

SHROPSHIRE COUNTY CRICKET LEAGUE

PREMIER & DIVISION ONE

PLAYING CONDITIONS

Win/Lose/Draw matches (other than play off 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 should be played on the day designated by the Management Board.

1. DURATION

1.1 Scheduled hours of play for Premier shall be 12.00 p.m. to 6.30 p.m and for Division One 12.00pm to 5.55pm (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.

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 All Premier matches will be of 100 overs play for the day and 90 overs for Division One. In an uninterrupted match, the duration of the first innings shall be 50 overs in Premier and 45 overs in Division One unless a declaration is made or the innings is completed earlier based on 3 minutes and 30 seconds per over.

1.4 If a team batting first is dismissed or declares before their maximum overs allocation is completed, then any complete overs remaining will be available to both sides. The time allowed to bowl the new total of overs shall be calculated in accordance with the overs chart, allowing 3 minutes and 30 seconds per over.

1.5 If a team is dismissed (or a declaration is made) 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 50 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes.

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 Three minutes will be allowed for each drinks interval plus two minutes for each wicket that falls in an innings up to and including the fall of the ninth wicket. There will be no allowance for the tenth wicket that falls, in either innings, or for any wicket taken with the final ball of an innings or immediately before a declaration.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 In the event of bad weather causing a delayed start and the toss has not taken place, the number of overs available to each side shall be equal. The umpires shall reduce the number of overs per team by one over for every seven minutes of time lost between the scheduled start time and the actual start time.
- 2.2 If, after the completion of the first innings, there is insufficient time for the team batting second to receive a minimum of 20 overs, the match shall be deemed to be abandoned save that either captain, at his request, may be given the opportunity to play to secure a win. Should a win not be secured, the match shall be deemed to be abandoned with no additional bonus points accrued following the request (i.e. winning draw and losing draw points are not available).
- 2.3 If rain falls after the toss but before the scheduled start, thus delaying the start, condition 2.1 above shall be applied.
- 2.4 No game shall start after 4.00 p.m. (Minimum 40 overs plus 10 minute break between innings assuming tea has already been taken).
- 2.5 Where time is lost due to inclement weather after the start of the match, the number of overs to be played shall be reduced by one over for every full 3 minutes and 30 seconds lost. The team batting first shall complete its initial allotted overs unless it is dismissed or opts to declare. The number of overs received by the team batting second shall be reduced. The cut-off time shall be calculated before the start of the innings by multiplying the number of overs remaining by 3 minutes and 30 seconds.
- ~~2.6 If the first innings is completed prior to the scheduled or re-scheduled time for the start of the interval, 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.~~
- 2.7 If play is suspended during an over in the second innings, the number of full overs to be bowled shall be re-calculated and any balls not bowled in the incomplete over shall be added.
- 2.8 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 2.9 If the first innings is interrupted due to inclement weather and time is lost, a target for a winning draw must be agreed by umpires, scorers and captains before the second innings starts. If it, subsequently, transpires that the target had been miscalculated, the original target will stand.
- 2.10 If the second innings is interrupted, play may not resume until a revised target for a winning draw has been agreed by the umpires, scorers and captains.
- 2.11 If the players are off the field of play at the scheduled or re-scheduled cut-off time for the second innings the match is at an end.

3. NUMBER OF OVERS PER BOWLER

- 3.1 No bowler may bowl more than 30% of the available overs in any innings up to a maximum of 15 in the Premier and 14 in Division One.
- 3.2 In an interrupted match in the second innings, if, on resumption, a bowler has exceeded the new maximum number of overs permitted he shall not be allowed to bowl again in that innings. However, if an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- 3.3 The umpires shall, prior to the start of the innings, or on resumption of play after an interruption, advise the captains and scorers of the maximum number of overs available per bowler.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his team's over rate. He may check the rate with the umpires at any time during the innings.
- 4.2 The minimum over rate to be achieved by both teams will be 17 overs per hour and the following penalty point deduction shall apply during the season if this is not achieved:-
- 1st Occasion – a warning from the League Secretary
 - 2nd Occasion – One point deduction
 - 3rd Occasion – Two point deduction
 - 4th Occasion – Three point deduction
- In the event of further reports, the points deduction will increase by one point for each report.
- 4.3 It is within the Spirit of the Game for the umpires to advise captains when they are falling behind the over rate, and, in addition, to advise them at the close of play that they will be notifying the League Secretary via the Umpires' Report if they have failed to maintain an overall rate of 17 overs per hour. Failure by the umpires to comply with this clause shall not invalidate the deduction of points.
- 4.4 Time allowances will not be subject to retrospective negotiation. The umpires' decision shall be final and there will be no right of appeal.
- 4.5 There will be no penalty for slow over rates in any innings that lasts less than 20 overs. In all reduced overs matches, the fielding team will be given one over's leeway to complete their allotted overs.
- 4.6 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. RESTRICTION ON PLACEMENT OF FIELDERS

In addition to Law 28.4, the following shall apply:-

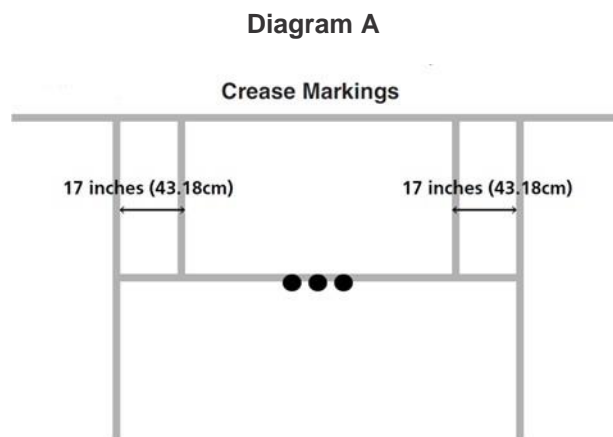
- 5.1 For each match there shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. The "boundary" of the fielding restriction area should be marked with white plastic or rubber discs (7" diameter) 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, no more than five fielders shall be permitted outside the field restriction area. In the event of an infringement, the striker's end umpire shall call and signal "No ball" and the score shall be adjusted in accordance with Law 21. An extra delivery in that over shall be allowed as a consequence.
- 5.2 In the event of the striker's end umpire failing to call and signal "No ball" when the fielding restrictions have been breached, immediately the ball becomes dead, the striker may draw the matter to the attention of the umpire. 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, he shall confirm that the events of the delivery shall be unchanged.

6. WIDE BALLS

6.1 Law 22.1 will apply but in addition:-

- (i) For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict Limited Over Wide interpretation shall be applied.
- (ii) For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide interpretation shall be applied.

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



6.3 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, the guidance given in condition 6.2 shall apply on both the off side and the leg side.

7. 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.

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

7.2 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.

7.3 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.

7.4 In addition, for the purposes of this regulation and subject to condition 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".

7.5 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.

7.6 In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in condition 7.2 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.

7.7 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of "No ball" and when the ball is dead, shall caution the bowler 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.

7.8 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.

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

7.10 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.

7.11 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.

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

Players and officials should acquaint themselves with Law 41.7.

9. POINTS

9.1 For the winning side that wins the toss and elects to field = 20 (including bonus points). However, if a side "claims" the toss and fields, 24 points will be awarded should they win the match.

9.2 for the winning side in all other instances = 24 (including bonus points).

9.3 for a tie = 8 each side (plus bonus points)

Points for a tie may only be claimed when the side batting second has been dismissed.

9.4 for a loss = 0 (plus bonus points).

9.5 for a winning draw in an uninterrupted match when both sides receive the same number of overs
= 10 points (plus bonus points) awarded to the side batting first, when the score of the side batting second is less than, or equal to, 80% of the score of the side batting first.

= 8 points (plus bonus points) awarded to the side batting first, when the score of the side batting second is more than 80% of the score of the side batting first.

9.6 for a winning draw in an uninterrupted match when both sides do not receive the same number of overs, i.e. when the side batting first has declared

= 10 points (plus bonus points) awarded to the side batting first, if the average run rate of the side batting second is less than, or equal to, 80% of the average run rate, scored in the first innings.

= 8 points (plus bonus points) awarded to the side batting first, if the average run rate of the side batting second is more than 80% of the average run rate, scored in the first innings.

9.7 for a winning draw in an interrupted match when both sides do not receive the same number of overs, due to an interruption after the match has commenced

= 10 points (plus bonus points) awarded to the side batting first, if the side batting second fails to score more than 80% of the average runs per over, scored in the first innings, and uprated in accordance with the formula set out below condition 9.17, provided that at least 20 overs have been bowled in the second innings.

= 8 points (plus bonus points) awarded to the side batting first, if the side batting second scores more than 80% of the average runs per over, scored in the first innings, and uprated in accordance with the formula set out below condition 9.17, provided that at least 20 overs have been bowled in the second innings.

= 8 points (plus bonus points) awarded to the side batting second that earns a winning draw, due to a faster run rate, provided that at least 20 overs have been bowled in the second innings.

9.8 for a draw where average run rates per over are equal

= 5 each side (plus bonus points).

9.9 for a losing draw = 2 (plus bonus points).

9.10 for an abandoned game with some play
= 5 each side (plus bonus points).

9.11 for an abandoned game with no play = 5 each side.

9.12 Batting bonus points will be awarded as follows:

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.

9.13 Bowling bonus points will be awarded as follows:

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'

9.14 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 due to an interruption in the 1st innings 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	3	2	1
41-	9	7	5	3
31-	8	6	4	2
20-	7	5	3	1

9.15 In a match where a positive result is not obtained because of adverse weather conditions:

- i) Provided the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the conditions set out above.
- ii) If the side batting second has not received more than 20 overs (unless there is a result earlier), then 5 points are due to each side for an abandoned match plus any bonus points which may have been earned.
- iii) If the side batting second receives more than 20 overs, but the last over due in the match has not been bowled, then the match will be classed as abandoned as a draw. Each side shall retain its bonus points plus points for a winning or losing draw.
- iv) If a match is abandoned without a ball being bowled, each side receives 5 points.

9.16 In reduced over matches:-

If a win is not secured, the result shall be based on the side with the higher overall scoring rate based on:-

- i) team declared - runs divided by overs received.
- ii) otherwise - runs divided by overs allocated.

9.17 To calculate the average runs per over divide the total runs scored by the number of actual overs and balls received.

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

This method of calculation is used when an innings is curtailed or declared, this is the same in both interrupted and uninterrupted matches. To calculate the average runs per over when a side is bowled out, divide the total runs scored by the number of overs that were available to the batting side, as adjusted by the umpires if appropriate.

Formula for calculating the target for a winning draw when the side batting second receives less overs than the side batting first due to time being lost during the 1st innings in Win/Lose/Draw matches

Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the 1st innings, the target for a winning draw will be calculated immediately prior to the start of the 2nd innings, using the following formula:-

$$(100 + \{B \times 1.2\}) \times C \div 100$$

B = difference in the number of overs received by each side at the commencement of the 2nd innings.

C = average run rate per over achieved by the side batting first.

1st innings run rate = (1st innings score) \div (number of overs allocated to the team batting first).

Note: i) The run rate of both the first and second innings shall be calculated to two decimal places and the target shall be rounded upwards to the nearest run.

Note: ii) The run rate and the target shall be agreed by both scorers and umpires prior to the start of the innings and once agreed shall be final.

Note: iii) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.

Note: iv) If the second innings commences with the same number of overs allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.

Example A.

1st Innings Score = 222 for 7 (50 overs)

2nd Innings reduced to 30 overs $(100 + \{20 \times 1.2\}) \times 4.44 \div 100$ i.e. $(100 + 24) \times 4.44 \div 100$

$124 \times 4.44 = 550.56$

$550.56 \div 100 = 5.51$

$30 \text{ overs} \times 5.51 = 165.3$

Therefore, target for winning draw = 166

$165.3 \times 80\% = 132.24$

Therefore, 80% target = 133

Example B.

1st Innings Score = 207 for 9 (45 overs)

2nd Innings reduced to 30 overs $(100 + \{15 \times 1.2\}) \times 4.60 \div 100$ i.e. $(100 + 18) \times 4.60 \div 100$

$118 \times 4.60 = 542.8$

$542.8 \div 100 = 5.43$

$30 \text{ overs} \times 5.43 = 162.9$

Therefore, target for winning draw = 163

$162.9 \times 80\% = 130.32$

Therefore, 80% target = 131

Example C.

1st Innings Score = 246 for 8 (50 overs)

2nd Innings reduced to 45 overs $(100 + \{5 \times 1.2\}) \times 4.92 \div 100$ i.e. $(100 + 6) \times 4.92 \div 100$

$106 \times 4.92 = 521.52$

$521.52 \div 100 = 5.22$

45 overs $\times 5.22 = 234.9$

Therefore, target for winning draw = 235

$234.9 \times 80\% = 187.92$

Therefore, 80% target = 188

Formula for calculating the 80% target when a side batting second receives more overs than the side batting first, due to a declaration or a dismissal

Example D.

1st Innings Score = 275 for 8 declared (47 overs)

2nd Innings increased to 53 overs

Average run rate in 1st Innings = 5.85†

5.85×53 overs = 310.05

$310.05 \times 80\% = 248.04$

Therefore, 80% target = 249

Example E.

1st Innings Score = 189 all out (40 overs)

2nd Innings increased to 60 overs

Average run rate in 1st Innings = 3.78*

3.78×60 overs = 226.80

$226.80 \times 80\% = 181.44$

Therefore, 80% target = 182

† *Run rate based on total runs scored divided by number of overs received*

* *Run rate based on total runs scored divided by number of overs allocated*

Work Sheet to calculate the target for a winning draw when the team batting second receives less overs than the side batting first due to time being lost during the 1st innings in Win/Lose/Draw matches.

Apply the following formula

$$(100 + \{B \times 1.2\}) \times C \div 100$$

B = Difference in overs for each side at start of 2nd innings

C = Average run rate of team batting first

Example F:

1st innings score 275 for 7 off 50 overs

2nd innings reduced to 45 overs

$$(100 + \{5 \times 1.2\}) \times 5.50 \div 100 = 5.83 \text{ (H)}$$

$$45 \times 5.83 = 262.35 \text{ Winning draw target} = 263 \text{ (J)}$$

$$80\% \text{ target} - 262.35 \times 80\% = 209.88 = 210 \text{ (K)}$$

A 100

B Total runs scored in 1st innings

C Total overs used in 1st innings

D Run rate of side batting first **B ÷ C**

E Overs to be bowled at side batting second at start of innings

F Difference in overs **C - E**

G **F x 1.2**

H Run rate for team batting second **(A + G) x D ÷ A**

J Target for winning draw for team batting second

K 80% Target **J x 80%**

100	
275	
50	
5.50	
45	
5	
6	
5.83	
262.35	
210	

E x H

If there is an interruption in the 2nd innings:-

The original run rate calculated **(H)** is still used to recalculate **(J)** with the revised overs total for innings.

Recalculate **(K)** with revised overs total for innings.

Always calculate the cut off time for the 2nd innings (overs remaining x 3.5 minutes).

GUIDELINES FOR UMPIRES TO CALCULATE THE MAXIMUM NUMBER OF OVERS THAT A BOWLER IS PERMITTED TO BOWL IN W/L/D MATCHES

(please note 15 overs is the maximum for Premier and 14 overs for Division One)

Overs in an innings	Max Overs per Bowler	Overs in an innings	Max Overs per Bowler
Over 50	15	35	11
50	15	34	11
49	15	33	10
48	15	32	10
47	15	31	10
46	14	30	9
45	14	29	9
44	14	28	9
43	13	27	9
42	13	26	8
41	13	25	8
40	12	24	8
39	12	23	7
38	12	22	7
37	12	21	7
36	11	20	6

Guidelines for umpires & captains for matches which are delayed at the start due to poor weather conditions or other unavoidable cause in WIN/LOSE/DRAW

Premier and Division One

Minutes Lost	Premier Overs Left	Div One Overs Left	Overs Lost
3 1/2	99	89	1
7	98	88	2
10 1/2	97	87	3
14	96	86	4
17 1/2	95	85	5
21	94	84	6
24 1/2	93	83	7
28	92	82	8
31 1/2	91	81	9
35	90	80	10
38 1/2	89	79	11
42	88	78	12
45 1/2	87	77	13
49	86	76	14
52 1/2	85	75	15
56	84	74	16
59 1/2	83	73	17
63	82	72	18
66 1/2	81	71	19
70	80	70	20

Minutes Lost	Premier Overs Left	Div One Overs Left	Overs Lost
73 1/2	79	69	21
77	78	68	22
80 1/2	77	67	23
84	76	66	24
87 1/2	75	65	25
91	74	64	26
94 1/2	73	63	27
98	72	62	28
101 1/2	71	61	29
105	70	60	30
108 1/2	69	59	31
112	68	58	32
115 1/2	67	57	33
119	66	56	34
122 1/2	65	55	35
126	64	54	36
129 1/2	63	53	37
133	62	52	38
136 1/2	61	51	39
140	60	50	40

Minutes Lost	Premier Overs Left	Div One Overs Left	Overs Lost
143 1/2	59	49	41
147	58	48	42
150 1/2	57	47	43
154	56	46	44
157 1/2	55	45	45
161	54	44	46
164 1/2	53	43	47
168	52	42	48
171 1/2	51	41	49
175	50	40	50
178 1/2	49	n/a	51
182	48	n/a	52
185 1/2	47	n/a	53
189	46	n/a	54
192 1/2	45	n/a	55
196	44	n/a	56
199 1/2	43	n/a	57
203	42	n/a	58
206 1/2	41	n/a	59
210	40	n/a	60