

RULES AND PLAYING ARRANGEMENTS – 2021

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1. GENERAL

1.1 The Rules and Playing Arrangements set out below apply to all divisions of the Shropshire County Cricket League (hereinafter referred to as “the League” or “the SCCL”), except where these are amended in the Premier Division and Division One Playing Directives and Match Rules document(s).

1.2 These Rules are binding on all players and clubs. In the event of any contravention, the League (or its Management Committee or constituent sub-committees) shall have powers to award or deduct points, declare a match void, and/or levy fines on any offending clubs, officials or players.

1.3 The Management Committee shall adjudicate on all matters not specifically covered by these Rules. The League’s judgment shall be final and binding on all clubs.

1.4 The subscription is £50 per team, to be paid to the Treasurer not later than 1st May by direct debit or standing order (see also Rule 22.2).

1.5 All clubs in the League must appoint a Welfare Officer and must register, in writing, any changes to that appointment with the League’s Welfare Officer.

1.6 All matches shall be played in accordance with current MCC Laws of Cricket

1.7 Before the start of each season every member club shall send to the League Secretary a **Declaration** signed by its Chairman and Secretary committing the club to abide by the constitution and rules of the League, and to observe the code of conduct and the laws of cricket. A club shall accrue no points until the signed Declaration has been received by the League.

1.8. ECB safeguarding guidelines require all captains and vice captains to have an up to date ECB DBS. Please refer any queries to the League Welfare Officer

2. PLAYERS

2.1 Registration

2.1.1 All players in SCCL matches must be registered with the League, and player registration must be in accordance with current ECB regulations.

2.1.2 Registration will be via the League’s Play-Cricket website. Clubs may also register new players by phone or text to the Registrations Co-ordinator before noon on the day of the game, provided that the player’s details are entered onto the Play-Cricket website within 48 hours. Any team playing unregistered players will be deducted two points per player per offence.

2.1.3 Before the start of each season, all clubs fielding three or more teams in the SCCL and/or Birmingham and District Premier Cricket League (BDPCL) must register with the Registrations Co-ordinator the names of **10 nominated players** who will not play below their second team and who must be regular 1st and 2nd team players.

Also, clubs whose 2nd XI play in the Sunday divisions must, at the start of the season, submit a list of **4 elite players** that are ineligible for the 2nd team. This list must also be submitted to, and approved by, the Registrations Co-ordinator.

If this rule is breached, points will be awarded or deducted in accordance with Rule 2.5. Applications to relax this provision, which will only be permitted in exceptional circumstances, must be made to the Registrations Co-ordinator at least 48 hours before a match. See also Rules 2.2.1 to 2.2.5 below.

2.1.4: No permission will be granted to register players for matches in the Premier Division and Division One after **1st August**. In all other divisions, clubs can register players until the end of the season, provided they comply with the provisions of Rule 2.1.2.

2.2 Eligibility

2.2.1 No player suspended by a Board or another League will be permitted to play in the SCCL.

2.2.2: A player who has played in a total of 12 or more 1st/2nd/3rd/4th team games during the season shall not be allowed to play in any of the last three matches in a lower team. Any player that has not reached this 12-game threshold must, in order to be eligible for whichever lower team he is selected in the last three games, have played at least two matches in that specific XI (or a lower XI) at some stage of the same season.

2.2.3 Once a player has played four games for a 1st XI, he will not be eligible to play for any team below the 2nd XI for the remainder of the season.

2.2.4 Once a player has played in a Birmingham League game, he will not be eligible to play below his club's 3rd XI for the remainder of that season. Such players may however play for that club's higher-ranked teams in the SCCL provided they are properly registered.

2.2.5 Any player who plays weekend cricket for a different club in a different league will require the specific consent of the Registrations Co-ordinator to be eligible to play in the SCCL.

2.2.6 Any team found guilty of playing a player under a false name will automatically forfeit the match (24-0 or 20-0 according to match format) and will incur an additional penalty of 10 points. Further action may also be taken against the individual and club concerned.

2.2.7 No-one who has played in a Birmingham League fixture is eligible to play in the last three matches of the league programme unless he has already played at least three SCCL matches in the same season.

2.2.8 Clubs must declare, to the Registrations Co-ordinator, the date of birth of all players aged 19 or less on the 31st August of the previous year.

2.3 Transfers

2.3.1 Transfers cannot be undertaken on the League's Play-Cricket website.

2.3.2 Any club wishing to transfer a player shall complete an official transfer form (available on the league website) and forward it to the Registrations Co-ordinator together with a letter (or email) from the player's previous club confirming that he has fulfilled his obligations. He may not play in a League match for his new club until permission has been granted. In the case of a financial dispute between the player and the departing club, then the transfer will not proceed until the matter has been resolved to the satisfaction of the league.

2.3.3 No transfers will be permitted after 1st August.

2.3.4 Loan players (new rule):

For season 2021 the SCCL are trialling a new loan system for under 18 players (under the age of 18 as of August 31st 2020). Any team who plays in Division Three and below (but not Sunday teams), may register a player from any team in the SCCL to play for their club on a temporary basis, providing both clubs notify the Registrations Secretary of the arrangement. The term of the loan can be open-ended but no loan player can play in any game in September. The parent club can recall their player at any time with notice to the Registrations Secretary. Any player on loan may play for his parent club on a Sunday as well as his on-loan club the day previously, but this player will count as one of the four players allowed to play on both days. See also rules 2.1.3, and 3.3

Just to be clear Sunday teams cannot loan players in.

2.4 Player Categories including Overseas Players

Definitions of player categories are in Appendix A.

2.4.1 Clubs must ensure that all relevant regulations are complied with by checking evidence of any player's continuous residence in the UK. Failure to comply will mean any such player is deemed ineligible.

2.4.2 At least nine Category 1 players must play in every team.

2.4.3 No Category 2 player (contracted to First-Class county) may play in the SCCL.

2.4.4 Each club with a team(s) in the SCCL will be able to register/engage ONE Category 3 'overseas' player only, who will not be able to play any lower than the club's 2nd XI. Should a club's 1st XI play in a higher league (i.e. the BDPCL), that club can still register only ONE Category 3 'overseas' player who may play in either its 1st XI or 2nd XI in the SCCL.

2.4.5 The player's eligibility must be confirmed by the Registrations Secretary before he is permitted to play in the SCCL.

2.4.6 Each club in the SCCL will also be permitted to register and play one category 3 Exempt player to play in the SCCL in the 2021 season, but this must be approved by the registrations secretary before that player is eligible to play a match. A category 3 exempt can play in any team within that club subject to standard eligibility rule.

2.4.7 No replacement Category 3 nor Category 3E player will be permitted to play under any circumstances at any stage of the season.

2.5 Penalties for Playing Ineligible Players

Any team that fields a player in contravention to Rules 2.1.3, 2.2.1 to 2.2.5, 2.4.1 to 2.4.7, and 3.3 & 3.4 shall have all points gained from that match disallowed. The offending team will also be deducted a further 10 points, and **all other teams from that club will also have 10 pts deducted**. The non-offending team shall be awarded maximum points available. A further two-point deduction will apply for fielding each unregistered player not covered by this rule, and further action may be taken.

Any breach of the above rules must be reported to, or picked up by, the Results Secretary within seven days of the match in which the breach occurred taking place, and reported to the clubs directly involved. No action will be taken after seven days has elapsed.

3. TEAM SELECTION

3.1 Every club that has a Sunday team must email selections for **all** weekend sides to the Registrations Co-ordinator by 6.00pm Friday before the games. Any alterations must be emailed to the same address by noon on the day of the match. Failure to do so will result in a two-point deduction for each team.

3.2 Clubs are obliged to field 11 players for all matches. If short of players, the highest-ranked teams should be filled first. If, in failing to do this, the League considers a club is attempting to gain an advantage, points will be deducted.

3.3 A player may play on both Saturday and Sunday of the same weekend for their club with the following restrictions:

1) A maximum of four qualifying players per team in any one week including any loan players;

- 2) The player must have played in the immediate team above (e.g. 2nds on Saturday, 3rds on Sunday; clubs with two Sunday teams can split the 4 eligible players across their 3rds and 4ths)
- 3) loan players can play for their loan club on a Saturday and also their parent club on a Sunday
- 4) This rule is not to take precedence or infringe on any other league rule
- 5) This rule applies to all clubs including those whose 1st team play in the Birmingham League.

3.4 Team selection should take account of the ECB Guidelines for Junior Players in Open Age Cricket as detailed in Appendix C. Briefly, any players who are not in County or Area squads must be 12 years old on 1st September of the preceding year before being able to play in any open age cricket. Written parental consent is also required for these players.

4. PREPARATION OF PITCHES

4.1 This must be in accordance with the MCC Laws of Cricket. Pitches must not be watered in the 48-hour period preceding any match.

4.2 Matches will normally be played on grass pitches. But provided both captains agree on match day, a game may be played on an artificial pitch when conditions would otherwise prevent it being played. If captains fail to agree, the match is cancelled and points are awarded accordingly.

4.3 Every club should if possible cover its entire 22-yard pitch from the previous Thursday evening. The covers may be removed for drying purposes at the discretion of the groundsman.

4.4 Pitches should be marked as shown in the diagram in Appendix B. The protected area is five feet in front of the popping crease, and one foot either side of middle stump on the bowling crease.

4.5 Home clubs are responsible for setting up both sets of wickets before the start of a match, for the sweeping and remarking of creases between innings, and for the roller between innings if requested. Umpires must report any failings to the Results Co-ordinator. Points may be deducted from persistent offenders at the League's discretion.

5. CANCELLATION OF MATCHES

5.1 Weather

5.1.1 In bad weather, a pitch inspection should be carried out on match day between three and two hours before the scheduled start.

5.1.2 Normally both teams must report to the ground before making a decision if conditions are fit for play. But the match may be

called off without the away team travelling, subject to the following conditions:

- Captains of both teams agree by speaking together and not by any other form of communication (see also 5.1.3).
- The weather conditions and forecast are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time allowable.

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

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

5.1.4 If the away team exercises its right to travel under 5.1.3, but the match is cancelled without play, the away team is responsible for paying the full attendance fees of any or both panel umpires.

5.1.5 If the away team cancels a fixture within 48 hours of the scheduled start, it must contribute towards any reasonable costs unavoidably incurred by the home team in preparing for the match.

5.1.6 If play is possible after the away side exercised the right to travel, the matter will be referred to the League Secretary, who following discussion with the Disciplinary sub-committee, will impose a minimum penalty of 10 points on the home side.

5.2 Other reasons

5.2.1 In cancelling a fixture owing to a shortage of players, a club shall cancel the match of the lowest-ranked team playing on that particular day and shall have points deducted from the record of its team(s) as follows:

- First offence – five points deduction
- Second offence – 10 points deduction and 5 points for all higher teams within that club.
- Each subsequent offence – 10 points deduction plus 10 points deduction for all of the club's other teams in the League.

5.2.3 The team deprived of a game via Rule 5.2.1 shall be awarded 24 points in WDL matches and 20 pts in WL matches.

5.2.4 Any team which fails to fulfil five matches in any one season will be expelled from the League forthwith (in 2021 this will be subject to League executive ratification) All results and points gained will be deleted, subject to the Management's decision.

5.2.5 The League shall call a match void if they deem it necessary, and may award or deduct points at their discretion.

6. MATCH FORMATS

Teams in Division 6, and Sunday Divisions 1 and 2 will play the WIN/LOSE format all season. Premier Division, Divisions 1-5 will play a split of WDL/WL/WDL Matches playing each opponent once in each format. Division 7 teams will play 12 Win Lose matches and 6 WDL matches Please refer to the fixtures section of the League Website for precise details.

Teams in Division Six and Sunday Divisions One and Two will play the WIN/LOSE format all season. Premier Division, and Divisions One-Five will play a split of WDL/WL/WDL matches, playing each opponent once in each format. Division Seven teams will play 12 Win/Lose matches and 6 WDL matches. *Please refer to the fixtures section of the League website for precise details.*

7. ALLOCATION OF POINTS

All Divisions except Premier and Division One

7.1 Only wickets taken shall count towards the number of bowling bonus points awarded, even in the event of declarations (which are not permitted in the W/L format).

7.2 If the innings ends because a side is all out, the fielding side shall be awarded maximum bowling points even if the batting team has less than 11 players.

7.3 **Win W/D/L – 24 points**, but only **20 points** for a side that wins the toss and opts to bat second (plus, in both cases, umpire and scorer bonus points where applicable – see 7.10).

Win W/L – 20 points to the team that scores the most runs in a completed match, irrespective of the toss.

7.4 **Lose:** Bonus points only (both formats).

7.5 **Draw** (W/D/L format only): Bonus points for both sides, plus 10 points divided between the teams as follows (points for side batting first are shown first)

5 – 5 If the number of runs scored in both innings is the same

6 – 4 If 90% or more of the first innings total is scored

7 – 3 If 80% but less than 90% of the first innings total is scored

8 – 2 If 70% but less than 80% of the first innings total is scored

9 – 1 If 60% but less than 70% of the first innings total is scored

Note If 60% of the first innings total is not scored, the team batting first shall gain **20** points in total (plus umpire & scorer points where applicable) , and the team batting second will receive just their bonus points (plus umpire & scorer point where applicable).

7.6 **Tie:** five points each + bonus points (both formats)

7.7 **Bowling bonus points:** one point for every two wickets

7.8 **Batting bonus points all divisions:** one point for reaching 100, 125, 150, 175, 200 runs.

7.9 **Umpire bonus points:** one point for teams providing a suitably qualified and registered umpire (see 18.5), applicable in all divisions except the Premier and Division One. **If a panel umpire designated for a match withdraws less than 48 hours before the designated start time, the team will still receive the point.**

7.10 One point for teams **providing a scorer**. See Rule 19.1 for criteria.

7.11 **Cancelled (not started):** five points each in WDL and 5 points in WL.

7.12 **Abandoned:** Five points (WDL) and 5 points (WL), plus umpire and scorer bonus points (which are only available if a minimum of 10 overs is played). A point cannot be claimed for an umpire or scorer in a conceded or cancelled match (both formats).

8. TEAMS

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

9. THE BALL

9.1 In all divisions two new balls, specified by and purchased through the League, shall be used in each game. The **home** team shall provide **both** balls, and the visiting captain will be offered the choice. If only one ball is available for whatever reason, then the away team will choose what to use.

9.2 Home clubs must ensure that a selection of at least six suitable spare balls of varying ages and use are available to the umpires before the toss. These balls must be approved by both captains at the toss, may not be changed thereafter, and the umpires will select a spare from this stock if the ball is lost.

9.3 The cost of balls shall be notified to member clubs and payment shall be made to the Treasurer by the due date (see also Rule 1.4).

9.4 If a team is withdrawn from the League after its allocation of balls has been ordered or purchased, that club shall reimburse the League for all ball costs (see also Rule 22.3).

9.5 Balls and team-sheets etc, will be available for collection at the compulsory pre-season Captains' Meeting. If the meeting is not held then the League will make alternative arrangements

10. SIGHTSCREENS

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

11. START TIMES AND LENGTH OF MATCHES

11.1 Start times are NOON for all matches April to September inclusive. However, provided BOTH teams agree, then matches may be arranged to start either an hour earlier or up to two hours later. In all such cases, the League secretary must be notified of this change prior to 48 hours before the start of the match

11.2 Any club wishing to rearrange the date of a fixture must obtain the agreement of the opposition and the Results Co-ordinator not less than 10 days before the date of the proposed alteration.

11.3 All changes of venue must be agreed with the visiting team and notified to the Results Co-ordinator.

11.4 Default overs for **both formats** are as follows:

Premier Division: 50 overs per side

Divisions One-Three: 45 overs per side

Divisions Four-Seven and both Sunday divisions: 40 overs per side

In Division Two and below the overs can be reduced before the toss (to a minimum of 25 overs a side), providing both captains agree that a full overs game is not possible owing to bad weather. Once a match has started there can be no reduction of overs.

(Premier Division and Division One, see separate document)

11.5 The side batting second in WDL games shall utilise any balance of overs not used by the side batting first. Any odd balls bowled shall constitute an over. But in WL games the team batting second cannot utilise any overs unused in the first innings. Declarations are not permitted in WL cricket.

11.6 The toss shall take place at least 15 minutes before the scheduled starting time. If a team is unable to comply, the opposition may claim the toss.

A team will be deemed to be late if less than seven members are present at the time of the toss.

11.7 A player arriving more than two hours after a match has started will only be permitted to play if the opposing captain agrees, and must have been nominated on the team sheet before the start of the match. However he will NOT be permitted to play once the second innings has started.

12. BOWLING REGULATIONS

12.1 Bowlers' Restrictions – Divisions Two-Seven, Win/Draw/Lose matches

12.1.1 In these divisions no bowler may bowl more than 30% of the available overs up to a maximum of 15. This limit applies in all scenarios regardless of the amount of overs available (e.g. where there are extra overs in the second innings owing either to a declaration or the side being bowled out in the first innings).

Overs are always rounded up, so that in a 45-overs innings the 30% maximum is 13.5 rounded up to 14. If there are 41 overs available, it is 12.3 rounded up to 13.

12.1.2 Teams must use at least **five** bowlers, all of whom must bowl a minimum of **five** overs each. Alternatively, the overs of any bowler may be shared with a 6th, 7th or 8th bowler, provided that the aggregate of overs bowled by these players is at least five. The five-bowler rule applies to a completed innings:

Example 1: 40-over innings: The fielding side bowls a team out in 24 overs using two bowlers. This is allowed as there would still have been the opportunity to utilise the minimum of five bowlers.

Example 2: 40-over innings: The fielding side bowls a team out in 38 overs using four bowlers. This is not allowed as there would not have been sufficient overs left to utilise the remaining bowler(s).

Example 3: 45-over innings: The team batting first declares on 39 overs, with the fielding side not having used their fifth bowler but the first four bowlers having bowled at least five overs each. This is fine as the remaining six overs (that weren't bowled) would have allowed the fifth and sixth (and maybe other) bowlers to complete the remaining allocation as required.

12.2 Bowlers' Restrictions – All Divisions Win/Lose matches

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

13. ECB FAST-BOWLING DIRECTIVES

13.1 These will be followed as described in Appendix B.

13.2 It is the responsibility of the captain to inform the umpires, prior to the start of the match, of the names and relevant age group of any player under-19 as at midnight on 31st August of the preceding year.

13.3 Captains are expected to ensure that any fast bowler who falls within the under-19 age group and younger does not exceed the ECB Directives for maximum overs per spell, maximum overs per day, and minimum rest periods between spells.

13.4 In these circumstances, should the captain refuse to withdraw a bowler who should be rested, the umpire (or if one is not present, the opposing captain) will inform the captain that he will be in breach of the ECB Directives and therefore: a) he will personally assume full responsibility for this action including transfer of all legal liabilities to him from the umpires, and b) both captain and bowler will be reported to the league. On receiving such a report, the league will impose sanctions against the club, captain or bowler, which may include suspension and/or deduction of points.

13.5 A fast bowler is defined as one to whom a wicket-keeper in the same age group would, in normal circumstances, stand back to take the ball.

14. FIELDING REGULATIONS

14.1 At the instant of delivery a maximum of five fielders shall be outside an area bounded by two semi-circles centred on each middle stump, each with a 30-yard radius and joined by a parallel line on each side of the pitch. In the event of an infringement, the striker's-end umpire shall call and signal a no-ball.

14.2 The fielding circles must be marked by white plastic discs at five-yard intervals, measuring approximately seven inches in diameter.

14.3 All substitute fielders must be SCCL registered player(s) for either club involved in the match.

15. DELAYED STARTS AND INTERRUPTIONS, Division Two and below:

15.1 No match shall start later than four hours after the scheduled start (see Rule 11.1).

15.2 A loss of up to 30 minutes' play owing to bad weather shall be ignored.

15.3 In the event of interruption by weather, light or other unforeseen circumstances amounting to more than 30 minutes after the scheduled start time, play shall cease on the completion of 20 overs in the final hour of play (but play will continue until the end of that hour, as per the Laws of Cricket), starting at 6.30 or on the completion of the number of overs that constitute that particular match.

15.4 If a further interruption of play occurs during the final 20 overs, the number of overs will be reduced by one over for every three minutes lost. Play will continue until the completion of the reduced number of overs, or 7.30, whichever shall be the later.

15.5 If the teams are off the field of play at the scheduled closing times detailed above, play shall be abandoned.

15.6 If the side batting second does not receive as many overs as the side batting first without achieving a result, then the game is classed as abandoned and points will be awarded accordingly.

16. NOTIFICATION OF RESULTS

Premier Division and Division One Matches

16.1 Premier and Division One result sheets must be signed by both captains and all match officials and handed to the umpires, who will post them first class or email them to the Results Co-ordinator.

All Divisions

16.2 All home teams shall enter a full scorecard on their Play-Cricket website by noon on the day after the game. Failure to do so will result in the home team receiving a one-point deduction. The away team will have a further 24 hours to check entries and to add/amend fielders' details (no penalties apply).

16.3 It is the home club's responsibility to complete a full match result sheet (including all players' names as they appear on league registration) and, except for the Premier and Division One, either post it first-class on the Monday following the match to the Results Co-ordinator (or send by email as an attachment). Failure to do so will result in the home team being deducted two points for each offence.

16.4 The result of a match can only be changed by the League after the match result sheet has been signed by both team captains and umpire(s).

17. TEA INTERVAL

There will be a 30 minute tea interval between innings. Players and Officials will bring their own refreshments

18. UMPIRES

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

18.2 Each panel umpire will receive a match expenses fee of 80% of the BDPCL amount from the home team in the Premier Division and from each team requesting panel umpires in Division One who must pay the umpires before the toss takes place. In the Premier Division the home team also pays when panel umpires are present but no play is possible. In Division One teams requesting panel umpires will make this payment. When Rule 5.1.4 applies, the away team will pay.

18.3 If an umpire stands alone, he will be the official umpire for the match and shall stand at the bowler's end throughout the match. He will receive one and a half of the match expenses fee, paid by the home team before the game in the Premier Division and shared between the teams in Division One.

18.4 Panel umpires will complete the Umpires Match Report, marking all teams regarding ground, facilities and fair play, and are encouraged to comment on the conduct of both teams and captains. The reports will be sent to the Results Co-ordinator and sanctions will be applied as necessary. All umpires are encouraged to comment on the conduct of teams and captains on either the Umpires Match Report or on the Match Result Sheet. See website.

18.5 For the 2021 season an umpire's point is available for all sides in all matches in Division Two and below. In order to qualify for the point, an umpire must be suitably qualified. Ideally all umpires should be Stage 2 qualified and members of ECB ACO. This year the minimum requirement is that umpires must have completed the ECB online course titled Umpires Stage One. All umpires must carry an up-to-date DBS.

18.6 No person under the age of 16 is allowed to umpire at the bowler's end unless he/she is a qualified ECBACO Stage Two umpire.

18.7 Premier and Division One captains are required to assess umpires by emailing an Umpires Performance Report to the League Umpires Secretary to arrive not later than the Thursday following the match. In other divisions, captains are required to assess umpires' performance on the Match Result Sheet.

18.8 Mobile phones are not permitted to be used on the field of play by either players or umpires, other than in exceptional circumstances.

19.SCORERS

19.1 A scorer's point is available for all matches for Division Two and below. For 2021, scorers who have completed the ECB ACO scoring course ("Basics of Scoring, Club Scorer or Level 2") and show evidence of completing the course will be able to claim the scorer's point. The bonus point is applicable to all divisions except the Premier and Division One, where a qualified scorer is mandatory.

The League at its discretion may allow an individual who has displayed exceptional long-service to qualify for the bonus point without the need to take the online course. All scorers aged over 16 must have an up to date ECB DBS

So that we can prepare a list of "qualified" scorers for the 2021 season, please email your scorer's current online certificate &/or submit your "long service application" to Craig Simms (craig.simms64@sky.com) initially before the start of the season. To reflect this change, the Results Sheets will be amended to allow the scorer's signature & printed name to be included.

19.2 Sheltered, weatherproof facilities must be provided for scorers, eg provision of a gazebo or similar, where no other covered accommodation is available. The League reserves the right to impose any appropriate penalty if this requirement is not met.

19.3 Two scorers must sit in reasonable proximity to the scoreboard ensuring that overs, runs and wickets are correctly recorded and adequately displayed at the end of each over.

19.4 Immediately upon the conclusion of each innings, the captains, scorers and umpires shall agree the accuracy of the recorded scores. The umpires' decision shall be final.

20.NO BALL

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

20.1.1 Briefly:

- Short-pitched ball over head height – no-ball – see Law 21.10
- Short-pitched ball over shoulder height – one permitted per over, thereafter no-ball – see Law 41.6.3 and 41.6.4
- High full-pitched ball over waist height (regardless of pace) – no-ball – see Law 41.7.1 and 41.7.2
- Dangerous or deliberate bowling of a high full-pitched delivery – no-ball and removal of bowler from the attack – see Laws 41.7.1 ,41.7.2, 41.7.3, and 41.7.4

- Before reaching the popping crease and/or striker, the ball bounces more than once, rolls along the ground or pitching off the pitch – no-ball – Law 21.7

20.1.2 Either umpire shall call and signal no-ball if, other than in an attempt to run out the non-striker, the bowler breaks the wicket at any other time after the ball comes into play, and before he completes the stride after the delivery stride – Law 21.6

20.2 Free hit (Win/Lose matches only)

20.2.1 All divisions (except Premier and Division One): only foot-fault no-balls will result in a 'free hit' delivery

20.2.2 Fielders must remain in their same position for the free hit unless the batsmen change ends, although a fielder positioned less than 15 yards from the striker may retreat on the same line, as long as he is still within 15 yards of the striker

20.2.3 If the free-hit delivery is not legitimate, then the next delivery will become a free hit for whichever batsman is on strike. And so on.

20.2.4 The legitimate free-hit delivery counts as a ball in the over.

21. WIDE BALL

All Divisions except Premier and Division One

21.1 WDL matches: An umpire shall call and signal 'wide ball' if a delivery makes it virtually impossible for the striker to play a normal cricket stroke, particularly a ball outside leg stump. Umpires should be further guided by the 17-inch lines inside the return creases, but a wide should NOT be called: a) if the ball makes contact with the striker's bat or person; b) if the striker brings the ball within reach by attempting to play it; c) the striker steps away from the ball; d) the ball passes inside the 17-inch line on the off side of the bat.

21.2 In WL matches, while a strict and consistent interpretation of the law is required, it is NOT recommended that all balls are called a wide that pass leg side of the batsmen.

22. POINTS DEDUCTIONS, FINES AND SURCHARGES

All divisions

22.1 **20 points deduction per team** for all clubs that: 1) fail to return trophies to League Secretary or Awards Chairman by deadline of 1st Sept; 2) fail to attend the League AGM; 3) fail to attend pre-season Captains' Meeting if the meeting is held. If a trophy is found to be damaged or requires cleaning when returned, the offending club will be invoiced with the cost of the renovation work or the cost of a replacement.

22.2 Any club which has not paid its subscription by the due date (see Rule 1.4) will be liable to a surcharge of £10 per team for every month or part of a month that it is in arrears.

22.3 Any club which has not paid for its allocation of League balls by the due date (see Rule 9.3) shall be liable to a surcharge of £10 per team.

22.4 Any club that resigns or withdraws any team(s) from the League after 31st October (see Rule 23.3) is liable to be charged the full subscription for the coming season, plus any expenses incurred by the League on its behalf. The club's highest-ranked team will have 50 points deducted from its record. Subject to the Management's decision, no further applications from that club to enter teams into the League will be considered for up to three years, and the same applies to any club or team expelled from the League (see Rule 5.2.3).

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

23. PROMOTION & RELEGATION, STRUCTURE & MEMBERSHIP

23.1 The League will look to operate a two-up two-down promotion and relegation system to affect all divisions, although more or fewer teams may be promoted or relegated at the Membership and Structure Committee's discretion.

23.2 The League will inspect the grounds of all clubs seeking promotion to the Premier Division, Division One and Division Two. Minimum ground and facility requirements are set out in Appendix C.

23.3 All clubs, whether SCCL members or not, must indicate to the SCCL the number of teams it wishes to enter for the following season not later than 31st October of the previous year. This applies to all new applications and withdrawals, and to all requests by teams wishing to switch from Saturday to Sunday cricket or vice versa. The Management Committee may delay this date in the event of any issue beyond its control.

23.4 Team prerequisites for divisional membership: Only 1st XIs with a 2nd XI, and 2nd XIs with a 3rd XI (in both cases playing in the SCCL), will be allowed to play in the Premier Division. Only clubs with Clubmark will be permitted into Division One and Premier Division. Subject to any future decisions by the Management Committee, there are no restrictions on membership for other divisions, although no club will have two sides in the same division unless they are in the lowest division available.

23.5 Declaration of Intent – Premier Division only:

23.5.1 Prior to the last six games of the season, the leading clubs at that stage will be required to sign a Declaration of Intent confirming that the club will apply for entry to the BDPCL should it become champions.

23.5.2 Any club that fails to sign to sign and return the document to the SCCL secretary by 31st August will (if necessary) have sufficient points deducted on completion of the final round of matches to ensure it does not finish in first place.

23.5.3 Any club – having properly signed and returned the Declaration of Intent – that subsequently informs the SCCL that it will not accept the BDPCL invitation will receive a substantial financial penalty at the league's discretion together with a significant points deduction at the start of the following season.

24. LEAGUE POSITIONAL PLACINGS

24.1 Teams will be ranked according to points awarded. However in the event of any division being prevented from being completed as planned, a points average may apply as an alternative.

24.2 If two or more sides finish equal on points, final positions – both generally and for the purposes of promotion & relegation – shall be determined as follows:

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

25. LEAGUE WEBSITE

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

26. PENALTY RUNS

26.1 The only penalty runs that will be applied below Division One will be

- a) no-balls and wides
- b) 5-run penalty runs for ball striking an unworn helmet placed in the field
- c) 5-run penalty for unfair fielding of the ball – Law 28.2

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

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

27. DAMAGE TO GROUND AND FACILITIES

27.1 If damage is caused to any member club's ground and facilities by visiting player(s), the visiting club shall be responsible for the payment and repair of such damage .

APPENDIX A DEFINITIONS OF PLAYER CATEGORIES CATEGORY 1

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

CATEGORY 2 – CONTRACTED PLAYER

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

CATEGORY 3 – OVERSEAS PLAYERS

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

CATEGORY 3 (E) – OVERSEAS PLAYER (EXEMPT)

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

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

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

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

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

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

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

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

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

Appendix B

CONCUSSION

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

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

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

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

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

Children and adolescents require special considerations.

Further details are available from the ECB website at www.ecb.co.uk/concussion-in-cricket/concussion-resources-and-downloads

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

SAFETY MEASURES FOR HELMETS WITHIN RECREATIONAL CRICKET

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

PLAYERS OVER THE AGE OF 18

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

YOUNG PLAYERS UNDER THE AGE OF 18

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

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

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

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

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

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

BRITISH SAFETY STANDARD FOR CRICKET HELMETS

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

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

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

Further information on the wearing of helmets can be found at www.ecb.co.uk/governance/regulations/non-first-class-regulations

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

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

guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First Class Cricket Department.

The guidance is as follows:

General

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

Restrictions

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

Minimum Age

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

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

This means boys and girls who are county squad and area squad players are able to play open age group cricket if they are in U12 Age group and are a minimum of 11 years old on 1st September of the year preceding the season. District and club players who are not in county or area squads must wait until they reach the U13 age group, be in Year 8 and be 12 years old on 1st September of the preceding year before being able to play in any open age cricket. As before, written parental consent is required for these players. In addition the guidelines note the need for clubs and leagues to recognize the positive experience that young players should have in open age cricket. Clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

ECB FAST BOWLING MATCH DIRECTIVES FOR YOUNG PLAYERS

Age Up to 13 = max 5 overs per spell (max 10 overs per day)

U14, U15 max 6 overs per spell, max 12 overs per day

U16, U17, U18, U19 max 7 overs per spell, max 18 overs per day

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

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

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

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

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

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

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

** Any reference to he/his should be interpreted to include she/her.*

FIELDING REGULATIONS FOR YOUNG PLAYERS

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

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

Appendix C

GROUND and FACILITIES CRITERIA

Minimum facilities requirements for **all divisions**:

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

Appendix D

Electronic Live Scoring - Facilities/Hardware requirements Premier Division. Also recommended in Division One

- Clubs/scorers will require a laptop with Play-Cricket Scorer PRO software installed and a power supply.
- WiFi should be available if possible
- A printer is required for printing off DLS scores for umpires, captains and scorers. There should also be a facility for clearly displaying the DLS par score which should be changed at the end of each over.
 - Clubs should enter their teams on PlayCricket before 10pm on the evening before the game to enable scorers to download the game before they arrive at the match (this is very important if there is a problem logging on to the internet.)
 - It is recommended that scorers bring a scorebook to all games as a back-up in case of any problems with live scoring