



Shropshire County Cricket League

2024 Season Rulebook

Division 2-7 & Sunday Playing Directive

100 KO Competition Rules

A faint, light blue silhouette of a cricket player in a batting stance is visible in the background, holding a bat and standing in front of a stumps.

MSG

MANSFIELD SPORTS GROUP

Rulebook Contents

A.	Main Rules and Playing Arrangements Division Two - Seven	Page 3
B.	Sunday only additional rules	Page 26
C.	100 Competitions	Page 27
D.	League Officials and Umpire Contacts	Page 34

For Premier Division/ Division One Playing conditions please see separate Rulebook

MAIN RULES AND PLAYING ARRANGEMENTS (Divisions Two-Seven & Sunday)– 2024

CONTENTS

- 1 GENERAL**
- 2 REGISTRATION AND ELIGIBILITY**
- 3 PENALTIES**
- 4 PREPARATION OF PITCHES**
- 5 CANCELLATION OF MATCHES**
- 6 MATCH FORMATS**
- 7 ALLOCATION OF POINTS D2-D7,SUNDAY**
- 8 TEAMS**
- 9 BALLS**
- 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 60% or more 1st/2nd/3rd/4th XI **league** matches (the match must have started to count towards the 60%) 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. The following rules apply.

- Only Saturday teams from Divisions Four to Severn can loan players in. The loan player must play in the lowest Saturday team within that club.
- No more than three loans per club at any one time are allowed to play.
- No new loan players allowed to play in the last 2 games, only existing (ie current not previous) are allowed .
- All loans can be registered up to 8.00pm Friday (day before the game)
- Teams can only loan players from one division higher (same div or lower is fine)*
- Teams in D3 that have a bye week cannot loan players out.

*The **Rules Chairman or Results/Registrations Co-ordinator** must be contacted for a decision on the status of a prospective loanee(s), Certain Exemptions may be allowed

Loans can be actioned on Play Cricket admin by the club signing the loan player. The club loaning the player out 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 B. 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 9 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 official, designated 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.

2.22. In addition to 2.19 above, each club in the SCCL will be able to register an additional player who is not a designated or official Cat 3 overseas player, does not meet the criteria for Category 1, but is present in the UK legally. No replacement will be allowed for this player. This player may play in any team within that club.

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. 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 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 in the first instance. However in the event of a cancellation agreed, or dispute unresolved, between the captains, both must be prepared to show proof – via either text messages or emails – in the event of a league investigation.
- 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. If necessary the League will determine the amount if there is a dispute.

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 – may impose a penalty of up to 20 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
- Third offence -15 points deduction (plus 10 points deduction for all other teams in club)
- Fourth offence - 20 points deduction (plus 10 points deduction for all other teams in club)
- Fifth offence – Expulsion from SCCL (plus 10 points deduction for all other teams in the club)

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 2-7 will play 11 matches of WL format followed by 11 of WDL (Div 3 is 10 and 10 due to every team having a bye in both halves of the season)

All Sunday divisions will play the WL format throughout the season

7. ALLOCATION OF POINTS: Division 2-7 and Sunday Divisions

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 Officials bonus points: one point for teams providing a suitably qualified and registered umpire and/or scorer (see 18.2 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 (that can be printed off the league website), 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. In all Saturday divisions and Sunday Division 1 & 2, 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. **In Sunday Division Three each team shall supply one ball for each game.**

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 sightscreens are on the field of play they must have an area marked off (within which it can move) so that the boundary doesn't change.

11. START TIMES AND LENGTH OF MATCHES

11.1 Start times are as follows :

Premier Division 12 noon (11.30am September)

Divisions One Two & Three 12.30pm (midday in September)

All other Saturday Divisions 1.00pm

Sunday Divisions 1.00pm

In Division 2-7 and Sunday 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:

Divisions Two-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.

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-Seven, 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 and Sunday:

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 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.

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 (non panel). For information on Premier/Division One Panel see Section 5 of Playing Directives Rulebook

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 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 online 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 umpires must carry an **up-to-date DBS**. As a valid DBS is no longer required for scorers, we advise all scorers to complete the ECB Safeguarding for Umpires and Scorers E-Learning module.

18.3 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.

18.4 In all divisions, captains are asked to assess umpires' performance on the Match Result Sheet.

18.5 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 Rulebook

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.

19.4 No person under the age of 14 is allowed to score unless he/she is a qualified ECB ACO Level 2 Scorer.

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 Saturday 2nd XI, and 2nd XIs with a Saturday 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.
- Only clubs with a 2nd XI (can be Sunday) will be allowed into Division One

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

25.1 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

25.2 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

25.3. 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 sight screen, 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. The use of **in game** "Go Pro" cameras or similar devices are not allowed to be used.

9. 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 and 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 SCB strongly recommends that all adult recreational cricketers should wear helmets for certain activities, preferably which meet the recent British Safety Standard (see below.) This recommendation applies to batting against all types of bowling, wicket-keepers standing up

to the wicket (who may as an alternative wear face protectors) and fielders fielding closer than eight yards from the batsman's middle stump, except behind the wicket on the off side.

YOUNG PLAYERS UNDER THE AGE OF 18

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

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

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

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

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

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

BRITISH SAFETY STANDARD FOR CRICKET HELMETS

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

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

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

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 BDPCCL 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 if they have played the Premier Division or BDPCCL the previous day, the club must seek permission for them to play from either the Rules Chair (Jamie Dowley) or Registrations Secretary (Craig Simms), whose decision will be final.
 - 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 BDPCCL, Premier or Division One cricket this season or in 2023 can 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.

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 2024
- 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, or BACS 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, except at Finals Day where DLS will be used (both competitions), after 30 minutes of combined interruptions. 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 Challenge 100 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 16th May with reserve day 23rd May
- ii. Round 2 – Thursday 30th May with reserve day 6th June
- iii. Quarter Finals – Thursday 13th June with reserve day 20th June
- iv. Finals Day Sunday 7th July at venue Allscott CC (reserve date 14th July)

IV. The Challenge 100

- i. Round 1 – Thursday 16th May with reserve day 23rd May
- ii. Round 2 – Thursday 30th May with reserve day 6th June
- iii. Quarter Finals – Thursday 13th June with reserve day 20th June
- iv. Finals Day – Sunday 28th July at venue Wem CC (reserve date 4th August)

*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

On Finals Day(s) only a simplified DLS Calculation will be used in the event of bad weather curtailing any of the matches. This will be advised before the day to the umpires and clubs involved.

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 DSC Chair)

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 2024

CONTACT LIST

UMPIRES SECRETARY

Colin Wetherley-Mein	07896 536449
Shaleindra Allen	
Tim Barber	07811 406331
Nathan Bartram	07833 804572
Paul Brace	07988 246589
Steve Chandler	07865 080536
Will Clarke	07790 495311

Mike Cliffe	07990 303134
Graham Edwards	07850 443690
Chris Field	07971 055242
Preston Fletcher	07913 836481
Rob Handley	07903 540397
Bob Hesketh	07803 805944
Mike Jenkins	07717 686677
Andy Johnson	07572687077
Allan Kynaston	07983 095393
Pete Maltby	07850 443747
Paul Mantle	07779 761425
Mike Mooney	07419 848170
Neil Marsh	07808 331650
Craig Massey	07969 869147
Keith McClean	07771 145361
Keith Miller	07967 676473
Luke Nelson	07376 883992
Dave Nock	07501 807374
Simon Northcott	07809 676008
Richard Oakley	07932 781313
Jonathan Prince	07387 313280
Tony Pritchard	07792 072627
Rob Price	07962 685677
Aled Roberts	07496 587342
Glen Robson	07789 205897
Alan Rudd	07790 393559
Phil Tandy	07393 476245
Tushar Jani	07984 728587
Stuart Ward	07718 523281
Dave White	07737 540820
Winston Tomkins	07547 216360
Nick Walmsley	07954 435421
Wyndham Williams	07800 916289

