

SHROPSHIRE COUNTY CRICKET LEAGUE

**PREMIER & DIVISION ONE
HANDBOOK**

**PLAYING DIRECTIVES &
PLAYING CONDITIONS
2025**

SCCL PANEL UMPIRES 2025

Umpires Secretary

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PLAYING DIRECTIVES

1. THE MATCH

- 1.1 A team will be deemed to be late if less than seven members are present at the toss which shall take place on the field of play, in the presence of one or both umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.
- 1.2 A team that is deemed to be late will forfeit the toss and the overs remaining at the rescheduled start time will be divided equally between the two teams.
- 1.3 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 7.
- 1.4 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 (20 points in win/lose matches). In addition, 24 points (20 points in win/lose matches) will be awarded to the visiting club.
- 1.5 Normally, both teams must report to the ground before a decision is made regarding the fitness of the conditions. However, 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) Captains of both teams agree on an abandonment by speaking together and not by any other form of communication.
- 1.6 If the captains fail to agree on an abandonment, and time is available, the ground should be inspected by an independent umpire who will be entitled to claim an attendance fee of £15. His/her decision will be final and binding on both clubs.
- 1.7 The home club must report the abandonment of the fixture to the Results Co-Ordinator immediately after the decision to abandon has been made.
- 1.8 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.

- 1.9 If this option is taken, the home team must attend, pending an inspection by the appointed umpires.
- 1.10 If, subsequently, conditions are deemed fit and play commences, the umpires will report the facts to the League Secretary and Executive Committee, who shall have the power to impose a penalty of 24 points (20 points for win/lose matches) on the home team if they see fit.
- 1.11 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 that the fixture has been abandoned immediately. They should be paid the full attendance fee if caused to travel.
- 1.12 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 Executive 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.
- 1.13 The following ECB Directives shall apply in all matches; captains, team managers and umpires shall be responsible for ensuring that they are followed: -
 - (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 guidance for junior players in open age cricket
 - (v) The guidance on concussion from ECB

2. GROUND AND FACILITY CRITERIA

- 2.1 Home clubs shall be responsible for the preparation, covering, re-covering and correct marking of the pitch and for setting up the wickets before the toss.
- 2.2 The match pitch must not be artificially watered less than 48 hours before the start of any match.

- 2.3 The pitch should be firm, dry and true, providing good carry and consistent bounce with no excessive seam movement or spin throughout and will be judged on how it plays not whether it is dry or what colour it looks.
- 2.4 Between innings the home team shall arrange for the pitch to be swept and re-marked and, if necessary, rolled.
- 2.5 Each club shall provide leak-proof pitch covers that cover the whole of the match pitch.
- 2.6 The match pitch shall be covered for the two nights before the match and, if necessary, until the first ball is bowled and whenever necessary during the preparation of the pitch. The bowlers' run-ups and the pitches either side of the match pitch ideally should be covered if possible.
- 2.7 Under the supervision of the umpires, the home team is responsible for ensuring the pitch, the bowlers' run-ups and the pitches either side of the match pitch are fully covered if possible:-
- (i) if there is any rain after the toss has taken place or
 - (ii) during any rain interruption or
 - (iii) during any interval and there is threat of rain or
 - (iv) if play is suspended due to poor light and there is a threat of rain
- 2.8 In the interests of time-saving, it is permissible to use flat sheets to cover the pitch during the match at the discretion of the umpires but, if the break in play is likely to be for an extended period, the roll-on wheeled covers, covers for the bowlers' run-ups and side sheets for the pitches either side of the match pitch should be available.
- 2.9 It is expected that the home team will ensure that full access is available to all equipment needed to clean up in the event of adverse weather and to use it as soon as rain has ceased, or as directed by the umpires.
- 2.10 Clubs where possible should provide adequate mopping-up equipment for use during wet weather. Ideally the minimum equipment required is a bow-dry mopping-up machine or equivalent. This work should be carried out under the direction and supervision of the umpires.
- 2.11 Clubs are expected to make all possible efforts to ensure that their grounds are fit to play in the event of bad weather. This requirement should take precedence over other activities such as warm-ups etc.

- 2.12 In exceptional circumstances (usually caused by poor weather) and if both sides agree, a fresh pitch may be cut on a match day to allow cricket to be played.
- 2.13 The captain of either team may request to have the pitch rolled before the toss is made at the start of the match.
- 2.14 A choice of light or heavy roller should be made available for use prior to and during all matches. Although it is desirable to have a heavy roller available during matches, this may not, always, be possible due to the lack of a suitable driver, contract hire etc. Rollers available on a match day should be confirmed between the umpires and captains prior to the toss.
- 2.15 The square should be well maintained and in good condition. The entire square should be cut prior to each game, the pitch clearly identified from the remainder of the square and fully prepared for positive cricket.
- 2.16 Outfields should be flat, even and well maintained with good drainage, closely-mown every week, below $\frac{3}{4}$ " or 20mm, with no grass cuttings left on the surface enabling the ball to run truly.
- 2.17 The boundary should be clearly marked by a fence OR a substantial rope OR a white line supplemented by boundary flag markers every 20 yards.
- 2.18 Sight-screens (black in win/lose) and white in win/lose/draw, shall be placed at each end of the ground. They should be painted with non-reflective paint and should be in good condition. If the screen stands within the playing area, a roped/boarded area must be provided of sufficient size to allow the screens to be moved without adjusting the screens/boards.
- 2.19 All clubs shall be equipped on their ground with a working clock which is clearly visible to all players and umpires during the course of the match.

3. DAMAGE TO GROUND & FACILITIES

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

4. BALLS

- 4.1 A new Dukes County International ball, supplied to the home club, by the League, to ensure complete uniformity, shall be used at the

commencement of each innings in all matches in Premier and Division One.

- 4.2 In win/lose games white balls will be provided by the League.
- 4.3 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 shall 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.
- 4.4 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.
- 4.5 In the event of a new ball being lost within the first five overs of either innings, the replacement will be another new ball as supplied to the umpires, prior to the game.
- 4.6 If the home team 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 win/lose/draw matches, points will be allocated according to playing condition 7.
- 4.7 If the team claiming the toss, elects to field, the match will be delayed until the new balls arrive. If the team 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 and they shall be appointed to officiate in both Divisions of the League.
- 5.2 They will each receive an allowance from the home club, the allowance to be decided by the SCCL Management Committee at the start of each season.
- 5.3 2025 allowances per umpire – Premier Division £55 and Division One £50.
- 5.4 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/ she shall receive 150% of the normal attendance fee.

- I. Clubs, if preferred pay umpires fees by BACS payment rather than cash.
 - II. Clubs wishing to pay by BACS should contact the umpires at least 24 hours prior to the match to obtain their bank details.
 - III. Umpires cannot insist on cash payment if the home club has proposed to pay by BACS.
 - IV. All umpires fees, if paid by BACS must be made promptly. If umpires experience delays report it to the Umpire's Secretary.
- 5.5 All umpires should arrive at the ground, at least 60 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 they should take the field five minutes prior to the opening delivery of each innings.
- 5.6 Umpires in win/lose matches must wear coloured clothing.
- 5.7 Umpires in win/lose/draw matches must wear a white coat/blouson, a white shirt, and dark trousers (black or navy blue). A coat/blouson is optional according to the weather. A polo shirt may be worn, as an alternative, but, in all cases, the umpires must be dressed the same.
- 5.8 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.
- 5.9 The penalty runs provided for in Law 41 shall not apply in matches where there is no umpire appointed by the Officials Secretary.
- 5.10 Umpires should ensure that: -
- (i) When necessary, sight-screens are moved by the batting side.
 - (ii) The outgoing and incoming batters 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 has commenced it shall always be completed, unless a result has been reached or the players have reason to leave the field.

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

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

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

5.14 If, at any time, the umpires together agree 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.

5.15 Any captain, player, ground 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 Committee for dissent.

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 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 absence, and he shall not thereafter come onto 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 a player is absent from the field for longer than eight minutes, the following restrictions shall apply to their future participation in the match: -

- (i) The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter

referred to as penance time), subject to a maximum cumulative penance time of 90 minutes.

- (ii) The player shall not be allowed to bat in the match until his 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 side has lost five wickets in its batting innings, he may bat immediately.
- 6.3 The restriction in (i) and (ii) above 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 subsequently 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).
- 6.4 For the purposes of (i) and (ii) above, playing time shall comprise the time play is in progress excluding intervals between innings and official drinks intervals.
- 6.5 If a player is off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field if play had been in progress.
- 6.6 Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or 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 shall automatically be allowed to count any such stoppage time as playing time provided he returns to the field of play immediately after the interruption or, in the case of a batsman, provided that he personally informs the umpires that he is fit to participate.

7. SCORING

- 7.1 Each team shall supply a competent scorer, who, should be at least 14 years old and shall have completed an ECB ACO scorers course, and preferably be a member of the ECB ACO. They must be registered as a scorer with the SCCL.

7.2 A competent scorer is a person who: -

- (i) Has a basic knowledge of the Laws of Cricket
- (ii) Has a basic knowledge of scoring procedures
- (iii) Has a knowledge of umpires' signals and is able to communicate appropriately with the umpires
- (iv) Is able to identify all individual players of the team for which they are scoring

7.3 The penalty for failing to provide a competent non-playing scorer is a one-point deduction on the first and every, subsequent, occasion during the season.

7.4 Scorers must be in an under covered area. The scoreboard (or space provided) which may be within or detached from the pavilion, should be of an acceptable standard, clean, tidy and maintained inside and outside in good condition with a height-adjustable seat for each scorer. It should be clearly visible from the pavilion and everywhere on the field of play.

Access to the internet is mandatory to enable Live Scores to the League website.

7.5 A suitable 13Amp socket must be available to facilitate the use of two laptop computers in all matches played under the jurisdiction of SCCL.

7.6 Scoring must be undertaken on a laptop computer and Live Scores must be maintained using the latest version of PCS PRO available at the start of the season, together with any updates released during the remainder of the season.

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

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 players who 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 to the opposition captain at the toss.

- 8.4 Captains, wicket keepers, Category 3 players (Overseas) and players under the age of 19 years on 31st August of the previous year 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, or a player is wrongly named) 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. CAPTAINS' REPORTS

- 9.1 Captains are required to assess umpires by emailing an Umpires Performance Report to the Officials Secretary, Colin Wetherly-Mein c.wetherley.mein@btinternet.com to arrive not later than 5pm the Monday following the match.

Failure to do so may be penalized!

- 9.2 Mark the quality of the pitch and outfield.

10. UMPIRES' REPORTS

- 10.1 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

- 10.2 The form should be completed online via the League website no later than 5.00 p.m. on the Monday immediately after the match.

11. CLOTHING

- 11.1 Players in win/lose matches shall wear coloured clothing and players in win/lose/draw matches shall wear white clothing. The

current ECB Regulations on advertising insignia shall apply to all items of clothing and equipment worn or used on the field. Details are available from the ECB website. Teams may have named and or numbered shirts providing all eleven players are similarly attired. Names shall be surnames only and numbers shall be two digits maximum.

12. LEAGUE TABLES

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

12.2 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 highest 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 highest 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, the team with the higher runs per wicket calculation (rpwc) shall be placed higher. Rpwc is calculated as follows: - runs scored/wickets lost minus runs conceded/wickets taken in all (completed) matches.

13. 'MANKAD' RUN-OUT

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.

14. TEAS

- 14.1 There is no mandate to provide teas, however, clubs may decide to provide teas for players and officials with agreement with the opposing team.
- 14.2 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.

PLAYING CONDITIONS
WIN / LOSE / DRAW
Premier Only (weeks 9-19)
Division One (weeks 12-22)

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply

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 12:30 p.m to 7pm. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start 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 a stoppage for any reason lasting more than three minutes or 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 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.5 All Premier matches shall be of 100 overs (90 overs for Division One) duration save where time is lost after the scheduled start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.5a In Premier and Division One, in exceptional circumstances, if GWL is forecasted to curtail a game, the umpires (and only the umpires) may offer the Captains the opportunity to shorten the game to 80 overs in the Premier and 70 overs in Division One. Both Captains must agree and this can only be agreed prior to the toss.

- 1.6 In an uninterrupted match, the duration of the Premier first innings shall be 50 overs (Division One 45 overs) unless the side batting first is dismissed or declares its innings closed.
 - 1.7 If a team batting first is dismissed or declares its innings closed before their maximum overs' allocation is completed, 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.
 - 1.8 If the team batting first is dismissed or declares its innings closed within 25 overs or less from the start, a 10 minute interval shall be taken between innings and play may continue until a result is obtained.
 - 1.9 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 batters at the wicket at the time of the delay. The umpires shall, also, notify the scorers of any such stoppage at the end of the innings. Breaks of less than three minutes are to be ignored and no allowances made.
 - 1.10 Batters are expected to cross on the field of play at the fall of a wicket.
 - 1.11 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Four minutes shall be allowed for each interval with no allowance made.
- i.e the cut-off time for the innings is **not** extended by the length of the drinks interval.

Drinks **must** be taken **on the field** and must be provided by the home club for both teams and officials.

1. DELAYED STARTS AND INTERRUPTIONS

- 1.1 Where the start of a match is delayed, due to inclement weather or other unavoidable cause, 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. (Tables for the guidance of umpires are printed at the rear of this section).
- 1.2 **When calculating the overs lost, the umpires shall ignore the first 30 minutes of lost time.**
- 1.3 If rain falls after the toss but before the scheduled start, thus causing a delay, 2.1 shall be applied.

- 1.4 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.
- 1.5 No match shall start after 4.50 p.m. (minimum 40 overs plus 10 minutes break between innings).
- 1.6 Where time is lost due to inclement weather or other avoidable cause 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. The team batting first shall complete its initial allocation of overs unless it is dismissed, or it declares its innings closed. The number of overs to be received by the side 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.
- 1.7 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.
- 1.8 If play is suspended during an over in the second innings, the number of full overs to be bowled shall be recalculated and any balls not bowled in the incomplete over shall be added.
- 1.9 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 1.10 If the players are off the field of play at the scheduled or rescheduled cut-off time for the second innings, the match is at an end.

2. NUMBER OF OVERS PER BOWLER

- 2.1 No bowler may bowl more than 30% of the overs available in any innings up to a maximum of 15 in the Premier Division and 14 in Division One.
- 2.2 In a match that is interrupted during 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.

- 2.3 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 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.
- 2.4 The umpires shall, prior to the start of the innings, or on resumption of play after an interruption, advise the scorers and captains of the maximum number of overs available per bowler. (Tables for the guidance of umpires are printed at the rear of this section).

3.OVER RATE PENALTIES

- 3.1 The captain of the fielding side is, solely, responsible for his team's over rate and any information supplied by the umpire regarding over rates should be regarded as guidance and not definitive. Although captains are encouraged to check the over rate with the umpires during the innings, any incorrect information supplied by the umpire may not be used as a reason not to impose the penalty.
- 3.2 The minimum over rate to be achieved by both teams is 15 overs per hour and the following penalty point deduction shall apply during 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.

- 3.3 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.
- 3.4 Time allowances will not be subject to retrospective negotiation – the umpires' decision shall be final and there will be no right of appeal.
- 3.5 Any attempt to contact the umpire(s) to discuss the reporting of a slow over rate, retrospectively, will be deemed to be an inappropriate approach and any club and/or individual reported for

such an approach will be subject to disciplinary action.

- 3.6 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.
- 3.7 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.

4. RESTRICTION ON PLACEMENT OF FIELDERS

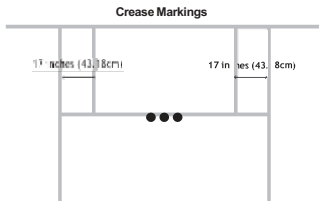
In addition to Law 28.4, the following fielding restrictions shall apply: -

- 4.1 Two semi-circles should be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each semi-circle shall be 30 yards.
- 4.2 The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 4.3 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 umpire at the striker's end shall call and signal "No ball" and the score shall be adjusted in accordance with Law 21 and an extra delivery in that over shall be allowed.
- 4.4 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions have been breached, the striker may draw the matter to the attention of the umpire immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged

5. WIDE BALLS

- 5.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
- 5.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings should **be painted in blue**.

Diagram A



- 5.3 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 strikers' 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 a batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 5.4 If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances 5.3 shall not apply and the guidance given in 5.3 shall apply on both the off side and the leg side.

6. THE BOWLING OF FAST SHORT-PITCHED BALLS

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

- 6.1 A bowler shall be limited to two fast short-pitched deliveries per over.
- 6.2 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.
- 6.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 6.4 In addition, for the purposes of this regulation and subject to 7.6 below, a ball that passes above head height of the batter, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called and signalled a "No ball".

- 6.5 For the avoidance of doubt, any fast short-pitched delivery that is called and signalled a "No ball" under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- 6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in 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/her head with the other hand.
- 6.7 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call and signal 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.
- 6.8 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 remove the bowler 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.
- 6.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 6.10 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.
- 6.11 At the end of the match, the umpires will report the matter to the General Manager who shall take such action as considered appropriate against the captain and the bowler concerned.

7.POINTS

- 7.1 for the winning side that wins the toss and elects to field = 20 points
- 7.2 for the winning side in all other instances = 24 points
- 7.3 for a loss = 0 points (plus bonus points).
- 7.4 for a tie = 8 points each (plus bonus points)
- 7.5 for an abandoned game with some play = 5 points each side (plus bonus points).
- 7.6 for an abandoned game with no play = 5 points each side

Draw points – uninterrupted match

7.7 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, 70% of the score of the side batting first.
- 7 points (plus bonus points) awarded to the side batting first, when the score of the side batting second is more than 70% of the score of the side batting first.
- 3 points (plus bonus points) awarded to the side batting second, if they score more than 70% of the score of the side batting first.
- 0 points (plus bonus points) awarded to the side batting second, if they score exactly 70% or less of the score of the side batting first.

Draw points – interrupted or abandoned match

7.8 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 70% of the average runs per over, scored in the first innings, provided that at least 20 overs have been bowled in the second innings.
- 7 points awarded to the side batting first, 3 points to the side batting second if the side batting second scores more than 70% of the average runs per over scored in the first innings, provided that at least 20 overs have been bowled in the second innings.
- 7 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. 3 points 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 7/3 winning draw in their favour

If Team B scored @ above 3.08 per over (70% of team A) but less than 4.41, then Team A would get 7 points and Team B 3 points

If Team B scored @ less than 3.08 per over (70% 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 gained

7.9 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.

7.10 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

7.11 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.

7.12 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’.

7.13 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 below. 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.

7.14

	4 points	3 points	2 points	1 point
40 plus overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-29 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

**GUIDELINES FOR UMPIRES & CAPTAINS FOR MATCHES WHICH
ARE DELAYED AT THE START DUE TO INCLEMENT WEATHER
OR OTHER UNAVOIDABLE CAUSE IN MATCHES W/L/D**

		Premier	Div One			Premier	Div One			Premier	Div One
Minutes Lost	Overs Lost	Overs Left	Overs Left	Minutes Lost	Overs Lost	Overs Left	Overs Left	Minutes Lost	Overs Lost	Overs Left	Overs Left
4	1	99	89	96	24	76	66	188	47	53	43
8	2	98	88	100	25	75	65	192	48	52	42
12	3	97	87	104	26	74	64	196	49	51	41
16	4	96	86	108	27	73	63	200	50	50	40
20	5	95	85	112	28	72	62	204	51	49	
24	6	94	84	116	29	71	61	208	52	48	
28	7	93	83	120	30	70	60	212	53	47	
32	8	92	82	124	31	69	59	216	54	46	
36	9	91	81	128	32	68	58	220	55	45	
40	10	90	80	132	33	67	57	224	56	44	
44	11	89	79	136	34	66	56	228	57	43	
48	12	88	78	140	35	65	55	232	58	42	
52	13	87	77	144	36	64	54	236	59	41	
56	14	86	76	148	37	63	53	240	60	40	
60	15	85	75	152	38	62	52				
64	16	84	74	156	39	61	51				
68	17	83	73	160	40	60	50				
72	18	82	72	164	41	59	49				
76	19	81	71	168	42	58	48				
80	20	80	70	172	43	57	47				
84	21	79	69	176	44	56	46				
88	22	78	68	180	45	55	45				
92	23	77	67	184	46	54	44				

PLAYING CONDITIONS WIN / LOSE

Premier only (weeks 1-8 & 20-22)

Division One (weeks 1-11)

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.10 p.m. with the exception of matches played in September which shall be 11.30 a.m. to 6.40 p.m. for the Premier Division. For Division One all season 12.30p.m. to 7.0 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause
- 1.3 Play shall 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 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.5 All matches shall consist of one innings per side and each innings shall be limited to 50 overs (Premier Division) and 45 overs (Division One), save where time is lost after the scheduled start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.5a In Premier and Division One, in exceptional circumstances, if GWL is forecasted to curtail a game, the umpires (and only the umpires) may offer the Captains the opportunity to shorten the game to 80 overs in the Premier and 70 overs in Division One. Both Captains must agree and this can only be agreed prior to the toss

- 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 team may not declare his innings closed at any time during the match.
 - 1.8 Should the team batting first be dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 50 overs (Premier) / 45 overs (Division One), or as reduced, due to inclement weather or other unavoidable cause.
 - 1.9 If the team batting first is dismissed within 25 overs or less from the start, a 10 minute interval shall be taken between innings and play may continue until a result is obtained.
 - 1.10 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.
 - 1.11 Batters are expected to cross on the field of play at the fall of a wicket.
 - 1.12 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Four minutes shall be allowed for each interval with no allowance made.
- i.e the cut-off time for the innings is **not** extended by the length of the drinks interval.
- 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 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of 20 overs must be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 No match may start after 4.50 p.m. (minimum 40 overs plus 10 minutes interval between innings).

- 2.4 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, i.e. time already played added to time remaining though not including the time allocated to the interval.
- 2.5 The revision of the number of overs should ensure, whenever possible, that both teams are allowed 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).
- 2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.
- 2.7 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 relative delays, interruptions in play and the duration of the interval will be taken into account.
- 2.8 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 re-scheduled close resulting from the previous interruption.
- 2.9 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 has been completed and playing condition 4 shall apply.
- 2.10 When playing time has been lost and 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.
- 2.11 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.

- 2.12 A rescheduled 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 shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.
- 2.13 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled 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 has been achieved and playing condition 4 shall apply.
- 2.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

- 3.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. In Division One, 45 overs match, no bowler may bowl more than 9 overs. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 50 / 45 overs, no bowler may bowl more than one fifth of the total overs allowed.
- 3.2 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 bowler may bowl more than eight overs.
- 3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in 3.1 above.
- 3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he 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 insofar as each bowler's limit is concerned.
- 3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is, solely, responsible for his team's over rate and any information supplied by the umpire regarding over rates should be regarded as guidance and not definitive. Although captains are encouraged to check the over rate with the umpires during the innings, any incorrect information supplied by the umpire may not be used as a reason not to impose the penalty.
- 4.2 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 3 hours (Division One).
- 4.3 In the event of them failing to do so, the full quota of overs shall be completed and one fewer fielder shall be permitted outside the fielding restriction area in 5.3 than would normally be the case in the Powerplay at the time.
- 4.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 The minimum over rate to be achieved by both teams is 15 overs per hour and the following penalty point deduction shall apply during 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.

- 4.6 If the innings is terminated before the scheduled or rescheduled cut-off time no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cut-off time for that innings.
- 4.7 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or rescheduled closing time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to

retrospective negotiation).

- 4.8 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages.
- 4.9 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.
- 4.10 Allowances prior to a stoppage are carried forward for the purposes of the application of playing condition 4 only – they do not influence the recalculated number of overs or the scheduled close of play.
- 4.11 Over rate penalties apply only to innings of 20 overs or more duration.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

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

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 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.
- 5.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each semi-circle shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery: -

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. In an innings of 45 overs, these are overs 1 to 9 inclusive.

Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. In an innings of 45 overs, these are overs 10 to 36 inclusive.

Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive. In an innings of 45 overs, these are overs 37 to 45 inclusive.

- 5.4 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 below.. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.
- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

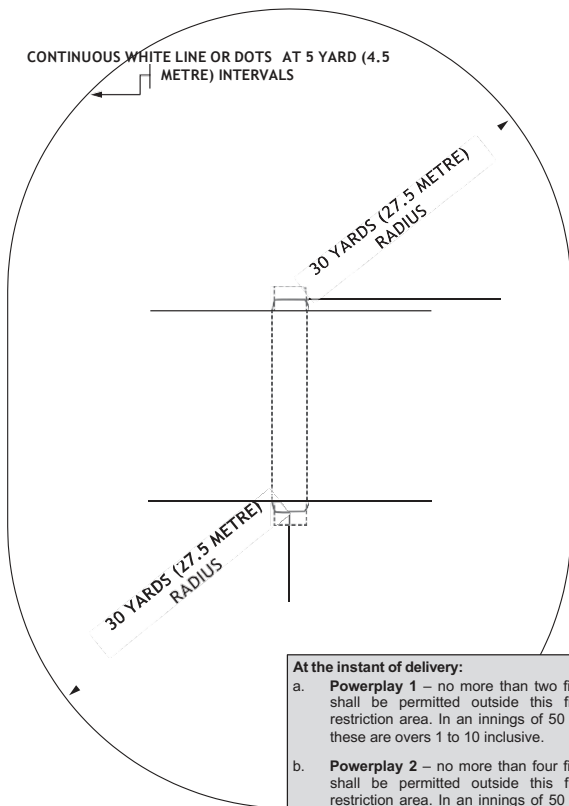
Illustrations of 5.5

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.

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

Restrictions on the Placement of Fielders



At the instant of delivery:

- Powerplay 1** – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- Powerplay 2** – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- Powerplay 3** – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".
- 5.8 If the umpire at the striker's end fails 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, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

6.NO BALLS

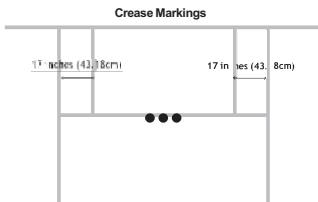
- 6.1 The penalty for a No ball will be one run.
- 6.2 In addition to 6.1 above, the delivery following a No ball shall be a free hit for whichever batter is facing it. This applies for all modes of No ball except a short-pitched delivery that passes or would have passed clearly above head height of the striker standing upright at the popping crease.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of No ball or a Wide ball), the next delivery will become a free hit for whichever batter is facing it.
- 6.4 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".
- 6.5 The umpires will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- 6.6 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.

Innings Duration	Powerplay1	Powerplay2	Powerplay3
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. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings should **be painted in blue**.

Diagram A



- 7.3 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 strikers' 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 a batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

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

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

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

- 8.2 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.3 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.
- 8.4 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 8.5 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
- 8.6 For the avoidance of doubt any fast short-pitched delivery that is called a "No ball" under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.7 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 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/her head with the other hand.
- 8.8 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal 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 batters at the wicket, of what has occurred.
- 8.9 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 remove the bowler 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.
- 8.10 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 8.11 The umpire will report the occurrence to the other umpire, the batters at the wicket and, as soon as possible, to the captain of the batting side. At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 In a match which has no interruptions after the start of play the team which has scored the most runs wins. If scores are equal the result is a tie.
- 9.2 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 44 allotted then a revised target score will be set for the number of overs which the team batting second will have the opportunity of facing.

Subject to this being at least 20 overs, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. The revised target score is recalculated after each interruption. Note in some cases the target score calculated with DLS can be higher than the actual score of the side batting first.

- 9.3 If the team batting second reaches the revised target score at any time prior to the conclusion of its innings then the match shall be won by the team batting second. If the team batting second falls one short of the revised target score and either is all out or the overs have expired, the result is a tie. If the team batting second does not reach the revised target score minus one and either is all out or the overs expire the team batting first has won.
- 9.4 If a match is suspended such that the overs expire with the side batting second not receiving its allocated number of overs (providing that it has received at least 20 overs) the result will be decided by DLS.
- 9.5 DLS based on the wickets lost and overs and balls used provides a par score. If at the time the match concludes, the score of the team batting second has exceeded this par score, the result is a win for the team batting second. If the score of the team batting second is equal to the par score the match is a tie. If the score of the team batting second is less than the par score the team batting first has won. If the side batting second has not received 20 overs the match is classified as abandoned.
- 9.6 In all matches during the innings of the side batting second the DLS par score for the last ball of the over being bowled should be displayed on the scoreboard.
- 9.7 If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand.

10. POINTS

10.1 for a win = 20 points

10.2 for a tie = 8 points (plus any bonus points)

10.3 for a loss = 0 points (plus any bonus points)

10.4 for an abandoned match with some play = 4 points (plus any bonus points)

10.5 for an abandoned match without a ball being bowled = 4 points

10.6 Batting bonus points are only 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 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 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.

10.7 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

10.8 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’.

10.9 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 10.12.

10.10 If there is an interruption in either innings, after the match has commenced, and the number of overs available to either team is reduced, due to time lost, the thresholds for bowling bonus points in both innings shall be adjusted in accordance with the table at 10.12. This will be based on the maximum number of overs available throughout the whole of the innings after play commences for the final time following an interval or an interruption.

	4 points	3 points	2 points	1 point
40 plus overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-29 overs	7 wickets	5 wickets	3 wickets	1 wicket

SCCL “100 KO COMPETITIONS” - OVERVIEW AND RULES

The headlines for the format are -

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

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

- 2.1 Participation in the competitions is only by invitation from the SCCL.
- 2.2 Premier and Division One clubs will automatically be entered in the Premier 100
- 2.3 All other clubs will be entered in the Challenge 100 unless they advise the organising committee by 18th March 2024
- 2.4 The matches will be played according to the MCC Laws of Cricket 2017 (2nd Edition 2019) modified as under these rules.
- 2.5 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

- 3.1 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
- 3.2 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.
- 3.3 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.
- 3.4 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

- 4.1 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".
- 4.2 No player may take part in either competition if he plays in another league not connected to the SCCL.
- 4.3 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.
- 4.4 Clubs that have 2 teams in the competition must nominate 8 players who are ineligible to play for the 2nd XI in the competition. Nominations must be regular first team players.
 - 4.4.1 Overseas and Professional players are automatically ineligible to play for the lower team and cannot be named within the 8.
- 4.5 If the 2nd XI has a designated overseas player, they are eligible to play.
- 4.6 Nominated players list is reviewed by executive committee, and they have final decision if a list is accepted and hold the right to question clubs on selection or omission of players.
- 4.7 If a list is not given, the Executive Committee will inform the clubs of the players that are ineligible and will be increased to 10 players.
- 4.8 If there is an issue with any club associated with a member of the Executive, that member will not be involved in any decisions.
- 4.9 A player cannot play in the same round for both the 1st XL and 2nd XL (SCCL only)

Example – 1st XI play in round 1, 2nd XI get rearranged for the following week. Players that played in 1st XI are ineligible for 2nd XI the following week.

- 4.10 if an ineligible player is selected, the team will be automatically removed from the competition and the team will receive a 10 point deduction to the Saturday side (or sides if both 1st and 2nd XIs are in the competition).
- 4.11 Should a 1st and 2nd XI both be drawn at home, the team drawn second in the draw will have their fixture reversed to being the away team.

- 4.12 For a player who is not named in the ineligible 8, they need to have played 2 SCCL games by Rounds 1 & 2, 3 SCCL games by Quarter Finals and 4 games by the Semi-Final/Final for any side in the club (Cup & Sat/Sun League), to be able to play in that round. A league match that has been abandoned without a ball being bowled does not count when determining a player's eligibility.
- 4.13 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.
- 4.14 No player may play for more than one club.

5. Match arrangements

- 5.1 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.
- 5.2 Matches shall be played on the specified Thursday.
- 5.3 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:
- Both clubs agree (if no agreement is reached the game must be played on the scheduled Thursday)
 - The KO Chairman is notified within seven days of the re-arranged date.
 - The ties are completed no later than the scheduled reserve Thursday.
- 5.4 If bad weather prevents a tie from starting, it will be played at the same venue on the following Thursday.
- 5.5 If a match has started and is then abandoned, the venue for the rescheduled game shall be reversed.
- 5.6 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.

- 5.7 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.
- 5.8 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
- 5.9 If bad weather prevents a bowl-out taking place, the winner will be decided on the toss of a coin.
- 5.10 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.
- 5.11 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.
- 5.12 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

- 6.1 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.
- 6.2 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.
- 6.3 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.

- 6.4 A team is deemed able to start at 6.30 pm if seven or more players are present at 6.20pm.
- 6.5 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
- 6.6 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.
- 6.7 Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.
- 6.8 There will be a change of ends after 10 balls
- Bowlers can deliver either 5 or 10 consecutive balls
 - Each bowler can deliver a maximum of 20 balls per game
 - If the number of balls is reduced from 100, each bowler can deliver a maximum of 20% of the available deliveries
 - Each bowling side gets a strategic timeout of 2 and a half minutes
- 6.9 The first 25 balls of each innings will be a powerplay Two fielders are allowed outside the inner circle during the powerplay
- 6.10 No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.
- 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.
 - Field changes are not permitted for free-hit deliveries unless there is a change of striker.
 - The interval between innings shall not exceed ten minutes, except in the final.
 - 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.
- 6.11 A match is won by the side scoring the greater number of runs in their 100 balls

- 6.12 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.
- 6.13 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**
- 7.1 The following rules in this section apply to both competitions, but only when panel umpire(s) officiate.
- 7.2 Any interruption(s) totalling more than 30 minutes of any agreed play will mean the tie is abandoned (see also 5.v).
- 7.3 Both teams must bowl their 100 balls in 75 minutes
- 7.4 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).
- 7.5 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).
- 7.6 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).
- 7.7 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
- 7.8 In all reduced ball matches, the fielding team will be given a leeway of 5 balls.
- 7.9 The panel umpires will keep both captains fully aware and informed of time allowances, ball rates, and potential penalties.
- 7.10 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

- 8.1 At the instant of delivery, there shall not be more than five fielders on the leg side.
- 8.2 For the first 25 balls of each innings, only two fielders are permitted outside a 30-yard radius marked by white plastic discs.
- 8.3 For the remaining balls of each innings, only five fielders are permitted outside the fielding circle.
- 8.4 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

- 8.5 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

- 9.1 Umpires should apply a strict and consistent interpretation to prevent negative bowling, especially down the leg side.
- 9.2 In the Premier 100 for guidance a leg side 'wide' shall be called if, irrespective of where the ball pitches, it passes on
- 9.3 the leg side of the striker and the leg stump, despite the strikers movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called 'wide').
- 9.4 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 bowlers 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

- 10.1 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

- 11.1 Five players from each side will bowl two overarm deliveries each, wicket to wicket on a normal 22-yard pitch.
- 11.2 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.
- 11.3 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.
- 11.4 Both teams will use the match ball. If this ball becomes wet, it may be changed subject to the umpires' approval.
- 11.5 A no-ball will count as one of the two deliveries but will not count towards the score of the team.
- 11.6 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.
- 11.7 Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

12. Penalties

- 12.1 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.
- 12.2 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.

- 12.3 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

- 13.1 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

- 14.1 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.
- 14.2 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.
- 14.3 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
- 14.4 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

- 15.1 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.

The Premier 100

- Round 1 – Thursday 15th May with reserve day 22nd May
- Round 2 – Thursday 29th May with reserve day 5th June
- Quarter Finals – Thursday 12th June with reserve day 19th June
- Finals Day Sunday 20th July at BRIDGNORTH CC (reserve date 27th July)

The Challenge 100

- Round 1 – Thursday 15th May with reserve day 22nd May
- Round 2 – Thursday 29th May with reserve day 5th June
- Quarter Finals – Thursday 12th June with reserve day 19th June
- Finals Day – Sunday 3rd August at KNOCKIN & KINNERLEY CC (reserve date 17th 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.

- 15.2 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

- 16.1 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.

17. Details of the Draw

- 17.1 This will be displayed on the Shropshire County Cricket League Website

League Officials

Chairman:	Howard Sanders	07917 007811
*(also DSC Chair)		
Vice Chairman:	Phil Parker	07974 767518
*(also Fixtures Officer)		
Secretary:	Matt Porter	07855 635879
Treasurer:	Liam O'Neil	07588 193793
Registration, Results & Play Cricket Officer:	Craig Simms	07368 344718
Safeguarding Officer:	Mike Jenkins	07717 686677
Rules Chairman:	Oliver Griffiths	07730 587735
KO Organiser:	Steve Maden	07538 184774