

SHROPSHIRE COUNTY CRICKET LEAGUE

PREMIER & DIVISION ONE

PLAYING CONDITIONS

Win/Lose matches

(2021)

In the event of any conflict between (a) Premier / Division One Playing Conditions and the Premier / Division One Playing Directives and (b) any other conditions, directives or regulations of the Shropshire County Cricket League, the Premier / Division One Playing Conditions and the Premier / Division One Playing Directives shall prevail in respect of Premier / Division One cricket (other than play off matches).

Except as varied hereunder the Laws of Cricket 2017 Code (2nd Edition 2019) shall apply. All matches shall be played on the day designated by the Management Committee.

1. DURATION

- 1.1 Scheduled hours of play for Premier shall be 12.00 p.m. to 7.10 p.m. (September matches 11.30am to 6.40pm) and for Division One 12.00p.m. to 6.30 p.m. (or until the allotted overs are completed). All timings are subject to adjustment, depending on the start time, and the timings in subsequent conditions shall be adjusted by the amount by which the starting time is also adjusted. Up to 30 minutes of extra official playing time is allowed to make up for playing time lost in accordance with condition 3.2.
- 1.2 There will be a 30 minute tea interval taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. In this case, there shall be a 10 minute interval between innings unless the break coincides with the end of an innings when the 30 minute tea break shall be concurrent.
- 1.3 Each Premier match shall consist of a maximum of 50 overs per innings and 45 overs for Division One save where time is lost after the scheduled 12.00 p.m. commencement due to inclement weather or other unavoidable cause when the number of overs shall be reduced as hereinafter provided.
- 1.4 The captain of the batting side may not declare his innings closed at any time during the course of the match. Should the side batting first be bowled out before the overs it is entitled to have received been completed, the side batting second shall be entitled to bat for 50 overs (Premier) / 45 overs (Division One) or as reduced due to inclement weather or other cause.
- 1.5 If a team is dismissed and tea is not ready, a 10 minute interval between innings shall be taken and play shall continue for a minimum of 15 overs or 60 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes in duration.

- 1.6 Allowances will be made for unavoidable breaks in play which are of a duration of five minutes or more and confirmed to the fielding captain and the batsman at the wicket at the time of the delay. Breaks of less than five minutes are to be ignored and no allowances made. Batsmen are expected to cross on the field of play at the fall of a wicket.
- 1.7 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Two drinks intervals per innings are permitted but no allowance shall be provided for them.
- 1.8 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of conditions 1.1 to 1.7 as appropriate.
- 1.9 Play may continue after the scheduled or re-scheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.

2. MATCHES WITH NO DELAYS OR INTERRUPTIONS

- 2.1 If the team bowling first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and condition 5 shall apply.
- 2.2 If the team bowling second fails to bowl the required number of overs by the scheduled time for the cessation 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 has been achieved and condition 5 shall apply.

3. DELAYED STARTS AND INTERRUPTIONS

- 3.1 Should the match commence later than the scheduled 12.00 p.m. (11.30 for Premier Division in September) commencement time due to inclement weather or other cause and the toss has not taken place. the number of overs available to each side shall be equal and the umpires shall reduce the number of overs per team by one over for every completed eight minutes of time lost subject to condition 3.5 below.
- 3.2 When calculating overs lost, the umpires shall ignore the first 30 minutes of stoppage time. Overs only begin to be lost once more than 30 minutes of cumulative match playing time has been lost. The 30 minutes stoppage time may accrue in one or more than one breaks in play and in either innings.
- 3.3 To constitute a match, a minimum of 20 overs must be bowled to the side batting second unless a result has been achieved earlier save that, providing the team batting first has received at least 20 overs, if subsequent interruptions mean that there is insufficient time for the team batting second to receive a minimum of 20 overs, either captain, at his request, may be given the opportunity to play to secure a win. The target score to win and thresholds for batting and bowling bonus points will be based upon 20 overs received. Should a win not be secured (i.e. target achieved or bowled out), the match shall be deemed to be abandoned with no additional bonus points accrued following the request. Condition 5 shall apply.
- 3.4 No game may start after 4.50 p.m. (minimum 40 overs plus 10 minute interval between innings assuming tea has already been taken)

- 3.5 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval).
- 3.6 Should calculations regarding the number of overs result in a fraction of an over, the fraction shall be ignored. 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 has been completed.
- 3.7 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).
- 3.8 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.
- 3.9 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 four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account.
- 3.10 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 resulting from the previous interruption.
- 3.11 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed and condition 5 shall apply.
- 3.12 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 allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time. However, 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.
- 3.13 Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- 3.14 A re-scheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play as the commencement of the second innings.
- 3.15 If the team fielding second fails to bowl the revised 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, and condition 5 shall apply.

4. NUMBER OF OVERS PER BOWLER

- 4.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings (Premier). In a 45 overs match, no bowler may bowl more than 9 overs in an innings (Division One). In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 50/45 overs, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. in a 43 over match, three bowlers may bowl nine overs and no other more than eight overs.
- 4.2 In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated in accordance with condition 4.1 above.
- 4.3 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.
- 4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
- 4.5 The ECB Fast Bowling Directives may affect the above over limitations.

5. OVER RATE PENALTIES

- 5.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time (Premier) and 45 overs within 3 hours playing time (Division One). Umpires will make allowances for all Covid Sanitisation breaks.
- 5.2 In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled at the cut-off time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- 5.3 If the innings is terminated before the scheduled or re-scheduled cut off time no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- 5.4 Play must not continue until the umpires and scorers are satisfied that the score is correctly displayed on the scoreboard.
- 5.5 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled closing time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

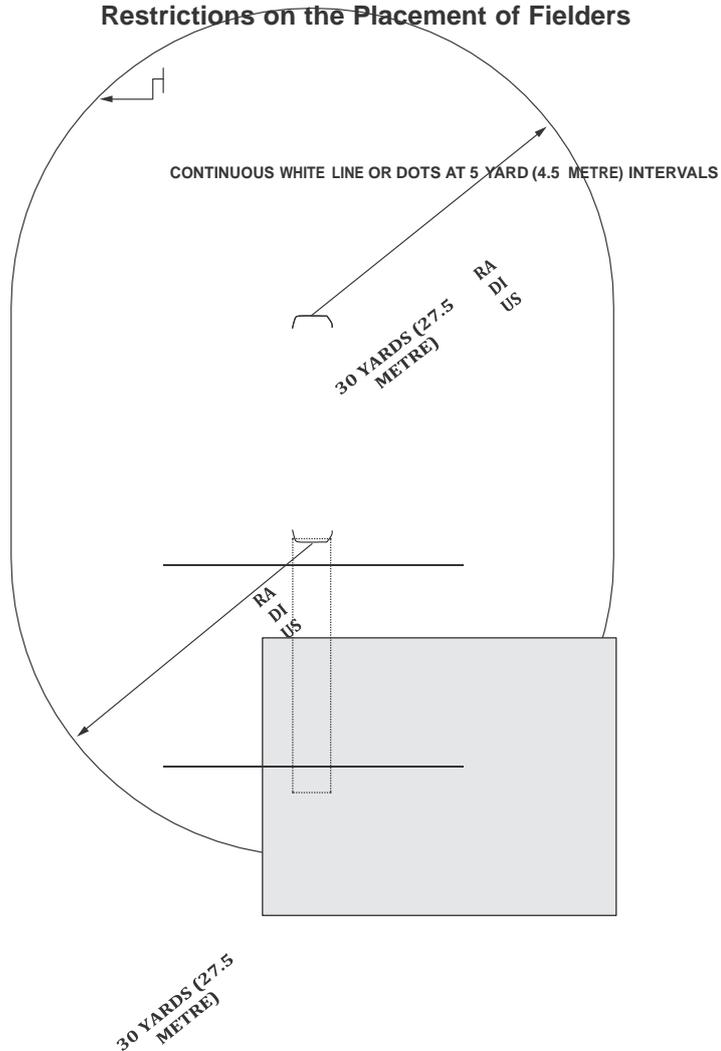
5.6 In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of condition 5 only - they do not influence the recalculated number of overs or the scheduled close of play.

5.7 For the avoidance of doubt, one over's leeway means that the fielding side must be in a position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.

5.8 Over rate penalties apply only to innings of 20 overs or more duration.

This is the only penalty for a slow over rate

Restrictions on the Placement of Fielders



At the instant of delivery:

Premier

- 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.
- 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.
- 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.

Division One

- Powerplay 1** – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
- Powerplay 2** – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.
- Powerplay 3** – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive.

6. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 6.1 At the instant of delivery, there may not be more than five fielders on the leg side.
- 6.2 In addition to the restriction contained in condition 6.1 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 are set out in the following paragraphs.
- 6.3 The following fielding restrictions shall apply:

For each match there shall be 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. The “boundary” of the fielding restriction area should be marked with white plastic or rubber discs (7” diameter) at intervals of no more than 8 yards (minimum of 29 discs required). Additionally, white painted dots or a continuous painted white line may be used.

At the instant of delivery:

- a. **Powerplay 1** – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive (Premier). In an innings of 45 overs, these are overs 1 to 9 inclusive (Division One).
- b. **Powerplay 2** – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. In an innings of 45 overs, these are overs 10 to 36 inclusive (Division One)
- c. **Powerplay 3** – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive. In an innings of 45 overs, these are overs 37 to 45 inclusive (Division One)
- 6.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in condition 6.5. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 6.5 If play is interrupted during an innings and the table in this condition applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of conditions 6.4 and 6.5

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.

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

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.

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

6.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".

6.8 In the event of the striker's end umpire failing to call and signal "No ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that umpire's attention. If the striker's end umpire is able to verify the breach he shall call and signal "No ball". If the striker's end umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

7. NO BALLS

7.1 The penalty for a No ball will be 1 run.

7.2 In addition to 7.1 above, the delivery following a No ball shall be a free hit for whichever batsman is facing it. This applies for 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.

7.3 If the delivery for a 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.

7.4 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".

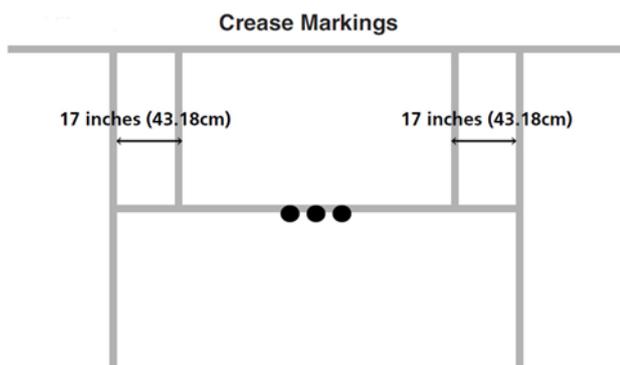
7.5 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the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

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

8. WIDE BALLS

8.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.

8.2 As a guideline to the umpires for the calling of wides on the offside the crease marking detailed in the diagram printed below shall be marked in blue at each end of the pitch.



8.3 A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)

8.4 If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances condition 8.3 shall not apply and the guidance given in condition 8.2 shall apply on both the off side and the leg side.

9. THE BOWLING OF FAST SHORT PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires are able to apply at any time.

9.1 A bowler shall be limited to one fast short-pitched delivery per over.

9.2 A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.

- 9.3 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.
- 9.4 In addition, for the purposes of this regulation and subject to 7.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
- 9.5 For the avoidance of doubt any fast short pitched delivery that is called a "No ball" under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 9.6 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 9.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his head with the other hand.
- 9.7 If a bowler delivers a second 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, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 9.8 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 and direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 9.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 9.10 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.
- 9.11 At the end of the match, the umpires will then report the matter to the League Secretary who shall take such action as is considered appropriate against the captain and the bowler concerned.

10. THE BOWLING OF DANGEROUS AND UNFAIR NON-PITCHING DELIVERIES

Players and officials should acquaint themselves with Law 41.7.

11. RESULT

11.1 A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.

11.2 Save as hereinafter provided a match shall be won by the team which has scored the most runs.

11.3 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then scores are tied.

11.4 If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allotted number of overs (providing that it has received not less than 20 overs) the result should be decided by the Duckworth Lewis method as determined and agreed by the captains, umpires and scorers.

11.5 If after the restart of play it is discovered that the wrong Duckworth Lewis target had been set, the faulty target shall stand.

11.6 If the score of the team batting second surpasses the 'target score' at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.

11.7 A match shall be tied if the scores are equal at the end of the match.

11.8 Part overs shall be calculated using the following decimals:

1 ball = 0.1667 overs

2 balls = 0.3333 overs

3 balls = 0.5 overs

4 balls = 0.6667 overs

5 balls = 0.8333 overs

Use of the Duckworth Lewis (DL) method to determine the result in games of 50 or fewer overs after an interruption(s)

1. The Home club shall provide
 - (i) a DL Manager who may or may not be the scorer and must identify himself/herself to the umpires and captains before the start of the game
 - (ii) a laptop computer or mobile phone app configured with the latest DL 2 (professional version) software provided by the League or via Play-Cricket Scorer Pro

For Division One the umpires, captains and scorers will be expected to work as a team and use the Play-Cricket Scorer Pro mobile app in circumstances where there is not a scorer proficient in laptop scoring.

2. After any hold up in play, the umpires will notify the scorers of the number of overs lost and the scorers will perform the DL calculations required.
3. If the DL Manager is not the scorer, he/she must understand the DL method and must check the scorer's calculations.
4. The umpires are only responsible for recalculating the overs and giving these details to the scorers but they must both satisfy themselves as to the correctness of all such calculations before allowing further play to take place.
5. It is the responsibility of the home team to provide the captains and umpires with a sheet or a mobile phone app showing the par score at the end of each over according to how many wickets have been lost. The sheet/app shall be produced at the beginning of the second innings in all matches and revised after every interruption with an amended sheet/ app provided to each captain and the umpires.

For Division One the use of the mobile phone app will be sufficient.

6. From the beginning of the second innings in all matches, the DL target score at the end of the over in progress shall be displayed on the scoreboard and updated whenever it changes.

For Division One in the absence of official scorers that responsibility lies with the batting team.

7. Failure to carry out 5 and 6 above should be reported by the umpires to the League Secretary. The League has the power to impose points and/or financial penalties as they see fit.
8. Any dispute between the scorers and DL Manager as to the par score or any other DL matter shall in the first instance be referred to the captains who shall endeavour in good faith to resolve it. Only if the captains fail to reach agreement shall the matter in dispute be referred to the umpires whose decision shall be final.

12. POINTS

12.1 Win - 20 points

Tie	-	8 points (plus any bonus points)
Abandoned	-	5 points (plus any bonus points)
Lose	-	0 points (plus any bonus points)

Bonus Points shall be awarded as follows:

12.2 Batting

Batting bonus points are only available when a minimum number of 20 overs have been bowled in an innings.

Average run rate of 2.00 to 2.99 runs per over	-	1 point
Average run rate of 3.00 to 3.99 runs per over	-	2 points
Average run rate of 4.00 to 4.99 runs per over	-	3 points
Average run rate of 5.00 or above runs per over	-	4 points

- When a team is dismissed, the average run rate shall be calculated by dividing the total by the number of overs available to the batting side.
- When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total by the number of overs (including part overs) received at the close of the innings.

12.3 Bowling

Bowling bonus points are available from the start of an innings.

3 wickets taken	-	1 point
5 wickets taken	-	2 points
7 wickets taken	-	3 points
9 wickets taken	-	4 points

Note i) Should the batting side play with less than eleven players due to either a player or players being absent, or leaving the field through illness, injury or other cause so that his/their innings cannot be completed and the remainder of the side are dismissed before the last ball of the day, then the batting side shall be considered 'all out' and the bowling side shall receive maximum bowling points.

Note ii) See Law 25.4 (Batsman leaving the field) – 'retired – not out'

12.5 In the event of a delayed start reducing the total number of overs in a match or a reduction in the number of overs available to the side batting second, after the match has commenced, the thresholds for bowling bonus points shall be pro-rated according to the number of overs available at the start of the innings as follows:-

	4 points	3 points	2 points	1 point
41-50 overs	9 wickets	7 wickets	5 wickets	3 wickets
31-40 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-30 overs	7 wickets	5 wickets	3 wickets	1 wicket