

CONSTITUTION - Appendix 1A

PLAYING REGULATIONS

1) DURATION

- (a) Matches will start at 12.30pm.
- (b) The toss will automatically be awarded against the team unable to toss the coin 15 minutes before the scheduled start.
- (c) The tea interval shall be 30 minutes in duration and will normally be taken between the innings. If the first innings finishes before 3.00pm, tea will be taken at 4.00pm.

2) FORMAT

- (a) Each first and second eleven match shall consist of 50 overs per side, a toss of the coin giving the winning captain the usual options.
- (b) The side batting first can declare “innings closed” at any time (which will count as batting for the full allotted overs should Duckworth Lewis need to be applied), with the time saved being added to the time allowed for interruptions before Duckworth/Lewis is applied.
- (c) Any side declaring innings closed or conceding defeat will be considered to have been bowled all out, unless the side batting first declares and wins the game outright, where the bowling side in the first innings will only be awarded the appropriate points for the wickets actually taken.
- (d) If either side is not ready to commence the match at the time appointed, the offending side(s) shall be reported to the Management Committee. (*Refer also to playing regulation 5(d)*)
- (e) Unless the Captains decide otherwise before the toss for innings, the pitch may be covered completely at any time during the match
- (f) At the instant of delivery, a minimum of four fielders (plus the bowler and wicket keeper) must be in an area bounded by two semi circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch.
 - a. In the event of an infringement, the umpire shall call “no-ball” at the instant of delivery.
 - b. The fielding circle should be marked by white discs at a minimum of five yard intervals.

3) POINTS SYSTEM

- (a) Points will be awarded as follows:-

Outright win by side losing toss, whether batting first or second – 12 points, otherwise

	Side batting first	Side batting second
Outright Win by side winning toss and batting second	0	10
Outright Win by side winning toss and batting first	12	0
Drawn Match where side batting second is not all out and within 10 runs of side batting first	8	4
Drawn Match where side batting second is not all out and within 20 runs of side batting first	9	3
Drawn Match where side batting second is not all out and within 30 runs of side batting first	10	2
Drawn Match where side batting second is not all out and NOT within 30 runs of side batting first	11	1
Tie (includes draw where scores finish level)	6	6
Cancelled or Abandoned March	5	5

Batting Points (maximum 5)

For every 25 runs over 100 1 point
 Side batting second and winning; For each 2 wickets intact 1 point

Bowling Points (maximum 5)

For every two wickets taken 1 point

- b) If a team contains fewer than 11 players and their opponents dismiss all those present, then they shall be deemed to be all out (*i.e. bowling side is awarded 5 points*)
- c) League tables will be compiled on the basis of aggregate points. In the event of more than one team having exactly the same aggregate then the team that satisfies the following criteria (in descending order) will be deemed to be the higher placed team.
- (i) The team that accumulates the highest points in the matches played between the respective teams.
 - (ii) The team that accumulates the highest points in the matches played between the respective teams plus the team in the next highest position. (Additional teams shall be added until the teams can be separated. NB if the matches played between teams are unequal, then in the case where a team has been played twice, the points awarded will be halved for the purposes of tie-breaking.

BONUS POINTS TABLE FOR REDUCED OVER MATCHES

Where reduced over matches are played, or an innings is reduced, in accordance with Regulation 7 and, if appropriate Appendix 4, or a match is abandoned, bonus points shall be awarded as per the tables below.

(i) BATTING

	RUNS SCORED				
45 to 50 overs	125	150	175	200	225
40 to 44 overs	120	140	160	180	200
35 to 39 overs	110	125	140	160	180
30 to 34 overs	100	115	130	145	160
25 to 29 overs	90	105	125	140	150
20 to 24 overs	80	90	105	130	140
10 to 19 overs	60	75	90	105	120
Under 10 overs	40	50	60	70	80
	POINTS AWARDED				
	1	2	3	4	5

(ii) BOWLING

	WICKETS TAKEN									
	1	2	3	4	5	6	7	8	9	10
	POINTS AWARDED									
45 to 50 overs	0	1	1	2	2	3	3	4	4	5
40 to 44 overs	0	1	2	2	3	3	4	4	5	5
35 to 39 overs	1	1	2	3	3	4	4	5	5	5
30 to 34 overs	1	1	2	3	4	4	5	5	5	5
25 to 29 overs	1	2	3	4	4	5	5	5	5	5
20 to 24 overs	1	2	3	4	5	5	5	5	5	5
10 to 19 overs	2	3	4	5	5	5	5	5	5	5
Under 10 overs	2	3	5	5	5	5	5	5	5	5

4) BOWLERS' LIMITATION

- (a) No bowler may bowl more than 12 overs in an innings, except where matches are reduced in overs by the provisions of Playing Regulation 5, when the following maxima shall apply

45 to 49 overs match	11
40 to 44 overs match	10
35 to 39 overs match	8
30 to 34 overs match	7

Where overs are reduced after interruption(s) occur, new maxima as per the above table will apply, (even if before an interruption occurred a bowler or bowlers may have already bowled more overs than the new maximum.)

(b) ECB Fast Bowling Match Directives (as set out below) shall apply to all matches:-

Age Group	Maximum overs per spell	Maximum overs per day
Under 13	5	10
Under 15	6	12
Under 16,17,18,19	7	18

- (a) For the purpose of these Directives a fast bowler is defined as a bowler to whom the wicket keeper **in normal circumstances** would stand back to take the ball.
- (b) Having completed a spell the bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell have been bowled from the same end.
- (c) 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.
- (d) 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.
- (e) If the interruption is 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- (f) Once a bowler covered by these directives has bowled in a match he cannot exceed the maximum numbers of overs per day for his age group, even if he subsequently bowls spin. He can exceed the maximum number of overs per spell if bowling spin, but cannot revert to bowling fast until an equivalent numbers of overs to the length of his spell have been bowled from the same end.
- (g) If a bowler bowls spin without exceeding the maximum numbers of overs in a spell, the maximum will apply as soon as he reverts to bowling fast.

5 MATCH CANCELLATIONS, DELAYED STARTS & INTERRUPTIONS

(a) MATCH CANCELLATIONS

Matches should not be cancelled due to weather conditions/fitness of ground unless the circumstances are such that a delayed start match cannot be achieved. The Home Club shall inform the Away Club when a match is cancelled, but if the Away Club has reasonable grounds to believe that the cancellation is for reasons other than weather conditions/fitness of ground, they shall have the option to investigate the matter as follows: -

- (i) The Away Club shall inform the Home Club and the Secretary of the League that they believe the cancellation is unreasonable, keeping notes of who they informed and at what time. The away club must send a report including this data, and the reasons why they decided to investigate the matter to the Secretary of the League within 5 days of the match date.
- (ii) The Away Club shall at their expense, request two umpires on the League Umpires Panel (local, if possible to the home ground) to visit the ground immediately and compile a report on fitness for play. The Secretary of the League must receive this report within 5 days of the match in question.
- (iii) The Umpires should advise the Home club of their presence and purpose and request the attendance of an official of the Home club while they make their inspection.
- (iv) In cases where the Umpires' Report concludes that the actions of the home club in cancelling the game at the time were unreasonable in view of the then prevailing weather conditions/fitness of ground, the League Secretary will send a copy of the report to the Home Club advising that the matter will be brought to the attention of the Management Committee. The Management Committee, after obtaining comment from the Home club, will determine whether the matter represents a breach of the regulations, and if so apply warnings, penalties, and/or fines, including declaring the match defaulted by the Home team as per regulation 11.
- (v) The fee for requesting Panel Umpires to make a Fitness for Play inspection will be determined from time-to-time by the Management Committee. *(NB The Fee is £10 until further notice)*

(b) DELAYED STARTS

Where a match is unable to start at the scheduled time, the match will be reduced by one over per side for each full seven minutes of playing time lost, subject to a minimum of 60 overs per match

(c) INTERRUPTIONS

(i) Where Interruptions occur after a match has been started: -

(1) In matches where independent umpires are provided by the League, and provided more than 60 minutes in total of playing time have been lost (*but see iv below*), then the number of overs allowed will be reduced according to the rules below:-

- Overs reduction in the first innings will be on the on the basis of one over per side for each full seven minutes lost, with a minimum of 30 overs per side being allowed, or if the side batting first has already exceeded the number of overs to be allowed to it, a minimum of 20 overs to be allowed to the side batting second.
- Overs Reduction in the second innings will be on the basis on 1 over for each full 3½ minutes lost, with a minimum of 20 overs being allowed.

(2) Where the league provides no independent umpires, then the number of overs allowed may not be reduced until more than 60 minutes playing time has been lost, and then only by agreement between the captains and subject to a minimum of 30 overs per side, unless the Captains agree to apply the Duckworth Lewis methodology.

(ii) If a match is abandoned after 20 overs or more have been bowled in the second innings then the result of the match will be computed via the Duckworth/Lewis methodology. If the side batting second are not computed to have won the match, then the match will be drawn with differential draw points computed against the revised target.

(iii) If a match is abandoned with less than 20 overs bowled in the second innings then no result will be computed, the match will be recorded as abandoned and points (including bonus points) will be awarded as per playing regulation 3 above.

(iv) If both captains agree then up to 90 minutes of playing time may be lost before Duckworth-Lewis is implemented.

(v) Once over reductions occur then innings totals and (if appropriate) the result will be computed via Duckworth/Lewis tables provide by the League.

6) WIDE BALL

In addition to any wide that may be called under the definition of a wide as per Law 25, Umpires will deem any ball wide if it passes both outside the batsman and outside the line of the Leg Stump.