% of total

Where a DLS revised target has been set in the second innings, then awarded points will be calculated as a percentage of the FINAL revised target and NOT the 1st innings total.

Losing side points when bowling second

The awarded points will be based on the number of wickets taken in the second innings as follows:

- 3 wickets – 1 point
- 5 wickets – 3 points
- 7 wickets – 5 points
- 8 wickets – 7 points
- 9 wickets – 9 points

- f. A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an inning and no batsman are available.

10. LEAGUE RULES

- a. Each member club shall have a copy of these Playing Conditions available at its ground at each League match.
- b. These Playing Conditions may be amended at the discretion of the Committee. Amendments to the playing conditions for a following season may be proposed by participating clubs. The Committee shall determine the most appropriate method of consulting participating clubs on such proposals.



WDCU CHAMPIONSHIP 3 AND BELOW
2024 PLAYING CONDITIONS



11. LAW 41 AND LAW 42

Law 41 and 42 shall be applied in these matches with the following exceptions:

- a. Laws 41.4 and 41.5 shall only apply where a neutral umpire appointed by WDCU/CSMOA is standing.
- b. Law 42. Shall only apply where a neutral umpire appointed by WDCU/CSMOA is standing.
- c. Law 41.3 d will continue in season 2024. The use of saliva to change the condition of the ball is prohibited. Once enacted using saliva will be treated the same way as any unfair method of changing the condition of the ball.



WDCU CHAMPIONSHIP 3 AND BELOW

2024 PLAYING CONDITIONS



Appendix 1

The rules of these competitions mandate that the Duckworth/Lewis/Stern method is used to determine the results of matches that are prematurely curtailed by weather.

Following recommendations by Cricket Scotland from 2018 clubs should use Duckworth Lewis Stern V3.0.

For Division 4, if a computer is available, then the above should be followed, where a computer is not available the use of a suitable app on a phone/tablet etc. is permitted. It is recommended that one of the following apps are used:

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

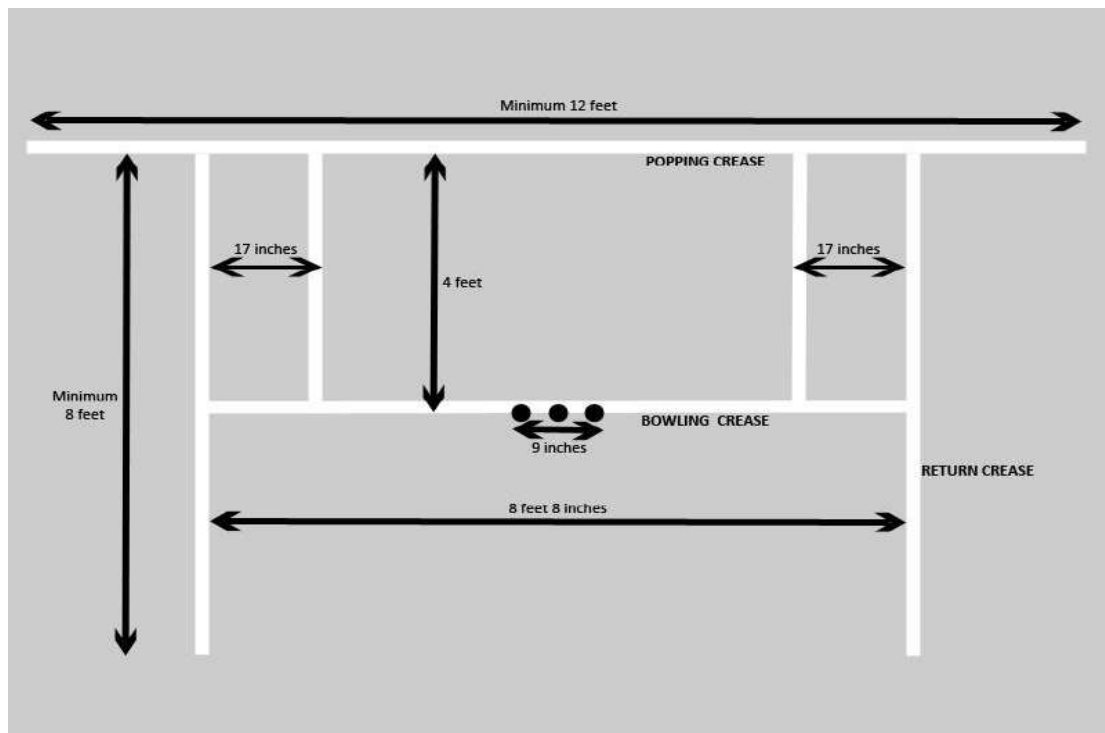
<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.a&pli=1>

(Please note that when using an app, Umpires and both Captains must agree what app is to be used).

Please remember that the objective is to achieve a result, and that the spirit of the game must be the first priority when matches are decided using this method.

Appendix 2

Pitch Markings





**WDCU GREENWOOD TROPHY & WESTERN CUP
2024 PLAYING CONDITIONS**



These Playing Conditions shall be used in conjunction with the WDCU Administration rules 2024.

1. All matches should commence by 6.15 pm. Where a club is unable to start by 6.30 pm, the opponents shall have the right to choose who bats first. Any team not ready to commence play by 6.45 pm shall forfeit the match. The nominal finish time should a game be interrupted is 9.15pm.
2. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes. On the fall of a wicket, the incoming batsman must cross on the field with the dismissed batsman.
3. The Western Cup and Greenwood Trophy is for Premiership Division **Three** teams and all Championship teams. Clubs can only enter one team in these competitions.
 - a. Any player listed for a club on the Player Reg system can play in the Western Cup and Greenwood Trophy.
 - b. No Paid Player, Paid Coach or Overseas Amateurs may participate in either of these competitions.
 - c. No more than 2 players who have appeared in each of the previous 2 Saturday League matches in Premiership One and Two may take part. No player who has played for Scotland, Scotland A, Scotland Performance Academy (or any similar successor to the Scotland Performance Academy) or the Western Warriors senior X1 in the last 12 months can play in these competitions. Failure to comply will result in automatic concession of the game.
4. Bowling Restrictions: No bowler may bowl more than 4 overs or 1/5th of the available overs in a reduced over match. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.
5. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short-pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "no ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.
 - a. In the event of a bowler bowling a high full-pitched delivery (above the waist for all bowlers), the bowler's end umpire shall call and signal no ball* and when the ball is dead, caution the bowler and issue a first and final warning. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

* The cautions and warnings will only be applied where there is at least one neutral umpire.



**WDCU GREENWOOD TROPHY & WESTERN CUP
2024 PLAYING CONDITIONS**



6. Captains shall agree the degree of strictness regarding wides, before play commences and remain consistent throughout. Bowlers should restrict the length of run-ups.
 - a. Any delivery passing above the head is deemed a 'wide' and counts as the one short-pitched delivery permitted in the over.
7. 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 27.45 metres (30 yards). 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.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal no-ball.
8. At the instant of delivery, no more than 5 fielders are permitted on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.
9. In all competitions, an artificial pitch may be used provided at least 24 hours' notice is provided to the opposition that the use of such surface may be a possibility.
10. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
11. In a match when the start is delayed or play is suspended:
 - a. The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 10 overs per team). The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost.
 - b. If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost.
 - c. In the event of a suspension occurring in the middle of an over, the total number of overs to be bowled will be calculated as in (11.a) and the over completed on the resumption of play.
 - d. If the side batting second is unable to receive the same number of overs as the side batting first, utilise the Duckworth/Lewis/Stern Method (Appendix A) to calculate a par score. To win, the side batting second must score one more than the par score. Should the side batting second equal the Duckworth/Lewis par score, the match shall be tied.
 - e. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
12. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis/Stern Method (Appendix A.) If the result under the Duckworth/Lewis/Stern method for an abandoned match is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.



**WDCU GREENWOOD TROPHY & WESTERN CUP
2024 PLAYING CONDITIONS**



13. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.
14. In the group stages of the Western Cup, the winning side shall be awarded 2 points. The losing side shall score 0 points. A tie or no result shall score 1 point to each side. A concession shall be penalised by -2 points to the conceding side.
15. Placings in the group stages of the Western Cup will be based on number of points. Should sides finish equal on points then Net Run Rate (NRR) will determine final positions.
16. In the knock out stages of either competition, should the WDCU CMC decree that a result has to be reached on the night of a match and no play/no result occurs, then the winner shall be determined as follows:
 - a. Bowl out. Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately, in the same order, to achieve a result on a "sudden death" basis. Each side must have an equal number of deliveries before a result can be declared.
 - b. In the event that a bowl out is not possible, then the result will be decided by a toss of the coin. The Home Captain shall execute the toss and the away Captain will call.
 - c. In the event that a coin toss is not possible, the result will be determined by the WDCU CMC through a coin toss by a nominated individual(s) of the CMC and shall be recorded by the WDCU Administrator.
17. The control and management of the competition shall be vested solely in the WDCU CMC whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.



**WDCU GREENWOOD TROPHY & WESTERN CUP
2024 PLAYING CONDITIONS**



Appendix A - Duckworth/Lewis/Stern

The rules of these competitions mandate that the Duckworth/Lewis/Stern method is used to determine the results of matches that are prematurely curtailed by weather.

Following recommendations by Cricket Scotland clubs should use Duckworth/Lewis/Stern 5 Nov22.

If a computer is available, then the above should be followed, where a computer is not available the use of a suitable app on a phone/tablet etc. is permitted. It is recommended that one of the following apps are used:

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

or

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.

(Please note that when using an app, Umpires and both Captains must agree what app is to be used).

Please remember that the objective is to achieve a result, and that the spirit of the game must be the first priority when matches are decided using this method.



Challenger League Rules 2024

“In 2024, there will be a Challenger League North (7 teams), a West Challenger League (5 teams) and an East Challenger League (7 teams). Fixtures will be played locally, to reduce travel time and allow for midweek games where possible. Clubs are encouraged to arrange additional fixtures against teams from other regions, if possible.

1. Promotion and Relegation

- There will be no promotion or relegation from this League.

2. Fixtures

- Cricket Scotland shall arrange fixtures for the League and shall notify clubs of such fixtures as soon as practicable each year.
- Clubs may re-arrange fixtures by obtaining the consent of their opponents and they will advise Cricket Scotland of any changes.

3. Playing Conditions

- Pitch - the home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue and type of pitch turf or artificial, to opponents on the Wednesday prior to the fixture), regulation stumps and bails and for the proper marking of the pitch and boundary.
- Ball - each team provide a 5oz pink ball. A new ball is preferable, however a second-hand prescribed ball may be used.
- Points - each league will have a points table, which will be available on CSLive. Two points are awarded for a win, one for a tie and no points for a loss.
- Duration of matches - matches will comprise of 20 overs per side. This can be increased to up to 30 overs or reduced to 10 overs with the agreement of both clubs.
- In the event of bad weather, the home team is responsible for informing the away team as soon as possible that no play is likely to be possible.
- A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.
- The default number of players for a side is 8 however through agreement with the opposing team this number can be increased up to 11. This should be agreed **prior** to the match day.
- To fulfil a fixture a team needs 6 or more players.
- Players batting will be required to retire upon reaching 30 and may return on the fall of the last wicket. If teams agree to a 30 over game then this can be extended to 50 runs.

4. Players

It is encouraged that all players should be Bona Fide members of the clubs for which they play however it is acceptable if guest players are borrowed from other clubs to be able to play a fixture.

No player that has represented Scotland u19 Women, Scotland A or Scotland Women may play in the Challenger League.

5. Player Registration

Players should be registered by the club on CSLive. Guest players can be made available for selection via the transfer process on CSLive. Club administrators can do this themselves.

6. Start and Finish Times

Games played on Sundays will start at 12 noon or 1pm if advised due to ground availability. Games however can be rescheduled to a midweek game with the agreement of both teams.

7. Bowling Restrictions

- No bowler may bowl more than 1/5 of the available overs in an innings.
- Any delivery, of any pace, which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be called and signalled no-ball. The delivery following a no ball will be a free-hit

Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
 - (d) A bowler may change the mode of delivery for a free hit.
 - (e) 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.
- There will be a maximum of 8 balls in an over, apart from the last two scheduled overs of each innings. In the event that the final ball of an over restricted in length to 8 deliveries, is a no-ball, subsequent deliveries shall be permitted in order to cater for a free hit.

8. Wides

As a guide, if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a normal cricket stroke both from

where they are standing and from where they should normally be standing at the crease, the Umpire shall call and signal 'Wide Ball'.

9. Match Returns and Complaints

The home team is responsible for submitting the match score, short score is sufficient, on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at <https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>.

The home club should provide **summary details** of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

10. Umpiring and Scoring

It is anticipated these games will be umpired by players or coaches.

Scores should be kept by 2 scorers who should record the action at all times. It is anticipated these will be members of the batting side not currently involved in the game.

A scoreboard, legible from the pitch, should be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over.



Women's Premier League Rules and Playing Conditions 2024

1. League Format

1.1 **League fixtures**

Fixtures are issued by Cricket Scotland (CS) and will be published on the CS website. Thereafter, any changes of time, date or venue must be advised to georgeburns@cricketscotland.com, as well as to the umpires allocated to the match via appointments.manager@csmoa.org.uk and by telephone to the umpires if at short notice.

All seven-teams in the Women's Premier League will initially play each other once, either at home or away.

1.2 **League winner**

League placings will be determined by expressing the points awarded as a percentage of the 25 maximum points for a win in all completed matches.

The winner of the WPL will be the team, at the end of the season, with the highest percentage of the four teams that finished the seven rounds of initial matches in the top four.

In the event that two or more teams have an equal percentage ~~at the time of the split or~~ at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams. In the event that this does not separate the teams, the points gained in the match between the sides will determine the final placings; failing which the clubs shall draw lots.

2. Match Administration

2.1 Umpiring

Cricket Scotland Match Officials Association (CSMOA) shall, where possible, appoint umpires for all matches. Umpires will be paid via Who's The Umpire (WTU) with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee. In matches where only one umpire is available, that umpire will be paid one and a half the match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 2.12.

2.2 Weather Issues Prior to Match

On any occasion when the Home Ground Authority considers that weather conditions have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home club shall advise the visiting side 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 by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

2.3 Scoring

It is the responsibility of each team to provide a competent scorer. This should be someone who is not playing. However, if the captains agree, a playing member can score. Each club should have at least two members that are able to score. Scoring courses can be organised and run locally at any club or school.

A scoreboard must be in use to allow the score to be visible from the pitch. It shall be the responsibility of the batting side to ascertain the details of the score, wickets and overs from the scorers and to see that the scoreboard is brought up to date with this information at least at the end of every over – assuming that no official means of updating the scoreboard is in place.

2.4 Player Eligibility

No player may participate in the WPL in any one season for more than one Club without permission from the CMG. The player's previous club must confirm that it has no objection to the change of club. The CMG has the power to overrule the wishes of the previous club.

2.5 Results points

The team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal, the result shall be a tie. No account shall be taken of wickets lost.

- | | | | |
|-------|---|---|---------------|
| (i) | Win | - | 25 points |
| (ii) | Each team in a tie | - | 15 points |
| (iii) | Loss | - | 0 points |
| (iv) | Abandoned | - | null and void |
| (iv) | Cancelled game | - | null and void |
| (v) | Except in the circumstances governed by Rule 3.9, the team scoring the most runs in a match shall be the winners. | | |

2.6 Bonus points

No bonus points will be awarded in the event of a tie.

Up to 8 bonus points will be available **to the losing side** for their performance in the second innings :-

Losing side points - batting in the second innings

2 points for scoring 60.0% or more of the first innings total (or DLS Par Score)

4 points for scoring 70.0% or more of the first innings total (or DLS Par Score)

6 points for scoring 80.0% or more of the first innings total (or DLS Par Score)

8 points for scoring 90.0% or more of the first innings total (or DLS Par Score)

Losing side points - bowling in the second innings

2 points for taking 2 wickets

4 points for taking 4 wickets

6 points for taking 6 wickets

8 points for taking 8 wickets

2.7 Submission of match returns

The home team is responsible for submitting the match score on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at

<https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>

If the match is scored on the App, then this will be automatically uploaded onto CS Live.

Please make sure that the scoresheet is complete with the names of **catchers and 'did not bat' players, fall of wickets**, etc. This is the captain's responsibility and we advise that the scorebooks get checked by both captains and the umpires straight after the match and any blanks are filled in, while fresh in the memory.

The home club should provide **summary details** of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

2.8 Umpires' and Captain's Reports

The Captain of each team must complete the '**Captain's Report on Umpires**' by 5pm on the Wednesday immediately following each match in which an appointed umpire from CSMOA officiates. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. The form can be found via the club / captain's log-in at https://www.whostheumpire.com/db_admin/index.php On the home screen, the list of outstanding reports is now visible for ease of access. If the captain is a minor then it may be more appropriate for an adult in the club to complete the report.

An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

2.9 Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

2.10 Disputes

Any complaint by one club against another club must be notified to Cricket Scotland via George Burns, by email at georgeburns@cricketscotland.com on Tuesday following the match. Cricket Scotland retains the right to investigate any matters which come to its attention outwith this period. Cricket Scotland will follow the disciplinary process within the Cricket Scotland Code of Conduct.

2.11 Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by the ECB and Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives. Please see Appendix 1.

2.12 Sanctions

Cricket Scotland shall have the power to impose sanctions on any club in breach of the provisions of these rules.

3 Playing Conditions

3.1 Laws of Cricket

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply only when at least one umpire appointed by CSMOA is in attendance.

3.2 Pitch requirements

A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.

3.3 Teams

Each captain shall nominate 11 players in writing at the toss to present to the umpires and scorers.

Teams can play with less than 11 players (minimum of 8) if agreed between captains prior to the toss. When a team is to field less than 11 players, the opposing team can lend fielding substitutes if agreed between captains prior to the toss. Lent players can field but cannot bowl or wicket keep. Lent players cannot bat.

Team captains are responsible for informing the umpires and scorers before the toss of any players aged Under 19 or below, to allow the ECB Match Directives for Young Players to be adhered to (see Appendix 1).

3.4 Cricket Balls & Clothing

A pink 5oz cricket ball will be used. All balls can be purchased at a discounted price from Cricket Scotland. Each team is to provide a new pink ball for their fielding innings. Either white or coloured clothing may be worn.

3.5 Bowling Restrictions

No bowler may bowl more than one-fifth of the total overs scheduled for that innings.

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

ECB's Fast Bowling Directive will apply for WPL matches. Please see Appendix 1 for details.

3.6 Wides

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 Bowler's End Umpire will call and signal 'Wide'. There are two exceptions to this Rule.

- (i) It is not a wide when the batter moves across to the off stump from their 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 when the batter plays or attempts to play, or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix 2) 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.

Off side - Any delivery that passes outside or crosses the off side wide line (see Appendix 2), 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. The umpire shall not adjudge a 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.

3.7 Law 17.1 (Number of balls) shall be replaced by the following :-

In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides or no balls bowled in an over, with the exception of :-

- (i) the final two scheduled overs of any innings and
- (ii) in the event that the final ball of an over restricted in length to eight deliveries is a No Ball, subsequent deliveries shall be permitted in order for Rule 3.9 to be applied.

3.8 No Balls

In addition to the Laws governing no balls, the following shall apply :-

The bowler shall be limited to one short-pitched ball per over. A short-pitched ball is defined as one that passed or would have passed above shoulder height of the striker standing upright at the crease. The umpire

at the bowler's end shall indicate clearly when such a short-pitched ball is bowled. Should the one short-pitched ball be exceeded in any over, the umpire at the bowler's end shall call and signal no ball.

3.9 Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) 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.

3.10 Fielding Restrictions

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 25 yards (22.86 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs of a scheduled 30 overs match. For a scheduled 25 or 20 overs match, as described in 3.11 below, the relevant Powerplay period is reduced to the first 5 overs or the first 4 overs respectively. Thereafter, no more than 4 fielders may be outside the area described above.

At the instant of delivery there must be not more than five fielders on the leg side.

In the event of an infringement of the above fielding restrictions the umpire at the striker's end shall call and signal "No Ball".

3.11 Duration of Matches

Except as detailed below each team competing in a match shall be entitled to bat for 30 overs.

WPL matches shall, unless otherwise agreed by both clubs or where the CMG consider it necessary, commence at 1pm. For a 1pm start, the scheduled hours of play will be from 1pm to 5.30pm.

There will be two sessions of play, normally of 2 hours each, separated by a maximum interval of 30 minutes. Home team should advise visiting team whether teas will be provided.

In all matches which are scheduled to start at 1pm or earlier, and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes. This extension will not apply to matches which are scheduled to start after 1pm.

Where the weather conditions indicate that the full number of overs may not be completed, the umpires (or the two captains where there are no appointed umpires) have the power, before the call of 'Play', to reduce the scheduled number of overs to be played to 25 or 20 overs per side.

No reduction in the scheduled number of overs in the first innings is permitted after the start of the match, with the following exception ; if, shortly after the start, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the match may, with the agreement of the appointed umpires, be restarted. Everything occurring before the interruption will be deemed not to have happened, including the toss.

Should time be lost after the start, then, so long as the scheduled finishing time of 6pm for a 1pm start (or equivalent finishing time for an earlier or later start) has been reached OR it is agreed to abandon the match, then the result, assuming that 10 overs of the 2nd innings have been completed, will be decided by the rain calculator - <http://www.cricketstats.org.uk/raincalc.html> ; the bonus points in the latter scenario will be calculated by CS.

Appendix 1 : ECB MATCH DIRECTIVES FOR YOUNG PLAYERS

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Fast Bowling Match Directives

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

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

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent of overs to the length of her spell have been bowled from the same end. A bowler can change ends without ending her current spell provided that she bowls the next over that she legally can from the other end. If this does not happen, her 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 her 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, she cannot exceed the maximum number of overs per day for her age group even if she subsequently bowls spin. She 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 her spell have been bowled from the same end. If she bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as she reverts to bowling fast. The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

In matches of 20 overs per team, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

Safety Guidance on the Wearing of Cricket Helmets and Faceguards

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

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

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

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Fielding Regulations

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

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

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

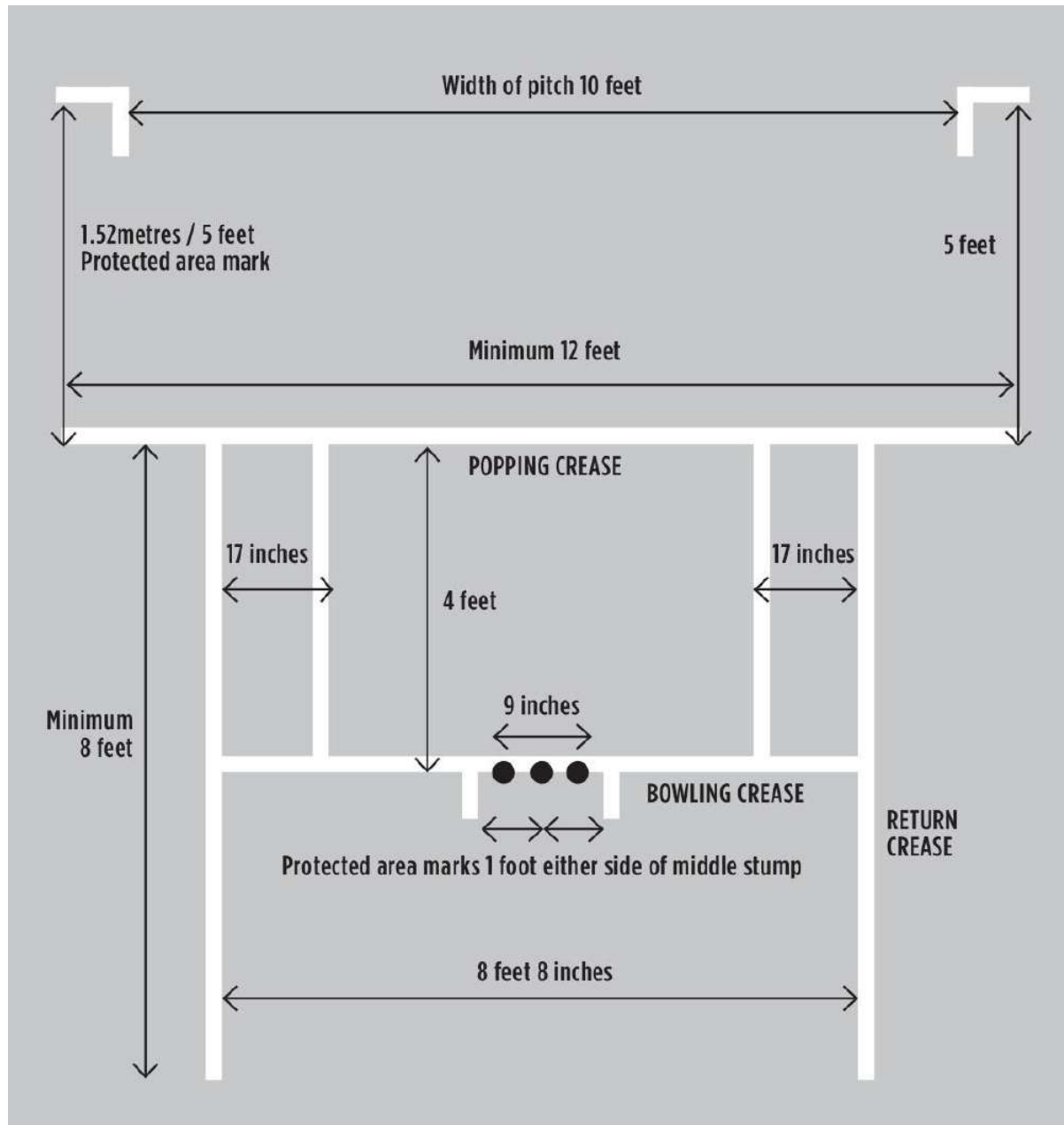
Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Appendix 2 : ADDITIONAL CREASE MARKINGS

As a guideline to the umpires for the calling of wides on the offside (Rule 3.6), 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.





**CRICKET
SCOTLAND**



Beyond Boundaries

CRICKET FOR ALL

**Beyond Boundaries
Women's T20 Scottish Cup**

**Rules and Playing Conditions
2024**

1 **Format**

The Beyond Boundaries Women's T20 Scottish Cup 2024 (the "Competition") is run by Cricket Scotland (CS) through the Competitions Management Group (CMG).

The first round is to be played on 7 July 2024 with a scheduled Reserve Date of 4 August 2024. The draw has been issued by Cricket Scotland and is published on the Cricket Scotland website. Any changes of time, date or venue must be advised to georgeburns@cricketscotland.com as well as to the umpires allocated to the match by emailing appointments.manager@csmoa.org.uk and by telephone to the umpires if at short notice.

The winning teams in the first round will progress to **Finals Day** hosted by Cricket Scotland and Beyond Boundaries on **Saturday 10 August 2023** at **Stirling County CC** (reserve day 31 August).

2 **Match Administration**

2.1 **Umpiring**

Cricket Scotland Match Officials Association (CSMOA) shall, where possible, appoint umpires for all matches. Umpires match fees and travelling expenses will be paid via Who's The Umpire (WTU). The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. In matches where only one umpire is available, that umpire will be paid one and a half the match fee. There will be no charge in 2024 to the participating clubs.

2.2 **Weather Issues Prior to Match**

On any occasion when the Home Ground Authority considers that weather conditions have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home club shall advise the visiting side 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 by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

2.3 **Scoring**

It is the responsibility of each team to provide a competent scorer. This should be someone who is not playing. However, if the captains agree, a playing member can score. Each club should have at least two members that are able to score.

A scoreboard must be in use to allow the score to be visible from the pitch. It shall be the responsibility of the batting side to ascertain the details of the score, wickets and overs from the scorers and to see that the scoreboard is brought up to date with this information at least at the end of every over – assuming that no official means of updating the scoreboard is in place.

2.4 **Player Eligibility**

No player may play for a Club in the Competition in any one season if she has already played in a competitive Women's Premier League match for another club in that season.

No player may participate in the Competition in any one season for more than one Club. This includes a competition that may be continued forward to the following season due to circumstances such as weather.

2.5 **Results**

The team scoring the greater number of runs in the match shall be the winners.

In the event of both teams finishing on the same number of runs, the team that lost the fewer number of wickets will be the winner.

If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on (18th, 17th etc) will be the winner. In the event a side is bowled out in less than 20 overs, then the side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings.

2.6 Submission of match returns

The home team is responsible for submitting the match score on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at <https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>
If the match is scored on the App, then this will be automatically uploaded onto CS Live.

Please make sure that the scoresheet is complete with the names of **catchers and 'did not bat' players, fall of wickets**, etc. This is the captain's responsibility and we advise that the scorebooks get checked by both captains and the umpires straight after the match and any blanks are filled in, while fresh in the memory.

The home club should provide **summary details** of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

2.7 Umpires' and Captain's Reports

The Captain of each team must complete the '**Captain's Report on Umpires**' by 5pm on the Wednesday following the match in which an appointed umpire from CSMOA officiates. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. The form can be found via the club / captain's log-in at https://www.whostheumpire.com/db_admin/index.php. On the home screen, the list of outstanding reports is now visible for ease of access. If the captain is a minor then it may be more appropriate for an adult in the club to complete the report.

An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

2.8 Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct – <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary as defined by the Cricket Scotland disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

2.9 Disputes

Any complaint by one club against another club must be notified to Cricket Scotland by email, via George Burns at georgeburns@cricketscotland.com by midnight on Tuesday following the match. Cricket Scotland retains the right to investigate any matters which come to its attention outwith this period and determine the process to be followed. CS will follow the disciplinary process as outlined on the CS website.

2.10 Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by the ECB and Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives. Please see Appendix 1.

2.11 Sanctions

Cricket Scotland shall have the power to impose sanctions on any club and/or player and/or team official in breach of the provisions of these rules.

3 Playing Conditions

3.1 Laws of Cricket

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply only when at least one umpire appointed by CSMOA is in attendance.

3.2 Pitch requirements

A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.

3.3 Teams

Each captain shall nominate 11 players in writing at the toss to present to the umpires and scorers.

Teams can play with less than 11 nominated players (minimum of 8). Any players lent by the opposing team can field but cannot bowl or bat.

Team captains are responsible for informing the umpires and scorers before the toss of any players aged Under 19 or below, to allow the ECB Match Directives for Young Players to be adhered to (see Appendix 1).

3.4 Cricket Balls & Clothing

A pink 5oz cricket ball will be used. All balls will be provided by Cricket Scotland. Either white or coloured clothing may be worn.

3.5 Bowling Restrictions

No bowler may bowl more than one-fifth of the total overs scheduled for that innings.

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

3.6 Wides

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 Bowler's End Umpire will call and signal 'Wide'. There are two exceptions to this Rule.

- (i) It is not a wide when the batter moves across to the off stump from their 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 when the batter plays or attempts to play, or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix 2) 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.

Off side - Any delivery that passes outside or crosses the off side wide line (see Appendix 2), 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. The umpire shall not adjudge a 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.

3.7 Law 17.1 (Number of balls) shall be replaced by the following :-

In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides or no balls bowled in an over, with the exception of :-

- (i) the final two scheduled overs of any innings and
- (ii) in the event that the final ball of an over restricted in length to eight deliveries is a No Ball, subsequent deliveries shall be permitted in order for Rule 3.9 to be applied.

3.8 No Balls

In addition to the Laws governing no balls, the following shall apply :-

The bowler shall be limited to one short-pitched ball per over. A short pitched ball is defined as one that passed or would have passed above shoulder height of the striker standing upright at the crease. The umpire at the bowler's end shall indicate clearly when such a short pitched ball is bowled. Should the one short-pitched ball be exceeded in any over, the umpire at the bowler's end shall call and signal No Ball.

3.9 Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) 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.

3.10 Fielding Restrictions

Two semi circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of the semi-circles shall be 25 yards (22.86 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery there must be not more than five fielders on the leg side.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 4 fielders may be outside the area described above.

In the event of an infringement of the above fielding restrictions the umpire at the striker's end shall call and signal "No Ball".

3.11 Duration of Matches

Except as detailed below each team competing in a match shall be entitled to bat for 20 overs or until the batting side is dismissed.

Competition matches shall, unless otherwise agreed by both clubs or where the CMG consider it necessary, commence at 1pm. For a 1pm start, the scheduled hours of play will be from 1pm to 4pm. There will be two sessions of play, normally of 1 hours 20 minutes each, **based on 4 minutes per over**, separated by a maximum interval of 20 minutes. There is no requirement to provide teas.

In all matches which are scheduled to start at 1pm or earlier, and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 60 minutes. This extension will not apply to matches which are scheduled to start after 1pm.

If the start of the match is delayed for more than 60 minutes due to inclement weather, the umpires, in consultation with the Captains, shall have the option of reducing the number of overs to be played, but never to less than 10 overs per side. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 5pm for a 1pm start (or equivalent finishing time for an earlier or later start) has been reached OR it is agreed to abandon the match, then the result, assuming that at least 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

3.12 No result in the first round

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date of 4 August. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 2.2 that the ground is unfit for play but, nevertheless, decided to travel.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, up to Wednesday 7 August, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 5 overs per side) can take place on that 'third' date.

The venue for the agreed 'third' date will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of minimum 5 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Umpires may, if circumstances (outdoors or indoors) permit, allow the following to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal after all 20 attempts (10 per side) the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the match will be decided by the toss of a coin conducted by CS.

3.13 Finals Day

Both **Semi-Finals** in 2024 will have a scheduled start time of 11am. There will be two sessions of play, normally of 1 hours 20 minutes each, separated by a maximum interval of 10 minutes. The scheduled hours of play will be from 11am to 1.40pm.

Where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes to 2.10pm.

If the start of a Semi-Final is delayed for more than 30 minutes due to inclement weather, the umpires will reduce the number of overs to be played, but never to less than 5 overs per side. The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 2.10pm has been reached OR it is agreed to abandon the match, then the result, assuming that 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

The **Final** of the Competition will have a scheduled start time no later than 4pm. For a 4pm start time, the scheduled hours of play will be from 4pm to 6.50pm.

Where the start of play in the Final is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes.

If the start of the Final is delayed for more than 30 minutes due to inclement weather, the umpires shall have the option of reducing the number of overs to be played, but never to less than 5 overs per side. The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 7.20pm has been reached OR it is agreed to abandon the match, then the result, assuming that 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

In the event of the competition not being completed on Finals Day then the non-completed ties will be rescheduled for the reserve date.

If a winner is not obtained on the Finals Day reserve date, the Umpires may, if circumstances (outdoors or indoors) permit, allow the following to achieve a result in the Semi-Final and/or the Final.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal after all 20 attempts (10 per side) the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis.

If circumstances make the above impossible in the Final, the trophy will be shared.

On Finals Day, the CS Match Manager shall have the authority from the CMG to make amendments to these rules as deemed appropriate.

April 2024

Appendix 1 : ECB MATCH DIRECTIVES FOR YOUNG PLAYERS

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Safety Guidance on the Wearing of Cricket Helmets and Faceguards

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

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

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

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Fielding Regulations

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

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

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

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

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Appendix 2 : ADDITIONAL CREASE MARKINGS

As a guideline to the umpires for the calling of wides on the offside (Rule 3.6), 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.

