



Shropshire County Cricket League

2023 Season Rulebook

100 KO Competition Rules



MANSFIELD SPORTS GROUP

Rulebook Contents

A.	Main Rules and Playing Arrangements	Page 3
B.	Sunday only additional rules	Page 27
C	Premier Division/ Division One Playing Directives	Page 28
D.	Premier Division/Division One WDL format	Page 36
E.	Premier Division/Division One WL format	Page 46
F.	100 Competitions	Page 60
G.	League Officials and Umpire Contacts	Page 67

MAIN RULES AND PLAYING ARRANGEMENTS – 2023

CONTENTS

- 1 GENERAL**
- 2 REGISTRATION AND ELIGIBILITY**
- 3 PENALTIES**
- 4 PREPARATION OF PITCHES**
- 5 CANCELLATION OF MATCHES**
- 6 MATCH FORMATS**
- 7 ALLOCATION OF POINTS**
- 8 TEAMS**
- 9 THE BALL**
- 10 SIGHTSCREENS**
- 11 START TIMES AND LENGTH OF MATCHES**
- 12 BOWLING REGULATIONS**
- 13 ECB FAST BOWLING DIRECTIVES**
- 14 FIELDING REGULATIONS**
- 14A SCCL “MANKAD RULE”**
- 15. DELAYED STARTS AND INTERRUPTIONS**
- 16 NOTIFICATION OF RESULTS**
- 17 TEA INTERVAL**
- 18 UMPIRES**
- 19 SCORERS**
- 20 NO BALL**
- 21 WIDE BALL**
- 22 POINTS DEDUCTIONS, FINES & SURCHARGES**
- 23 STRUCTURE AND MEMBERSHIP**

- 24 LEAGUE WEBSITE**
- 25 PENALTY RUNS AND LAW 42**
- 26 DAMAGE TO GROUND AND FACILITIES**
- 27. LIVE STREAMING PROTOCOL**

Appendix A: Definition of Player Categories

Appendix B: Safety and Fast Bowler directives

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 Safeguarding Officer and must register, in writing, any changes to that appointment with the League’s Safeguarding Officer.

1.6 All matches shall be played in accordance with current MCC Laws of Cricket unless specifically stated.

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 Safeguarding Officer.

2. REGISTRATION AND ELIGIBILITY

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

2.2 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. Failure to observe this rule will incur a **four-point penalty** per unregistered player, which may be increased at the discretion of the rules committee, depending on how crucial the non-registration is deemed to be.

2.3 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, a penalty will be applied.

2.4 Clubs must declare, to the Registrations Co-ordinator, the date of birth of all players aged 19 or less on the 31st of August of the previous year. Failure to do so will result in a four-point deduction per player.

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.

2.6 No player suspended by a Board, or another league will be permitted to play in the SCCL.

Rule 2.7 and 2.8 below only apply to Saturday teams .

2.7 Once a player has played six games for a 1st XI, either in the Birmingham League or the SCCL, he/she will not be eligible to play for any team below the 2nd XI for the remainder of the season. Once a player has played six games for a 2nd XI, he/she will not be eligible to play for any team below the 3rd XI for the remainder of the season.

2.8 Final games of the season (inc Birmingham League):

A player who has played in a total of 12 or more 1st/2nd/3rd/4th XI matches shall not be allowed to play in either of the last two matches in a lower team in the same season.

Birmingham League & Premier Division only: Any player who has not reached this 12-game threshold but has played at least twice in the BDPCL or SCCL Premier Division, must, in order to be eligible for whichever lower team he/she is selected in the last two games, have played at least two matches in that specific XI (or a lower XI) at some stage of the same season.

2.9 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 2.2.

2.10 Any team found guilty of playing a player under a false name will, apart from being penalised as per rule 3, be subject to further action involving both the individual and club concerned.

2.11 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/she has fulfilled his obligations. He/she may not play in a League match for his/her 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.

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

2.13 No transfers will be permitted after **1st August**.

2.14 LOANS – changed rule. This has been extended to include players of all ages (i.e. adults too) but still only applies to sides in **Division Three and below** and not Premier/One/Two and Sunday sides (see Sunday rules below).

The following caveats apply:

- No more than three loans per club at any one time
- No loan players allowed to play in September
- All loans can be registered up to 8.00pm Friday (day before the game) provided the loan player's parent club is also playing that same day
- All loans must be registered by 8.00pm on the Friday of the preceding week (eight days in advance) if the loan player's parent club or specific team is not playing on the Saturday of the following week.

The **Rules Chairman or Results/Registrations Co-ordinator** must be contacted for a decision on whether the following loans are valid: a) players (from both teams) of a match called off (for whatever reason) before the preceding Wednesday 8.00pm; b) players from a team left without a fixture because their scheduled opponents have dropped out of the league.

Loans can be actioned on Play Cricket admin by the club signing the loan player. The club loaning the player can cancel the loan at any stage.

2.15 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.

Player Categories including Overseas Players (see Appendix A)

2.16 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.

2.17 At least ten Category 1 players must play in every team.

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

2.19 Each club 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 the BDPCL, that club can register an overseas player who may play in the 2nd XI in the SCCL only, in addition to any overseas player they have in the BDPCL

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

2.21 No replacement Category 3 player will be permitted to play under any circumstances at any stage of the season.

3. PENALTIES

Any team that contravenes Rules 2.5 to 2.15 inclusive or any Sunday eligibility rules 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 5 points deducted. The non-offending team shall be awarded maximum points available.

Any breach of the above rules must be reported to, or picked up by, the Results Co-ordinator or his Assistant 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.

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 D. 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 Rules chairman and 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
- Each subsequent offence – 10 points deduction plus 10 points deduction for all of the club's other teams in the League.

5.2.2 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.

5.2.3 Any team which fails to fulfil **five matches** in any one season will be expelled from the League forthwith. All results and points gained will be deleted, subject to the Management's decision.

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

6. MATCH FORMATS

Premier and Division One will play 11 matches of WDL format followed by 11 of WL

Divisions 2-6 will play 11 matches of WL format followed by 11 of WDL

Divisions 7-8 will play 10 matches of WL format followed by 10 of WDL

All Sunday divisions will play the WL format throughout the season

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, officials bonus point where applicable – see 7.9).

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 officials point where applicable), and the team batting second will receive just their bonus points (plus officials 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 **NEW..** Officials bonus points: one point for teams providing a suitably qualified and registered umpire and/or scorer (see 18.5 for exact criteria)

7.10 Cancelled (not started): five points each in WDL and four points in WL.

7.11 Abandoned: Five points (WDL), four points (WL), plus officials bonus points (which are only available if a minimum of 10 overs are played). A point cannot be claimed for an official in a conceded or cancelled match (both formats).

8. TEAMS

8.1 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 are present.

9. BALLS

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).

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 sightcreens 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 as follows :

Premier Division 12 noon (11.30am September)

Divisions One, Two & Three 12.30pm

All other Saturday Divisions 1.00pm

Sunday Divisions 1.00pm

Outside the Premier Division, provided BOTH teams agree, then matches may be arranged to start either up to an hour earlier or up to one hour later. In such cases the league do not need to be notified, but any appointed umpires **must be consulted and agree to the change**.

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/she will NOT be permitted to play once the second innings has started.

12. BOWLING REGULATIONS

Divisions Two and below:

12.1 Divisions Two-Eight, Win/Draw/Lose matches. 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).

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.

In a 45 overs innings, the maximum per bowler is 14. In a 40 overs innings, the maximum per bowler is 12. Overs are always rounded up.

Maximum-per-bowler overs allocations in full:

25 overs = 5, 26 = 6, 27 = 7, 28 = 8

(the above apply in order to allow 4 other players to bowl 5 overs each, thus taking precedence over the 30% rule)

29, 30 = 9 31, 32, 33 = 10 34, 35, 36 = 11 37, 38, 39, 40 = 12

41, 42, 43 = 13 44, 45, 46 = 14 47 & above = 15

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 36 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.

12.3 It is the responsibility of the fielding captain/side to ensure that allocations are accurately observed. If this rule is breached, either by one or more bowler(s) bowling too many overs, or with insufficient overs remaining for the allocations to be achieved, then the fielding team will be deducted a **minimum of eight points**. This penalty may be increased at the **discretion of the rules committee**, depending on how crucial the breach is deemed to be. The rules committee will also make a judgement in awarding extra points to the batting side. **All**

breaches of this rule must be notified to the League secretary within 7 days or they are deemed to be out of time

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/she will be in breach of the ECB Directives and therefore: a) he/she will personally assume full responsibility for this action including transfer of all legal liabilities to him/her 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 5 yard intervals, measuring approximately 7 inches in diameter

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

14A. SCCL “MANKAD RULE” . Applies to all divisions

Here is the relevant section from the current Laws of Cricket

38.3.1 At any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out if he/she is out of his/her ground. In these circumstances the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.1.1 The instant when the bowler would normally have been expected to release the ball is defined as the moment the bowler's arm reaches the highest point of his/her normal bowling action in the delivery swing.

38.3.1.2 Even if the non-striker had left his/her ground before the instant at which the bowler would normally have been expected to release the ball, once the bowler has reached that point it is no longer possible for the bowler to run out the non-striker under this Law.

In conjunction with our partner County Leagues in the West Midlands, we have adopted the following qualification to the Law.

Playing Condition ‘Mankad’ run-out

- a. A warning must be given by the bowler in the first instance of a non-striker leaving his/her ground too early. Even if the wicket has been broken and the batter is out of his ground, the decision on this first occasion is **‘not out.’**
- b. The warning is given to the batter but it becomes a 'team' warning for the remainder of that innings
- c. The warning is to be relayed back to whole of the batting team so that all know and any players who subsequently stand as umpires are aware of the warning having been given.
- d. Any batter after that is liable to this form of run-out dismissal.
- e. This procedure is to be followed for each innings.

15. DELAYED STARTS AND INTERRUPTIONS

Division Two and below:

15.1 No match shall start later than three hours after the scheduled start

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 7.30pm 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 Division only – Result sheets are no longer required. In WDL, umpires still to email the Results Co-ordinator innings timings when there are incidences of over rates below 15 per hour.

Division One result sheets must be signed by both captains and all match officials and handed to the umpires, who will **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 2pm on the day after the game. Failure to do so will result in the home team receiving a **two 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, **email as a photo attachment or scan** to the Results Co-ordinator by Monday 7.00pm. 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 in all matches. Teas will not be provided by home teams, and players should provide their own sustenance as required, unless unofficial arrangements are made. However a hot and/or cold drink must be provided to all officials.

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 £45. In the Premier Division and Division one the home club will pay both umpires, payment must be made before the toss. Panel umpires must still be paid when they are present even if no play is possible. 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.

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 An officials point is available for all sides in all matches in Division Two and below. In order to qualify for the point, either an umpire or scorer 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. Scorers must have completed the ECB ACO scoring course as a minimum, and show evidence of completing the course. The League at its discretion may allow an individual who has displayed long standing service to qualify without the need to take the online course. All officials 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 chairman Gordon Smith dunbattin@btinternet.com to arrive not later than the Tuesday 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 (For Live scoring information please see Premier/Division One playing Directives

19.1 Sheltered, weatherproof facilities must be provided for scorers, e.g. 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.

19.2 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.

19.3 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 stricter 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. Umpires should not announce pre match that all balls that pass legside will be a wide.

22. POINTS DEDUCTIONS, FINES AND SURCHARGES

All divisions

22.1 **10 points deduction per team** for all clubs that: 1) fail to return trophies to League Secretary or Awards Chairman by deadline of 10th 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 discretion of the Membership and Structure Committee. Once their decisions have been ratified by the full committee there will be no grounds for any appeal regarding the placement of a team in any division.

23.2 The League will inspect the grounds of all clubs seeking promotion to the Premier Division and Division One. Minimum ground and facility requirements are set out on the League Website.

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.

LEAGUE POSITIONAL PLACINGS

23.5 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.

23.6 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
- 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

24. 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.

25. 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.

Players leaving the field

26.3. If a fielder goes off the field 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.

The player shall not be permitted to bat in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 90 minutes. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately.

26. DAMAGE TO GROUND AND FACILITIES

26.1 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 .

27. SCCL LIVE STREAMING PROTOCOL – ALL DIVISIONS

1.The Club filming the game must obtain prior approval from BOTH Teams (and BOTH Panel Umpires if any) – at least 24 hours prior to the Match commencing, though ideally as soon as possible.

2.ECB Safe Hands Management Protocols MUST be followed – Parental consent received as maybe needed for such players (from both Teams).

(With the increasing prevalence of Live Streaming, we would recommend that Clubs ensure that all their Players have given such consent now, and at the beginning of each season, so as to remove any doubts/checks required on a case by case basis. A consent from any Umpires similarly would be practical)

3.Signs must be clearly situated to inform Spectators that there is filming taking place.

4.Cameras can be located in any position including on the sightscreen, subject to any Home ground regulations and agreement with the umpires operating in that Division.

5.Re-confirm / ensure all permissions and signage are in place at the Toss before the match, prior to any filming commencing. If any Party refuses at the Toss – then no filming can be conducted.

6.Use of Live Streaming Footage to argue any Umpiring decisions is forbidden.

We cannot allow for Umpires to be denigrated or matches to be disrupted in any form by the intervention of players (or spectators) citing errors or perceived errors based on amateur video-evidence.

All Umpires in all Divisions are instructed that they must make their decisions based solely on what they see on the field; and that in no circumstances should they look at video replays during the Match.

Any player(s) who have been deemed by the Panel Umpires (or a SCCL Registered Club Umpire) to have disrupted a SCCL match with a request to review video footage will be cited with a Level 3 disciplinary offence . Captains will be held responsible for any such action from their clubs' spectators as well as their own players.

A disciplinary offence will still be able to be applied even after the Match has finished whilst the Umpire is at the Venue, should the Umpires be confronted by players or spectators "at the bar" with any such video footage to challenge their decisions made during the Match.

However, once the Match has finished, the Umpires can at their sole discretion, request to review any footage after the Match as a development tool or to help them to compile reports.

7.SCCL's Social Media Policy must be fully observed at all times with the regards to Publication by a Club of clips of the Live Streaming Footage.

8.Clubs are responsible for the actions of their participants. In the event of any disciplinary cases caught on camera, the footage may be used (for or against).

Players and club officials shall not make any public or media comment which is prejudicial or detrimental to the interests or reputation of other participants or the game of cricket in general. In this instance, media shall include (but not necessarily limited to) press, radio, television, external websites, club websites, social networking sites and club match programmes. Nothing in this provision shall prevent any comment which constitutes honest opinion in regard to cricketing matters and which is made in a fair and respectful manner.

The Management Committee is empowered to take punitive action against any club or individual member of a club (playing or non-playing) who makes derogatory or disparaging media statements or comments regarding other clubs, players, match officials or the League. If the case is found proven then clubs and/or individuals will be found guilty of bringing the game into disrepute and will be liable to points deductions and/or suspension, and/or financial penalty as the Disciplinary Committee sees fit. If the statements are on an official club website or social media account, the club itself will be held responsible and subject to an automatic minimum deduction of 20 points from each of its teams playing in the SCCL. In this instance “media” shall include press, radio, television, social networking sites, club or any internet websites and club literature

APPENDIX A

DEFINITIONS OF PLAYER CATEGORIES

CATEGORY 1 (as ECB Regulations for Non-First-Class cricket) A cricketer who is: A British citizen born in England or Wales OR They have been resident in England and Wales for the immediately preceding 12-month period from 1 April to 31 March, specifically by having spent a minimum of 210 days in such year in England and Wales. Any player who has played in any overseas cricket league as a ‘home’, ‘local’ or ‘non-overseas’ player in the 12 month period up to an including 31st March 2022, shall be categorised as a Category 3 player.

CATEGORY 2 A cricketer qualified to play for England under the ECB First-Class regulations, governing the qualification and registration of cricketers, and is registered or contracted to a First-Class County.

CATEGORY 3 An Overseas cricketer who was not born in England or Wales and not defined by Category 1 or 2

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 ECB 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.)

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 their current spell provided that he/she bowls the next over that he/she legally can from the other end. If this does not happen his/her spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his/her spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

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

If he/she bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he/she 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.

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.

B. SUNDAY ONLY ADDITIONAL RULES

SUNDAY CRICKET

1. Before the start of each season, all clubs fielding teams in the SCCL must submit to, and be approved by, the Registrations Co-ordinator the names of **registered elite players**. The number of players depends on the number of Saturday teams a club has.

Clubs with 1 Saturday team must submit FIVE names

Clubs with 2 Saturday teams must submit TEN names

Clubs with 3 or more Saturday teams must submit FIFTEEN names.

Teams in the BDPCL count towards the total.

2. A player may play on both Saturday and Sunday of the same weekend for their club with the following restrictions:
 - All Sunday teams can select **three adult players** who have played the previous day in their lowest Saturday team. For those clubs with two Sunday teams, they can select **two** adults each who have played in the lowest Saturday team that weekend
 - U-18 players can be included both days (u-18 on September 1st of the preceding year), additional to the qualifying players listed above. U-18s do not have to have played in the team directly above but cannot have played in the Premier Division or BDPCL the previous day.
 - Loan players can play for their loan club on a Saturday and also their parent club on a Sunday, **but Sunday teams cannot loan new players in.**

Clubs with two Sunday teams:

*May select two adults each who have played in the lowest Saturday team that weekend. But no player who has played BDPCL, Premier or Division One cricket this season or **in 2022** can only play in the lower of the two teams, and this applies to junior players also.*

3. In Sunday **Divisions Two and Three**, batters must retire as soon as they pass the score of 100, unless they pass 100 when the last pair are at the crease, in which case they can remain. They can resume their innings at the fall of the penultimate wicket. There can be no voluntary retirement of other batters to allow such a retired player to return, unless injured.

Any eligibility breaches will be penalised as per Rule 3

C. SHROPSHIRE COUNTY CRICKET LEAGUE PREMIER & DIVISION ONE PLAYING DIRECTIVES

1. FIXTURES

1.1 Each side shall play all other sides in the Division, twice during the season, unless the weather makes it impossible for an arranged fixture to take place. The fixtures shall be arranged by the Fixtures committee and approved by the Management committee. All matches shall be played on the dates and at the venues designated as published unless agreed by the Management committee.

1.2 In the event of a fixture being unfulfilled for anything other than climatic reasons or unforeseeable circumstances beyond the control of a Club (including but not limited to riot, civil commotion, or illegal occupation of land), the match and 24 points in Win/Lose/Draw matches and 20 points in Win/Lose matches will be awarded to the “non-offending” club. The “offending” club shall, also, reimburse the “non-offending” club for cost of umpires when insufficient notice shall have been given to avoid such expenses.

1.3 In the interests of the League, clubs are expected to field eleven players in the 1st XI/2nd XI (for those 2nd XI in Premier and Division 1), at all times, even if it leaves lower teams short of numbers.

2. THE MATCH

2.1 A team will be deemed to be late if less than seven members are present at the toss. (See Law 13.4 The Toss).

2.2 A team that is deemed to be late will forfeit the toss and the overs remaining at the re-scheduled start time will be divided equally between the two teams. The team claiming the toss will be deemed to have won the toss.

2.3 A match may not be cancelled without the consent of both captains and any home team that cancels a match without offering the visitors an opportunity to view the conditions for themselves will be deducted 24 points in Win/Lose/ Draw matches and 20 points in Win/Lose matches.

2.4 Normally, both teams must report to the ground before deciding if conditions are fit for play. However, in the event of severe weather conditions, when there is no prospect of the match being played, the match may be called off, before the start, without the away team travelling, subject to the following conditions:

(i) The weather forecast and the weather conditions 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 by the rules, even if the usual drying methods are employed.

(ii) The ground is inspected, and the decision confirmed by an umpire independent of both clubs. The inspecting umpire will be entitled to claim an attendance fee of £10.

(iii) Captains of both teams agree by speaking together and not by any other form of communication.

The home club must report the abandonment of the fixture to the Results Co-Ordinator immediately after the decision to abandon has been made.

The home club must inform the appointed umpires that the fixture has been abandoned. Should they have cause to travel, they shall be entitled to claim the full attendance fee.

2.5 If a dispute occurs, prior to or on the day of the match, the away team retains the right to travel to inspect the ground, for themselves, but they will be responsible for paying the full attendance fee of both appointed umpires if the match is, subsequently, abandoned without a ball being bowled.

2.6 If the option referred to in directive 2.5 is taken, the home team must attend, pending an inspection by the appointed umpires. If, subsequently, conditions are deemed fit and play commences, the umpires will report the facts to the Results Co-Ordinator, who will impose a penalty of 24 points in Win/Lose/Draw matches and 20 points in Win/Lose matches on the home team, subject to appeal.

2.7 If the decision to cancel is taken on the day before or on the day of the match and the away team has declined the invitation to view the conditions, for themselves, the appointed umpires should be informed immediately. They should be paid the full attendance fee if caused to travel.

2.8 Any team that concedes a match, once it has commenced, will be reported by the umpires to the League Secretary. He will refer the matter to the League Disciplinary sub-committee who shall have the power to impose fines and/or points deductions if it finds that the concession is inappropriate and/or contrary to the Spirit of Cricket.

2.9 The following ECB Directives shall apply in all matches:

- (i) Fast bowling directives
- (ii) The safety guidance on the wearing of helmets by young players up to the age of 18
- (iii) The guidance on fielding regulations for young players
- (iv) The guidelines for junior players in open age cricket

Captains, team managers and umpires shall be responsible for ensuring the directives are followed. The captain of each side shall inform the umpires, prior to the commencement of the match, the names and relevant age group of any player under the age of 19 on 31st August of the previous year.

3. GROUND AND FACILITY CRITERIA

Clubs must meet the ground and facility requirements set out in the County League Premier Division / Division One Ground & Facilities Audit document available on the League website. Appointed umpires are requested to take these criteria into account when completing their match reports.

Premier Division only – for Win/Lose matches clubs must provide sightscreens that are either painted black in non-reflective paint or covered in black fabric.

4. BALLS

4.1 A new Dukes County International 'A' ball, supplied to the home club by the League, to ensure complete uniformity, shall be used at the commencement of each innings in all Premier and Division One matches. No other make of ball shall be acceptable.

4.2 Home clubs must ensure that four new balls and at least six spare balls of the same brand are available to the umpires before the toss. These balls should be of varying ages and use and should be approved by both captains. Once approved, they may not be changed under any circumstances and the selection of a spare ball from this stock, when the ball in use is lost, shall be at the sole discretion of the umpires. Failure to supply the correct balls to the umpires, prior to the toss, may result in a points deduction.

Premier Division only in win/lose games white balls will be provided by the League. Home clubs must ensure that four new balls and at least six spare white Dukes balls are available to the umpires before the toss.

4.3 At the end of each match, home clubs are advised to mark the used balls with the number of overs bowled in the relevant innings. This will assist captains and umpires with their selection of spare balls in future matches.

4.4 In the event of a new ball being lost within the first five overs of either innings, then the replacement ball will be another new ball as supplied to the umpires, prior to the game.

4.5 If the home side fails to provide new balls at the time of the toss, it shall forfeit the toss. The team claiming the toss will be deemed to have won the toss and, in the case of Win/Lose/Draw matches, points will be allocated according to Playing Condition 9.

4.6 If the side claiming the toss, elects to field, the match will be delayed until the new balls arrive. If the side claiming the toss, elects to bat, the match will start at the scheduled time and the fielding side shall bowl with a used ball throughout the innings. The ball to be used shall be selected by the umpires.

5. UMPIRES

5.1 All Panel members shall be members of ECB ACO.

5.2 Umpires shall be appointed by the SCCL Umpire's Secretary to officiate in Premier and Division One matches. Such umpires will each receive an allowance of £45 from the home club in both the Premier Division and Division One. Clubs must pay the umpires fees before the match commences. Fees are an attendance fee and must be paid even when no play is possible. In the event of an umpire standing alone, he shall receive 1 1/2 x the normal match fee.

(i) Subject to the prior agreement of the umpires, payment may be made by BACS rather than cash.

(ii) Clubs wishing to pay by BACS should contact the umpires at least 24 hours prior to the match and get their consent.

(iii) Any umpire not consenting to a BACS payment should be paid in cash prior to the start of the game.

5.3 All umpires should arrive at the ground at least 45 minutes before the scheduled start of the match, to confirm the completion of team sheets and any local conditions. They will also oversee the toss and should take the field five minutes prior to the opening delivery of each innings.

5.4 Umpires must wear a white coat, white shirt and dark trousers (black or navy blue). Coat is optional according to the weather.

Premier Division only, in win/lose games umpires must wear blue coats, blue shirt and dark trousers (black or navy blue).

5.5 Where there is no umpire present at the commencement of a match, both sides should attempt, in the first instance, to find a suitable person to stand on their behalf. If this is not possible, a player from the batting side should stand at the bowler's end and another player from the batting side should stand at square leg. If the match commences late because there is no umpire present at the start, the playing time may be extended to cover the delay e.g. if a match commences 10 minutes late then all timings for intervals and the completion of innings shall be put back by 10 minutes.

5.6 The penalty runs provided for in Law 41 shall not apply in matches where there is no umpire appointed by the Umpire's Secretary.

5.7 Umpires should ensure that:

i) when necessary, sight-screens are moved by the batting side.

ii) the outgoing and incoming batsmen cross on the field of play following the fall of a wicket.

iii) on the conclusion of an innings, the match is resumed punctually within 30 minutes.

iv) When the last over is commenced it shall always be completed, unless a result has been reached or the players have reason to leave the field.

5.8 Umpires are responsible for noting the times and duration of play which must be noted on the Umpires Report.

5.9 Umpires are asked to notify the League Secretary of any match which is late starting.

5.10 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.

5.11 After play has started or resumed after an interruption, either captain may appeal against the conditions to the umpires. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making the previous decision are the same or the conditions have further deteriorated.

5.12 If at any time either umpire or both umpires acting together, believe that the conditions of ground, weather and light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place

they should immediately suspend play, or not allow play to commence or to restart. They must both agree that conditions are fit before play is resumed

5.13 Any captain, player, grounds staff or club official who attempts to contradict the umpires or adopt delaying tactics to prevent a prompt start or resumption of play will be reported to the Disciplinary sub-committee for dissent.

5.14 Umpires should only enter players' dressing rooms at the invitation of the captain

5.14.1 Players, club officials or spectators should only enter the umpires dressing room at the invitation of the umpires.

5.15 Cricket bats should only be measured at the request of the opposing captain and should be measured when the batsman comes to the wicket.

5.16 Should either captain require a meeting with the umpires at the end of the match they should request this immediately the match ends and the meeting should be held in the umpires' room or other suitable, private location.

6. FIELDER LEAVING THE FIELD

6.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his/her absence, and he/she shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

6.2 If the player is absent from the field for longer than eight minutes, the following restrictions shall apply to their future participation in the match.

6.2.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which he/she was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 90 minutes.

6.2.2 The player shall not be permitted to bat in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 90 minutes. However, once his/hers side has lost five wickets in its batting innings, he/she may bat immediately.

6.3 For the purposes of directives 6.2 (i) and (ii), playing time shall comprise the time play is in progress excluding tea intervals, intervals between innings and official drinks intervals.

6.4 The restriction in directives 6.2 (i) and (ii) shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and has consequently been forced to leave the field or is consequently unable to take the field. "External blow" should be interpreted broadly to include, but not restricted to, such things as collisions with boundary boards, clashes of heads, heavy falls, etc. Nor shall the restriction apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

6.5 In the event of a player already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he/she shall be allowed to count any such stoppage time as playing time, provided that he/she personally informs the umpires when he/she is fit enough to take the field had play been in progress.

6.6 Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field or waiting to bat but still has some unexpired penance time remaining from a previous absence, he/she shall automatically be allowed to count any such stoppage time as playing time provided he/she returns to the field of play immediately after the interruption or, in the case of a batsman, provided that he/she personally informs the umpires that he/she is fit to participate.

7. SCORERS

7.1 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 Play-Cricket 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

Live scoring is mandatory in the Premier Division, recommended in Division One. In the Premier, failure to Live Score on the first occasion will result in a warning, on 2nd and subsequent occasion it will result in a 1pt penalty.

7.2 The scorers should be totally under cover and the box (or room provided) should be of an acceptable standard, maintained inside and outside in good condition. The board should be clearly visible from the pavilion and throughout the field of play.

In the Premier Division provision of electricity and printing facilities are expected.

Umpires are expected to consult with scorers regarding their facilities and report any short comings in their report.

7.3 Each team shall supply a competent scorer, who, preferably, shall have passed the Level 2 scorer membership of ECB ACO. If he/she is not a member of ECB ACO, a competent scorer is considered to be a person who:

Has basic knowledge of the Laws of Cricket; Has basic knowledge of scoring procedures
Has a knowledge of umpires' signals and is able to communicate appropriately with umpires;
Is able to identify all individual players of the team for which they are scoring.

It would normally be expected that a competent scorer would be scoring on a regular basis and is likely to be aged 14 or over.

7.4 Scorers are urged to acknowledge umpires' signals by displaying a white or coloured disc or a light which can be clearly seen from the middle.

7.5 Any team without a competent or qualified scorer in any game will be deducted 1pt

7.6 The scorer, if over 16 years of age, must have a valid DBS

8. TEAM SHEETS

8.1 Team sheets which are available on the league website must be printed off and completed by the Home and Away teams before every match and throughout the season.

8.2 Before the toss for innings each captain must nominate his/her players and they may not, thereafter, be changed without the consent of the opposing captain.

8.3 The nominated players must be set out on a team sheet which must be presented to the umpires and the opposition captain at the toss.

8.4 Captains, wicket-keepers, Category 3 players (Overseas) and players under the age of 19 years must be identified on the team sheet.

8.5 If it transpires after the start of the match that a mistake has been made on the team sheet (e.g. the same player is named twice) the match shall continue and the umpire shall report the facts to the Registrations & Results Co-Ordinator. He shall have the power to deal with the matter himself or refer it to the Disciplinary sub- committee who will have the power to impose sanctions and penalties if they see fit.

9. UMPIRES REPORTS

Umpires are required to:-

- i) record which side won the toss
- ii) report on the facilities provided for themselves and the scorers
- iii) report any failure to meet the required over-rate
- iv) mark the quality of the pitch and outfield
- v) report on the conduct of the match
- vi) report any other matter they deem relevant

The form should be completed online via the League website no later than 5pm on the Monday immediately after the match.

10. CAPTAINS' REPORTS

a) Premier and Division One captains are required to assess umpires by emailing an Umpires Performance Report to the League chairman Gordon Smith dunbattin@btinternet.com to arrive not later than the Tuesday following the match.

b) Mark the quality of the pitch and outfield via the League website.

11. CLOTHING

White clothing must be worn in all matches and it is recommended that advertising insignia comply with the current ECB Regulations on advertising insignia for clothing and equipment worn or used on the field. Details are available from the ECB website. Teams may have named or numbered shirts providing all eleven players are similarly attired. Names will be surnames only and numbers shall be two digits maximum.

Premier Division only, win/lose games coloured clothing must be worn and coloured pads must be used when batting.

12. TEAS

12.1 There is no mandate to provide teas, however, clubs may decide to provide teas for players and officials with agreement with the opposing team.

12.2 Despite there being no mandate to provide teas, home clubs must ensure that officials are able to have a hot or cold drink during the interval between innings. Clubs who repeatedly fail to do this may face sanctions at the discretion of the League Committee

13. LEAGUE TABLES

13.1 Teams will be ranked in a League Table according to the number of points awarded.

13.2 In the event of two or more sides finishing equal on points then in order to ascertain their respective finishing positions in their respective Divisions, both generally and for the purpose of promotion and relegation, the positions shall be determined in the following manner.

i) The side with the most number of wins shall be placed higher.

ii) If there are still two or more sides with an even number of points in equal position then the side with the most number of ties shall be placed higher.

iii) If there are still two or more sides with an even number of points in equal position then their position shall be decided by the result of the matches played between each other in that season, i.e. the side obtaining the highest number of points in the matches shall be placed higher.

iv) If there are still two or more sides with an even number of points in equal position, their position shall be decided by the drawing of lots in accordance with a procedure determined by the League.

D. SHROPSHIRE COUNTY CRICKET LEAGUE PREMIER & DIVISION ONE

PLAYING CONDITIONS

Win/Lose/Draw matches

Except as varied hereunder, the Laws of Cricket 2017 Code (3rd Edition 2019) shall apply. All matches should be played on the day designated by the League Committee.

1. DURATION

1.1 Scheduled hours of play for Premier shall be 12.00 p.m. to 7.10 p.m and for Division One 12.30pm to 7pm (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 A cut-off time shall be fixed prior to the start of each innings which shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.

1.3 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved

1.4 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.

1.5 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.

1.6 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 4 minutes per over.

1.7 Allowances will be made for unavoidable breaks in play which are of a duration of three 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 three 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.

1.8 **Three minutes** will be allowed for each drinks interval. There is no time allowance for drinks. Drinks must be taken on the field and must be provided by the home club for both teams and officials.

2. DELAYED STARTS AND INTERRUPTIONS

2.1 In the event of bad weather or other unavoidable cause, 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 eight minutes of time lost between the scheduled start time and the actual start time.

When calculating the overs lost, the umpires shall ignore the first 30 minutes of lost 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 abandoned.

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 4.20 p.m. (Minimum 40 overs plus 10-minute break between innings assuming tea has already been taken).

Interruptions after the match has started

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 4 minutes lost, after the 30 minutes lost time allowance been used.

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 second innings by multiplying the number of overs remaining by 4 minutes

2.6 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.

2.7 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.

2.10 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.

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

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/she 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/she 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 If a bowler is incapacitated or suspended and is unable to complete an over, another bowler shall complete the over from the same end, provided he/she does not bowl two overs consecutively nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.

3.4 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/her team's over rate. The umpires are not expected to advise captains if they are falling behind but the captain may check the over rate with the umpires at any time during the innings.

4.2 The minimum over rate to be achieved by both teams will be 15 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 or Results co-ordinator
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 At the close of play, umpires shall advise captains that they will be notifying the League Secretary, via the online umpires' report, if they have failed to maintain an overall rate of 15 overs per hour. Failure of the umpires to comply with this clause shall not invalidate the deduction of points.

4.5 Time allowances will not be subject to retrospective negotiation. The umpires' decision shall be final and there will be no right of appeal.

4.6 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.

4.7 In all reduced overs matches, the fielding team will be allowed an additional five minutes to complete their allotted overs before any points penalties are imposed.

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.

5.2 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.

5.3 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/she shall call and signal “No ball”. If the striker’s end umpire is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.

6. WIDE BALLS

6.1 Law 22.1 will apply but in addition:-

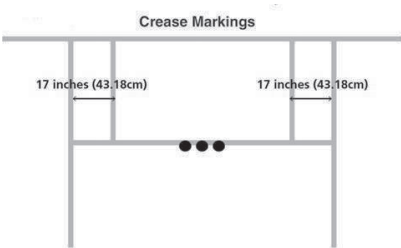
- (i) For bowlers attempting to utilise the rough outside a batsman’s leg stump, not necessarily as a negative tactic, the strict Limited Over Wide interpretation shall be applied.
- (ii) For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide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

For guidance purposes, a legside wide should be called if a ball passes on the leg side, outside the pads of the batter standing in a normal guard position.

The strict win/lose interpretation of legside wides should not be applied in win/lose/draw games.

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.

Diagram A



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/her 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 points

9.2 for the winning side in all other instances = 24 points

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

9.4 for a tie = 8 points each (plus bonus points)

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

9.6 for an abandoned game with no play = 5 points each side

Draw points – uninterrupted match

9.7 For a winning draw in an uninterrupted match

- 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.
- 2 points (plus bonus points) awarded to the side batting second, if they score more than 80% of the score of the side batting first.
- 0 points (plus bonus points) awarded to the side batting second, if they score exactly 80% or less of the score of the side batting first.

Draw points – interrupted or abandoned match

9.8 Note: In interrupted matches, there shall be no adjustment to the target number of runs to win, based on run rate or any other system.

- 10 points awarded to the side batting first, 0 to the side batting second, if the side batting second fails to score more than 80% of the **average runs per over**, scored in the first innings, provided that at least 20 overs have been bowled in the second innings.
- 8 points awarded to the side batting first, 2 points to the side batting second if the side batting second scores more than 80% of the average runs per over scored in the first innings, provided that at least 20 overs have been bowled in the second innings.

- 8 points awarded to the side **batting second** that earns a winning draw, due to a faster run rate provided at least 20 overs have been bowled in the second innings. 2pts to the side batting first
- In all cases bonus points to be added.
- 5 points (plus bonus points) awarded to each team when average runs per over are equal.

EXAMPLE

Team A scored 220 in 50 overs = 4.40 runs per over.

Team B have 30 overs to bat they would need to score @ 4.41 runs per over to get the 8/2 winning draw in their favour

If Team B scored @ above 3.52 per over (80% of team A) but less than 4.41, then Team A would get 8 points and Team B 2 points

If Team B scored @ less than 3.52 per over (80% of Team A), then Team A would get 10 points and Team B no points

In all cases bonus points are added to the draw points.

For the purpose of calculating average run rates for Winning and Losing Draws, the side batting first shall have its run rate calculated by the number of runs scored divided by the number of overs available. If a side has been dismissed, the number of overs scheduled or rescheduled applies and not the number of overs of the duration of the innings. However, in the event of a declaration, the number of overs and balls faced will be used for the run rate calculation. The side batting second shall have its run rate calculated as the number of runs scored divided by the overs and balls bowled.

Part overs should 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 over

Average run rates shall be calculated to two decimal places

9.9 Batting bonus points are available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -

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

(i) When a team is dismissed, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs available to the batting side.

(ii) When an innings is curtailed, due to poor weather, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs received at the end of the innings.

9.10 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -

3 wickets taken - 1 point

5 wickets taken - 2 points

7 wickets taken - 3 points

9 wickets taken - 4 points

Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered "all out" and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batsman leaving the field) – 'retired not out'.

9.11 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 8.20.

9.12 If there is an interruption in either innings, after the match has commenced, and the number of overs available to the team batting second is reduced, due to time lost, the thresholds for bowling bonus points in the second innings shall be adjusted in accordance with the table at 9.13. This will be based on the maximum number of overs available throughout the whole of the second innings after play commences for the final time following an interval or an interruption.

Overs	4 Points	3 Points	2 Points	1 Point
41- overs	9 wickets	7 wickets	5 wickets	3 wickets
31 overs	8 wickets	6 wickets	4 wickets	2 wickets
20- overs	7 wickets	5 wickets	3 wickets	1 wicket

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
Over 50	15
50	15
49	15
48	15
47	15
46	14
45	14
44	14
43	13
42	13
41	13
40	12
39	12
38	12
37	12
36	11

Overs in an innings	Max Overs per Bowler
35	11
34	11
33	10
32	10
31	10
30	9
29	9
28	9
27	9
26	8
25	8
24	8
23	7
22	7
21	7
20	6

E.SHROPSHIRE COUNTY CRICKET LEAGUE PREMIER & DIVISION ONE

PLAYING CONDITIONS

Win/Lose matches

Except as varied hereunder the Laws of Cricket 2017 Code (3rd 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 12.30p.m. to 7.0 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 A cut-off time shall be fixed prior to the start of innings and shall be adjusted if there is any interruption for inclement weather or other unavoidable cause.

1.3 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.

1.4 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.

1.5 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 commencement due to inclement weather or other unavoidable cause when the number of overs shall be reduced as hereinafter provided.

1.6 When calculating the overs lost, the umpires shall ignore the first 30 minutes of stoppage time.

1.7 The captain of the batting side may not declare his/her 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.

1.8 Allowances will be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the fielding captain and the batsmen at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There will be no allowance for breaks of less than three minutes and batsmen are expected to cross on the field of play at the fall of a wicket.

1.9 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Three minutes shall be allowed for each interval and shall not count as time lost. Drinks must be taken on the field and must be provided by the home club for both teams and officials.

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 Where the match is delayed due to inclement weather or other cause 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 there is insufficient time for the team batting second to receive a minimum 20 overs, either captain, at his/her 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 (ie 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 4.20p.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 not 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 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

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/she 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/she 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.

5. OVER RATE PENALTIES

5.1 The captain of the fielding side is responsible for his/her team's over rate. The umpires are not expected to advise captains if they are falling behind but the captain may check the over rate with the umpires at any time during the innings.

5.2 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).

5.3 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.

5.4 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.

5.5 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.

5.6 Play must not continue until the umpires and scorers are satisfied that the score is correctly displayed on the scoreboard.

5.7 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).

5.8 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.

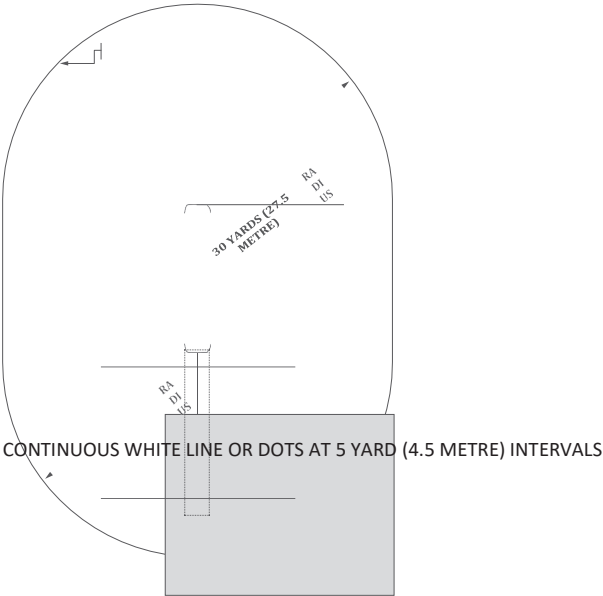
5.9 For the avoidance of doubt, one over's leeway means that the fielding side must be in a position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.

5.10 Allowances prior to a stoppage are carried forward for the purposes of the application of playing condition 5 only – they do not influence the recalculated number of overs or the scheduled close of play.

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

This is the only penalty for a slow over rate

6. RESTRICTIONS ON THE PLACEMENT OF FIELDERS



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

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 fielders 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 fielders 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 fielders 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 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.

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/she shall call and signal “No ball”. If the striker’s end umpire is unable to verify the breach then he/she shall confirm that the events of the delivery shall be unchanged.

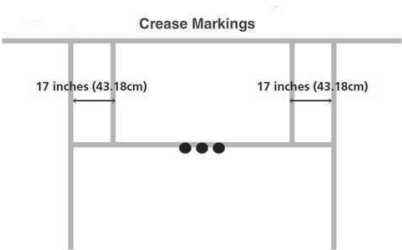
Innings	Powerplay	Powerplay	Powerplay
Duration	1	2	3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26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

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 batter 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 batter 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 batter and the leg stump shall not be called a wide. If a ball is

hit by the batter or if a ball hits any part of his/her 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/she shall be deemed to bring the ball equally within his/her 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/her 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 9.6 below, a ball that passes above head height of the batter, that prevents him/her from being able to hit it with his/her 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 9.4 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/her 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 batter 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 batter 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 captains request in 3.3 has been invoked) 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 - 4 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:

Overs	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

F. SCCL “100 KO COMPETITIONS 2023” - OVERVIEW AND RULES

The headlines for the format

1. Two competitions. **Premier 100** for clubs in Premier and Division One. **Challenge 100** for clubs in Division Two and below. One entry per club based on where the clubs highest team in the SCCL plays.
2. 100 balls per innings
3. Change of ends after 10 balls
4. Bowlers can deliver either 5 or 10 consecutive balls
5. Each bowler can deliver a maximum of 20 balls per game
6. Each bowling side gets a strategic timeout of 2 and a half minutes
7. 25 ball powerplay for each side at start of innings
8. Two fielders are allowed outside the inner circle during the powerplay
9. No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.

Shropshire 100 KO competitions –

1. Objective

To enable teams from all member clubs to play in 11-a-side evening knockout competitions which are intended to provide additional cricket for those players who play regularly for the club in its League matches during the season.

2. Organisation

- I. Participation in the competitions is only by invitation from the SCCL.
- II. Premier and Division One clubs will automatically be entered in the Premier 100
- III. All other clubs will be entered in the Challenge 100 unless they advise the organising committee by 18th March 202
- IV. The matches will be played according to the MCC Laws of Cricket 2017 (2nd Edition 2019) modified as under these rules.
- V. The KO Sub-Committee will adjudicate on all matters as necessary, including emergencies and any matter not specifically covered by these rules. It will decide when any extenuating circumstances should apply, and its judgement will be binding on all clubs.

3. Umpires

- I. Umpires will be appointed for all Premier 100 matches by the Shropshire Association of Cricket Officials. The SCCL will cover the cost of umpires for Finals Day

- II. Where panel umpires are appointed, each team will pay, in cash, their expenses of £25 to one umpire. The match will not start until both payments have been made, and the payments must also be made if the game is called off because of bad weather with all parties present.
- III. The home club will be responsible for paying both umpires' entitled fees if it fails to inform them that the match has been called off.
- IV. Umpires will be appointed for the finals day of the Challenge 100 matches by the Shropshire Association of Cricket Officials. The SCCL will cover the cost of umpires for Finals Day

4. Eligibility of Players

- I. All players must be bona fide members of the club for which they play and must be registered with the League in accordance with its "Rules and Playing Arrangements".
- II. No player may take part in either competition if he plays in another league not connected to the SCCL.
- III. An exception to rule 4.2 is where a club has a team in the Birmingham League. A player will be eligible to play if they have played no more than one Birmingham League match and the player must have played in at least 33% of their clubs SCCL matches in the current season before the round in question.
- IV. Applies to Premier 100 only :To qualify for Round 3 onwards, all players must have taken part in at least 33% of their club's SCCL matches played before the round in question in the current season. A league match that has been abandoned without a ball being bowled does not count when determining a player's eligibility.
- V. Provided application is made to the Chairman of the KO sub-committee not less than seven days before the match is due to be played, explaining the reason for the request, the sub-committee may be prepared to consider relaxation of Rule 4.iv when a club is either genuinely unable to raise a full team of eligible players for a particular match, or wishes to include a player who is unable to play for his club on its scheduled weekend playing day.
- VI. No player may play for more than one club.

5 Match arrangements

- I. All games will be played on a grass pitch at the main ground of the home side. If a venue cannot provide a venue where both ends are used, then the fixture will be reversed.
- II. Matches shall be played on the specified Thursday.
- III. Rounds 1-3 to be played on the nominated Thursday. The following Thursday will be considered the reserve day

For rounds one and two only - games may be re-arranged from the scheduled date provided that:

- a. Both clubs agreeing (if no agreement is reached the game must be played on the scheduled Thursday)

- b. The KO Chairman is notified within seven days of the re- arranged date.
- c. The ties are completed no later than the scheduled reserve Thursday.

- IV. If bad weather prevents a tie from starting, it will be played at the same venue on the following Thursday.
- V. If a match has started and is then abandoned, the venue for the rescheduled game shall be reversed.
- VI. Once a match has started, any interruption(s) totalling more than 30 minutes will mean the tie is abandoned. There will be a fresh toss in the event of a rearranged game
- VII. If bad weather prevents play starting, the home club must contact the visiting team, both umpires and the KO chairman as soon as the decision is made.
- VIII. If bad weather prevents a definitive result on the reserve date, a bowl- out shall take place to decide the winner- see below for rules of a bowl out
- IX. If bad weather prevents a bowl-out taking place, the winner will be decided on the toss of a coin.
- X. If bad weather prevents either or both sides from attending the reserve day, a representative from each side shall meet at a mutually agreed venue – either on the same evening or no later than the following evening – when the toss of a coin will decide the winner.
- XI. No match, other than one re-arranged in accordance with rules 5.iii and 5.iv, shall be played after the specified week without the permission of the KO sub-committee.
- XII. Any side that declines to play in accordance with these rules will be deemed to have forfeited the match unless the KO sub-committee decides there are extenuating circumstances and allows the teams the opportunity to agree a new date, which must be before the next round is due to be played. If agreement is not reached, the KO sub- committee will decide when the match is to be played and its decision will be binding on both clubs

6 Playing details

- I. Before the toss, each captain must nominate his players who may not thereafter be changed without the consent of the opposing captain. A team sheet listing the players is to be presented to both umpires before the game starts.
- II. The toss for innings shall take place not later than 6.20 pm. In the event of a team not complying with this, the opposing team may, if it so wishes, claim the toss.
- III. Matches shall normally start at **6.30 pm**. If one team is not ready to play at 6.45pm the match shall be awarded to the other team.
- IV. A team is deemed able to start at 6.30 pm if seven or more players are present at 6.20pm.
- V. The home side shall provide the match ball. It shall be approved by both captains before the toss and be used throughout the game. It need not be new but must be of good quality and in good condition. If both captains agree a coloured ball may be used; if agreement cannot be reached, then a red ball shall be used. The League will supply new coloured balls for finals day for both competitions

- VI. Each side shall have one innings consisting of a maximum of 100 balls. If there is a late start or weather conditions make this desirable, the captains may, before the toss takes place, agree to reduce the number of balls to a minimum of twenty-five balls per side.
- VII. Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.
- VIII. There will be a change of ends after 10 balls
 - I. Bowlers can deliver either 5 or 10 consecutive balls
 - II. Each bowler can deliver a maximum of 20 balls per game
 - III. If the number of balls is reduced from 100, each bowler can deliver a maximum of 20% of the available deliveries
 - IV. Each bowling side gets a strategic timeout of 2 and a half minutes
- IX. The first 25 balls of each innings will be a powerplay Two fielders are allowed outside the inner circle during the powerplay
- X. No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.
 - I. If the free-hit delivery is not legitimate (wide or any kind of no ball) then the next delivery will also be a free hit whereby the striker may be dismissed only under circumstances that apply for a no-ball, even if the delivery is a wide.
 - II. Field changes are not permitted for free-hit deliveries unless there is a change of striker.
 - III. The interval between innings shall not exceed ten minutes, except in the final.
 - IV. No appeal against the light shall be allowed after the start of the second innings unless the umpires decide that it would be unreasonable or dangerous for play to continue.
- XI. A match is won by the side scoring the greater number of runs in their 100 balls
- XII. If the scores are level, the team that has lost fewer wickets shall be the winner; if equal the team scoring the greater number of runs off the bat (i.e. excluding extras) shall be the winner. If still equal the winner shall be decided by a bowling competition.
- XIII. In both finals days any match that is tied will be decided by way of a “Super 5” balls. The number of wickets lost are not taken into account. Each team will nominate one bowler and 3 batsmen

7 Time restriction on bowling of allotted balls and time lost owing to bad weather

- I. The following rules in this section apply to both competitions, but only when panel umpire(s) officiate.
- II. Any interruption(s) totalling more than 30 minutes of any agreed play will mean the tie is abandoned (see also 5.v).
- III. Both teams must bowl their 100 balls in 75 minutes
- IV. Any side that fails to conform to 7.III above must still complete their allocation but will concede an additional total of 2 penalty runs per completed ball not bowled within 75 minutes – subject to a result during the second innings (see also 7.VII).
- V. If bad weather or any other delay curtails the first innings, it will be reduced by 10 balls for every seven minutes lost. The eventual number of balls bowled will then be identical for the team batting second (see also 7.III).

- VI. In the event of a curtailed first innings, the umpire(s) will recalculate cessation time and penalty runs will still apply as outlined in 7. IV (see also 7.IX).
- VII. If a match, interrupted or not, is settled before cessation time, ball rate penalty will not apply. If bad weather or any other delay deprives the team batting second from facing an equal number of balls, the match is abandoned
- VIII. In all reduced ball matches, the fielding team will be given a leeway of 5 balls.
- IX. The panel umpires will keep both captains fully aware and informed of time allowances, ball rates, and potential penalties.
- X. The interval will be ten minutes, during which time the pitch may be rolled at the request of the captain of the side batting second

8 Fielding Restrictions

- I. At the instant of delivery, there shall not be more than five fielders on the leg side.
- II. For the first 25 balls of each innings, only two fielders are permitted outside a 30-yard radius marked by white plastic discs.
- III. For the remaining balls of each innings, only five fielders are permitted outside the fielding circle.
- IV. When the balls are reduced, so are the fielding restrictions proportionately as follows:

Total balls in innings Number of balls for which fielding restrictions will apply

25	5
26-50	10
51-75	15
76-90	20

- V. In the event of an infringement, the striker's end umpire shall call and signal 'no-ball' and the penalty is one run.

9. Wides

- I. Umpires should apply a strict and consistent interpretation to prevent negative bowling, especially down the leg side.
- II. In the Premier 100 for guidance a leg side "wide" shall be called if, irrespective of where the ball pitches, it passes on
- III. 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 "wide").
- IV. For Challenge 100 Any ball passing behind the batsman (in his normal stance at the wicket) not touching his person or equipment, will be called and signalled "wide ball" by the bowler's end umpire.

As a guideline for the offside, pitch markings should include lines 17" inside the return crease at each end of the pitch.

10. Timed Out

I. To ensure a prompt turnaround of players at the fall of a wicket, the incoming batsman must be able to take guard, or for his partner to be ready to receive the ball, within 90 seconds of the fall of the wicket. Players are expected to jog to the wicket immediately a wicket falls.

11. Bowl-Outs – only applicable if a result cannot be achieved in matches before finals day

I. Five players from each side will bowl two overarm deliveries each, wicket to wicket on a normal 22-yard pitch.

II. Player 1 from Team A will bowl his two deliveries, followed by Player 1 from Team B. That pattern will be followed throughout the bowl-out.

III. The side that hits the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each (same format as 12.2) to achieve a result on a sudden-death basis.

IV. Both teams will use the match ball. If this ball becomes wet, it may be changed subject to the umpires' approval.

V. A no-ball will count as one of the two deliveries but will not count towards the score of the team.

VI. If the match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the 11 cricketers and 12th man selected for the match. If there has been no play and the toss has not taken place, the five cricketers may be selected from any of the players in the squad as registered on Play-cricket.

VII. Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

12. Penalties

I. Any breach or infringement of these rules will result in the offending club(s) being expelled from the competition. The KO sub-committee will adjudicate on all matters as necessary, including any matter not specifically covered by these rules. Its judgment will be binding on all clubs

ii. In the Premier 100 any team that forfeits or concedes a match will have 15 points deducted from their highest ranked team in the SCCL . In the Challenge100 any team that forfeits or concedes, it will be 10 points deducted from the highest team

iii. Any team found to have used an ineligible player, may be fined and excluded from the competitions the following year at the discretion of the KO sub- committee.

13. Coloured clothing and coloured balls

Coloured clothing will be allowed in all rounds of the competitions, and the new balls that the League supply (see 6.V) will be coloured. Umpires should wear white ball clothing i.e. Blue

14. Notifications

I. For the first two rounds, it is the responsibility of the winning club to ensure that a fully-completed official SCCL KO scoresheet, including full names of all players and signed by both captains and umpires, is emailed as a photo attachment to the Results Secretary within 24 hours of the match being played.

II. For both competitions the scorecard must also be posted in full on the League website by the winning club not later than 24 hours after the completion of the match.

III. Where panel umpires have been appointed, it will be the responsibility of the panel umpires to email the results sheet to the Results Secretary within 24 hours of the fixture taking place

IV. The Results Secretary will notify clubs who their opponents will be in the next round and will send an official scoresheet to the home side.

15. The Draw and Finals Days

I. Both competitions up to Round 2 will be based on regions. The Quarter finals in the Premier 100 ONLY will be drawn on an open basis.

II. The Premier 100 –

- i. Round 1 – Thursday 18th May with reserve day 25th May
- ii. Round 2 – Thursday 1st June with reserve day 8th June
- iii. Quarter Finals – Thursday 15th June with reserve day 23rd June
- iv. Finals Day Sunday 9th July at venue TBC

IV. The Challenge 100

- i. Round 1 – Thursday 18th May with reserve day 25th May
- ii. Round 2 – Thursday 1st June with reserve day 8th June
- iii. Quarter Finals – Thursday 15th June with reserve day 23rd June
- iv. Finals Day – Sunday 6th August at venue TBC

*In exceptional circumstances the KO Organiser may make alternative arrangements to the dates above and his decision shall be final and binding on all clubs.

16. Scorers

In both competitions from round two onwards, both teams must provide a suitably competent scorer who is not one of the players. Clubs should endeavour to do this in earlier rounds as well.

Details of the Draw – On the Shropshire Cricket League Website

League Officials

Chairman : Gordon Smith 07875 016072 *(also Discipline Adjudicator)

Vice Chairman : Jamie Dowley 07583 135219 *(also Rules Chair)

Secretary : Matt Porter 07855 635879

Treasurer: Mike Hall 01743 792501

Registration, Results, Play Cricket Officer: Craig Simms 07368 344718

Safeguarding Officer : Mike Jenkins 07717 686677

Fixtures Officer: Phil Parker 07974 767518

KO Organiser: Ian Slater 07488 397110

SCCL PANEL UMPIRES 2023

Colin Wetherley-Mein 07896 536449 (UMPIRES SECRETARY)

Tim Barber 07811 406331

Nathan Bartram 07956 298590

Paul Brace 07988 246589

Steve Chandler 07865 080536

Will Clarke 07790 495311

Mike Cliffe 07990 303134

Steve Cowie 07581 798581

Chris Field 07971 055242

Preston Fletcher 07913 836481

Bob Hesketh 07803 805944

Grahame Hurst 07817 939708

Mike Jenkins 07717 686677

Andy Johnson 07572687077
Gary Jones 07968 871515
Allan Kynaston 07983 095393
Pete Maltby 07850 443747
Paul Mantle 07779 761425
Mike Mooney 07968 871909
Neil Marsh 07808 331650
Keith Miller 07967 676473
Simon Northcott 07809 676008
Richard Oakley 07932 781313
Ken Price 07745 580938
Rob Price 07962 685677
Glen Robson 07789 205897
Alan Rudd 07790 393559
Phil Tandy 07393 476245
Winston Tomkins 07547 216360
Dave White 07737 540820
Nick Walmsley 07954 435421
Phil Wardle 07860 790575
Wyndham Williams 07800 916289

