

SHROPSHIRE COUNTY CRICKET LEAGUE



RULEBOOK

PLAYING DIRECTIVES &
PLAYING CONDITIONS

2026

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League Officials

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1. GENERAL

- 1.1 The Rules and Playing Arrangements set out below apply to all divisions of the Shropshire County Cricket League (hereinafter referred to as "the League" or "the SCCL").
- 1.2 These Rules are binding on all players and clubs. In the event of any contravention, the League (or its Management Committee or constituent sub-committees) shall have powers to award or deduct points, declare a match void, and/or levy fines on any offending clubs, officials or players.
- 1.3 The Management Committee shall adjudicate on all matters not specifically covered by these Rules. The League's judgment shall be final and binding on all clubs.
- 1.4 The subscription is £100 for all Premier and Division One Clubs and £80 per team for all other sides, to be paid to the Treasurer not later than 1st May. (see also Rule 26.2)
- 1.5 All clubs in the League must appoint a Safeguarding Officer and must register, in writing, any changes to that appointment with the Leagues Safeguarding Officer.
- 1.6 All matches shall be played in accordance with current MCC Laws of Cricket unless specifically stated.
- 1.7 Before the start of each season every member club shall send to the League Administrator a Declaration signed by its Chairman and Secretary committing the club to abide by the constitution and rules of the League, and to observe the code of conduct and the laws of cricket. A club shall accrue no points until the signed Declaration has been received by the League.
- 1.8 ECB safeguarding guidelines require all captains and vice-captains to have an up-to-date ECB DBS. Please refer any queries to the League Safeguarding Officer.

- 1.9 AGM & CAPTAINS MEETINGS - It is the responsibility of all clubs to attend both meetings. Failure to do so will incur a 10 point penalty for all teams within that club, to be deducted at the start of the following season.

Clubs should ascertain for themselves the dates & venues, which will be posted on the league's website well in advance. Notification Emails will also be sent to all club secretaries, also well in advance.

Note: The captains' meetings are held annually in April ahead of the new season, and AGMs are usually held towards the end of November.

2. REGISTRATION AND ELIGIBILITY

- 2.1 All players in SCCL matches must be registered with the League, and player registration must be in accordance with current ECB regulations.
- 2.2 Dual Registration across leagues will now be allowed for any player aged 16 or younger. *For clarification, this is not permitted for anyone 17 or older.
- 2.3 Registration will be via the League's Play-Cricket website. Clubs may also register new players by phone or text to the League Administrator before noon on the day of the game, provided that the players details are entered onto the Play-Cricket website within 48 hours. Failure to observe this rule will incur a four-point penalty per unregistered player, which may be increased at the discretion of the rules committee, depending on how crucial the non-registration is deemed to be.
- 2.4 Clubs are obliged to field 11 players for all matches. If short of players, the highest-ranked teams should be filled first. If, in failing to do this, the League considers a club is attempting to gain an advantage, a penalty will be applied.
- 2.5 Clubs must fill out a junior consent form for any player 17 or younger who wishes to partake in open age cricket and keep records of such, in line with GDPR. These forms must be available on request by either the SCCL or SCB/ECB.
- 2.6 Any player who is 18 or older, who plays weekend cricket for a different club in a different league will require the specific consent of the League Administrator to be eligible to play in the SCCL.
- 2.7 No player suspended by a Board, or another league will be permitted to play in the SCCL.

Rules 2.8 & 2.9 below only apply to Saturday teams.

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

- 2.9 Final games of the season (inc Birmingham League players) ...
- 2.9.1 A player who has played in a total of 60% or more 1st/2nd/3rd/4th XI league matches (the match must have started to count towards the 60%) shall not be allowed to play in either of the last two matches in a lower team in the same season - unless he/she has already played in at least 30% of the matches for the lower team in which he/she is selected.
- 2.9.2 Birmingham League & SCCL Premier Division only: Any player who has not reached this 60% threshold but has played at least twice in the BDPCL or SCCL Premier Division, must, in order to be eligible for whichever lower team he/she is selected in the last two games, have played at least two matches in that specific XI (or a lower XI) at some stage of the same season.
- 2.9.3 If a player has only played a small number of games all season, but 100% of those were in a higher team, they shall not be allowed to play in either of the last two matches in a lower team in the same season.
- 2.10 No permission will be granted to register players for matches in the Premier Division and Division One after 1st August. In all other divisions, clubs can register players until the end of the season, provided they comply with the provisions of rule 2.3.
- 2.11 Any team found guilty of playing a player under a false name will, apart from being penalised as per rule 3, be subject to further disciplinary action involving both the individual and club concerned.
- 2.12 Any club wishing to transfer a player shall complete an official transfer form (available on the league website) and forward it to the League Administrator together with a letter (or email) from the players previous club confirming that he/she has fulfilled his obligations. He/she may not play in a League match for his/her new club until permission has been granted. In the case of a financial dispute between the player and the departing club, then the transfer will not proceed until the matter has been resolved to the satisfaction of the league.
- 2.13 Transfers cannot be undertaken on the League's Play-Cricket website.
- 2.14 No transfers will be permitted after 1st August.
- 2.15 **LOANS.** The following rules apply.
- 2.15.1 Only Saturday teams from Divisions 4 to 8 can loan players in. The loan player must play in the lowest Saturday team within that club.
- 2.15.2 No more than three loans per club at any one time are allowed to play.
- 2.15.3 No new loan players allowed to play in the last 2 games, only existing (ie current not previous) are allowed.
- 2.15.4 All loans can be registered up to 8.00pm Friday (day before the game)

- 2.15.5 Teams can only loan players from one division higher (same div or lower is ok)*
- 2.15.6 *The Rules Chairman or League Administrator must be contacted for a decision on the status of a prospective loanee(s), Certain Exemptions may be allowed.
- 2.15.7 Loans to be actioned on Play Cricket admin by the club signing the loan player. The club loaning the player out can cancel the loan at any stage.
- 2.16 Team selection should take account of the ECB Guidelines for Junior Players in Open Age Cricket. Briefly, any players who are not in County or Area squads must be 12 years old on the day of the match before being able to play in any open age cricket. Written parental consent is also required for these players.

Player Categories including Overseas Players

- 2.17 Clubs must ensure that all relevant regulations are complied with by checking evidence of any players continuous residence in the UK. Failure to comply will mean any such player is deemed ineligible.
- 2.18 At least 9 Category 1 players must play in every team.
- 2.19 No Category 2 player (contracted to First-Class County) male or female may play in the SCCL.
- 2.20 Each club in the SCCL will be able to register/engage 1 official, designated Category 3 'overseas' player only, who will not be able to play any lower than the club's 2nd XI (unless the 2nd XI have their own 'overseas' at which point they are not interchangeable) Should a club's 1st XI play in the BDPCL, that club can register an 'overseas' player who may play in the 2nd XI in the SCCL only, in addition to any overseas player they have in the BDPCL
- 2.21 In addition to rule 2.20, any club with a 2nd XI in Division 1, will be allowed a designated Category 3 'overseas' player of their own. This player is not interchangeable with the 1st XI 'overseas' player and can only play for the 2nd XI. This rule is only allowed if the 1st XI have an 'overseas' player.
- 2.22 The players eligibility must be confirmed by the League Administrator before he is permitted to play in the SCCL.
- 2.23 No replacement Category 3 player will be permitted to play under any circumstances at any stage of the season.
- 2.24 In addition to 2.20 and 2.21 above, each club in the SCCL will be able to register an additional player who is not a designated or official Cat 3 overseas player, who does not meet the criteria for Category 1, but is present in the UK legally for work. No replacement will be allowed for this player. This player may play in any team within that club.
- 2.25 Any club within the SCCL may register a female Category 3 'overseas' player (in addition to any of the above rules) once permission has been granted by the league committee.

These requests will be considered on a case by case basis. The league will not be held responsible or liable if arrangements are made prior to permission being sought.

3. PENALTIES

Any team that contravenes Rules 2.6 to 2.16 inclusive or any Sunday eligibility rules shall have all points gained from that match disallowed. The offending team will also be deducted a further 10 points. The non-offending team shall be awarded maximum points available. Any breach of the above rules must be reported to, or picked up by, the League Administrator within seven days of the match in which the breach occurred taking place and reported to the clubs directly involved. No action will be taken after seven days has elapsed.

4. GROUND AND FACILITY CRITERIA

- 4.1 This must be in accordance with the MCC Laws of Cricket. Pitches must not be watered in the 48-hour period preceding any match.
- 4.2 Matches will normally be played on grass pitches. But provided both captains agree on match day, a game in Div 3 and below may be played on an artificial pitch when conditions would otherwise prevent it being played. If captains fail to agree, the match is cancelled, and points are awarded accordingly.
- 4.3 Every club should, if possible, cover its entire 22-yard pitch from the previous Thursday evening. The covers may be removed for drying purposes at the discretion of the groundsman. In the top 3 divisions, the bowlers' run-ups and the pitches either side of the match pitch ideally should be covered if possible.
- 4.4 Each club shall provide leak-proof pitch covers that cover the whole of the match pitch.
- 4.5 Home clubs are responsible for setting up both sets of wickets before the start of a match, for the sweeping and remarking of creases between innings, and for the roller between innings if requested. Umpires must report any failings to the League Administrator. Points may be deducted from persistent offenders at the Leagues discretion.
- 4.6 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.
- 4.7 Between innings the home team shall arrange for the pitch to be swept and re-marked and, if necessary, rolled. This is not to be mandated for Div 3 and below.
- 4.8 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:-
 - 4.8.1 If there is any rain after the toss has taken place.
 - 4.8.2 During any rain interruption.
 - 4.8.3 During any interval and there is threat of rain.

- 4.8.4 If play is suspended due to poor light and there is a threat of rain.
- 4.9 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.
- 4.10 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.
- 4.11 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.
- 4.12 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.
- 4.13 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.
- 4.14 The captain of either team may request to have the pitch rolled before the toss is made at the start of the match.
- 4.15 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.
- 4.16 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.
- 4.17 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.
- 4.18 The boundary should be clearly marked with a substantial rope OR a white line supplemented by boundary flag markers every 20 yards. For the 2026 season, only a rope is allowed in Prem and this will apply to Div 1 from the 2027 season.
- 4.18.1 The boundary rope in the Prem and Div 1 shall be white and a minimum thickness of 20mm.
- 4.19 Sight-screens (black in white ball) and white (in red/pink ball), 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.
- 4.20 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.

4.21 DAMAGE TO GROUND & FACILITIES

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.

5. CANCELLATION OF MATCHES

5.1 Weather

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

5.1.2 Normally both teams must report to the ground before deciding if conditions are fit for play. But the match may be called off without the away team travelling, subject to the following conditions:

5.1.2.1 Captains of both teams agree by speaking together in the first instance. However, in the event of a cancellation agreed, or dispute unresolved, between the captains, both must be prepared to show proof – via either text messages or emails – in the event of a league investigation.

5.1.2.2 The weather conditions and forecast are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time allowable.

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

5.2 In the Prem and div 1, 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 £20. His/her decision will be final and binding on both clubs.

5.2.1 In Div 2 and Below, If captains fail to agree in 5.1.2 above, the away team may tell the home team that it will exercise its right to travel to the appointed venue, and then the match can only be called off at the scheduled starting time with all members of both teams present and available to play. But there is no right to travel if the home team's ground is owned or controlled by a third party that has insisted the game must be called off.

5.3 In the event of 5.2 or 5.2.1, the home team must attend, pending an inspection. If there is an appointed umpire(s) this will be completed by them.

5.3.1 If the away team exercises its right to travel under 5.2 or 5.2.1, but the match is cancelled without play, the away team is responsible for paying the full attendance fees of any or both panel umpires.

- 5.3.2 If the away team cancels a fixture within 48 hours of the scheduled start, it must contribute towards any reasonable costs unavoidably incurred by the home team in preparing for the match. If necessary, the League will determine the amount if there is a dispute.
- 5.3.3 If play is possible after the away side exercised the right to travel, the matter will be referred to the League Secretary, who – following discussion with the Rules chairman and Disciplinary sub-committee – may impose a penalty of up to 20 points on the home side.

5.4 Concessions

- 5.4.1 Any team that does not field 7 players as a minimum, shall concede the match.
- 5.4.2 In cancelling a fixture owing to a shortage of players, a club shall cancel the match of the lowest-ranked team playing on that particular day and shall have points deducted from the record of its team(s) as follows:
- **1st offence** 5 points deduction.
 - **2nd offence** - 10 points deduction, plus an additional 10 point deduction from the team above the team that concedes (eg, if a 3rd XI forfeits, the 2nd XI also get a 10 point deduction but not the 1st XI).
 - **3rd offence** - 15 points deduction (plus a 10 point deduction for all other teams in the club).
 - **4th offence** - 20 points deduction (plus a 10 point deduction for all other teams in the club).
 - **5th offence** - **Expulsion** from SCCL (plus a 10 point deduction for all other teams in the club).
- 5.4.3 The team deprived of a game via Rule 5.4.1 or 5.4.2 shall be awarded 24 points in WDL matches and 20 pts in WL matches.
- 5.4.4 Any team which fails to fulfil five matches in any one season will be expelled from the League forthwith. All results and points gained will be deleted, subject to the Managements decision.
- 5.4.5 The League shall call a match void if they deem it necessary and may award or deduct points at their discretion.

6. UMPIRES

- 6.1 All Panel members shall be members of ECB ACO and SACO and they shall be appointed to officiate in both Prem and Div 1
- 6.2 Both clubs participating in the match shall be responsible to pay one panel umpire each.
- 6.3 Allowances per panel umpire shall be £60

- 6.4 Clubs must pay the panel umpire 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.
- 6.4.1 Clubs, if preferred can pay panel umpires fees by BACS payment rather than cash.
- 6.4.2 Clubs wishing to pay by BACS should contact the panel umpires at least 24 hours prior to the match and obtain their bank details.
- 6.4.3 Panel umpires cannot insist on cash payment if the home club has proposed to pay by BACS.
- 6.4.4 All panel umpires fees, if paid by BACS must be made promptly. If umpires experience delays report it to the Umpire's Secretary.
- 6.5 All panel 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.
- 6.6 Panel Umpires in win/lose matches must wear coloured clothing.
- 6.7 Panel 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.
- 6.8 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 an innings shall be put back by 10 minutes.
- 6.9 The penalty runs provided for in Law 41 shall not apply in matches where there is no panel umpire appointed by the appointments officer.
- 6.10 Umpires should ensure that: -
- 6.10.1 When necessary, sight-screens are moved by the batting side.
- 6.10.2 The outgoing and incoming batters cross on the field of play following the fall of a wicket.
- 6.10.3 On the conclusion of an innings, the match is resumed punctually, within 30 minutes.
- 6.10.4 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.
- 6.11 Panel Umpires are responsible for noting the times and duration of play which must be noted on the Umpires Report.
- 6.12 Umpires are asked to notify the League Administrator of any match which is late starting.
- 6.13 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.

- 6.14 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.
- 6.15 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.
- 6.16 Should either captain require a meeting with the umpires at the end of the match they should request this immediately after the match ends and the meeting should be in the umpires' room or other suitable, private location.
- 6.17 No person under the age of 16 is allowed to umpire at the bowlers end unless he/she is a qualified ECBACO Stage Two umpire. No person under the age of 14 is allowed to umpire at the strikers end unless he/she is a qualified ECB ACO Stage Two Umpire.
- 6.18 Mobile phones are not permitted to be used on the field of play by either players or umpires, other than in exceptional circumstances.

7 SCORING

- 7.1 In the Prem and Div 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: -
 - 7.2.1 Has a basic knowledge of the Laws of Cricket
 - 7.2.2 Has a basic knowledge of scoring procedures
 - 7.2.3 Has a knowledge of umpires' signals and is able to communicate appropriately with the umpires
 - 7.2.4 Is able to identify all individual players of the team for which they are scoring
- 7.3 In the Prem and Div 1, 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.
- 7.4 In the Prem and Div 1, access to the internet is mandatory to enable live scores to upload to the league website.
- 7.5 In the Prem and Div 1, 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 In the Prem and Div 1, scoring must be undertaken on a laptop computer and live scores must be maintained using the latest version of PCS PRO that is 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.
- 7.8 In Div 2 and below, Two scorers must sit in reasonable proximity to the scoreboard ensuring that overs, runs and wickets are correctly recorded and adequately displayed at the end of each over.
- 7.9 In Div 2 and below, Immediately upon the conclusion of each innings, the captains, scorers and umpires shall agree the accuracy of the recorded scores. The umpires decision shall be final.

8 OFFICIALS POINTS AND PENALTIES

- 8.1 For Premier and Division 1, the penalty for failing to provide a competent non-playing scorer is a 3 point deduction on the first and every, subsequent, occasion during the season.
- 8.2 An 'officials' point is available for all sides in all matches in Division 2 and below. In order to qualify for the point, either an umpire or scorer must be suitably qualified. Ideally all umpires should be Stage 2 qualified and members of ECB ACO.
- 8.2.1 From the start of the 2026 season, the minimum requirement is that umpires must have completed the new ECB 'introduction to umpire eLearning' course and supply the certificate or have passed the 'ECB Umpire Course' (locally run by Shropshire ACO) with a date no earlier than 1st January 2025. All umpires must also carry an up-to-date DBS.
- 8.2.2 Scorers must have completed the ECB ACO online scoring course as a minimum and show evidence of completing the course. The League at its discretion may allow an individual who has displayed long standing service to qualify without the need to take the online course. As a valid DBS is no longer required for scorers, we advise all scorers to complete the ECB Safeguarding for Umpires and Scorers E-Learning module.
- 8.2.3 To obtain the officials point for scoring, the method of scoring can be either in a traditional scorebook, on PCS Pro or on PCS. If the digital methods are used, this must not be completed on anything smaller than an iPad (or similar) with a screen size of no less than 7.9" (20cm). Mobile phones are NOT allowed.
- 8.2.4 To obtain the officials point, the scoresheet and website must be filled in with the eligible Umpire/Scorer name and signed by the team captain. NO NAME = NO POINT. (also see rules 23.2, 23.2.3, 23.4, 23.5 & 23.6)

9 BALLS

- 9.1 In all divisions two new balls, specified by and purchased through the League, shall be used in each game. In all Saturday and Sunday divisions, the home team shall provide both balls, and the visiting captain will be offered the choice. If only one ball is available for whatever reason, then the away team will choose what to use.
- 9.2 Win/Lose cricket in all divisions shall be played with the following colour balls;
- | | |
|----------------------|-------|
| Prem & Div 1: | WHITE |
| Divisions 2&3: | PINK |
| All other Divisions: | RED |
- 9.3 In Prem & Div 1, Home clubs must ensure that four new balls are available to the Panel umpires.
- 9.4 Home clubs must ensure that a selection of at least six suitable spare balls of varying ages and use, are available to the umpires before the toss. These balls must be approved by both captains at the toss, may not be changed thereafter, and the umpires will select a spare from this stock if the ball is lost.
- 9.5 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.
- 9.6 In Prem and Div 1, 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.
- 9.7 The cost of balls shall be notified to member clubs and payment shall be made to the SCCL by the due date (see also Rule 1.4).
- 9.8 If a team is withdrawn from the League after its allocation of balls has been ordered or purchased, that club shall reimburse the League for all ball costs (see also Rule 23.3).

10 TEAM CARDS & 'THE TOSS'

- 10.1 Team cards must be completed by the Home and Away teams before every match and throughout the season.
- 10.2 Before the toss, each captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.
- 10.3 The nominated players must be set out on a team card, which must be presented to the umpires and to the opposition captain at the toss.
- 10.4 Captains, wicket keepers, Category 3 players (Overseas) and players under the age of 18 (on the day of the match) must be identified on the team card.
- 10.5 Irrespective of the team cards, it is the responsibility of both captains to inform each other

of any Juniors partaking in the match. **If not informed, it is your responsibility to ask.**

11 CLOTHING

- 11.1 In Div 4 and below, all clothing shall be white.
- 11.2 Teams in win/lose matches in the Prem, Div 1 & Div 2 shall wear coloured clothing and teams in win/lose/draw matches shall wear white clothing.
- 11.3 Teams in Div 3 shall have the option of using coloured clothing for Win/Lose matches
- 11.4 In all instances, all players must be wearing the same colour and all clothing must be match attire and not training attire.
- 11.5 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 THREE digits maximum.

12 MATCH FORMATS

- 12.1 Premier Division will play 8 matches of WL format, followed by 11 of WDL and finishing with 3 WL
- 12.1 Divisions 1-8 will play 11 matches of WL format followed by 11 of WDL (Divisions 7 & 8 will be 10 WL, followed by 11 WDL)
- 12.2 All Sunday divisions will play the WL format throughout the season

13 START TIMES AND LENGTH OF MATCHES

- 13.1 Start times are as follows :

Premier Division & Div 1	12 noon (11.30am September)
Divisions Two & Three	12.30pm (12pm in September)
All other Saturday Divisions	1.00pm (12.30 in September)
Sunday Divisions	1.00pm (12.30 in September)

- 13.1.1 In Division 2-8 and Sunday, provided BOTH teams agree, then matches may be arranged to start either up to an hour earlier or up to one hour later. In such cases the league does not need to be notified, but any appointed umpires must be consulted and agree to the change.
- 13.2 Any club wishing to rearrange the date of a fixture must obtain the agreement of the opposition and the League Administrator not less than 10 days before the date of the proposed alteration.

- 13.3 All changes of venue must be agreed with the visiting team and notified to the League Administrator.
- 13.4 Default overs for both formats are as follows:
- | | |
|---------------------|-------------------|
| Prem & Div 1 | 50 overs per side |
| Divisions 2 & 3: | 45 overs per side |
| All other Divisions | 40 overs per side |
- 13.4.1 In Division 2 and below the overs can be reduced before the toss (to a minimum of 25 overs a side), providing both captains agree that a full overs game is not possible owing to bad weather. Once a match has started there can be no reduction of overs.
- 13.5 The side batting second in WDL games shall utilise any balance of overs not used by the side batting first. Any odd balls bowled shall constitute an over. Reference must be made to Bowling regs if this occurs.
- 13.6 In WL games the team batting second cannot utilise any overs unused in the first innings.
- 13.7 Declarations are NOT permitted in WL cricket.
- 13.8 The toss shall take place at least 15 minutes before the scheduled starting time. If a team is unable to comply, the opposition may claim the toss. A team will be deemed to be late if less than seven members are present at the time of the toss.
- 13.9 A player arriving more than two hours after a match has started will only be permitted to play if the opposing captain agrees and must have been nominated on the team sheet before the start of the match. However, he/she will NOT be permitted to play once the second innings has started.

14 THE MATCH

- 14.1 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.
- 14.2 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.
- 14.3 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.
- 14.4 The following ECB Directives shall apply in all matches; captains, team managers and umpires shall be responsible for ensuring that they are followed. This can all be found in the 'downloads' section of the SCCL website. (www.shropshirecricketleague.co.uk)
- 14.4.1 Fast bowling directives

- 14.4.2 The safety guidance on the wearing of helmets by young players up to the age of 18
- 14.4.3 The guidance on fielding regulations for young players
- 14.4.4 The guidance for junior players in open age cricket
- 14.4.5 The guidance on concussion from ECB

15 FIELDER LEAVING THE FIELD

- 15.1 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.
- 15.2 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: -
 - 15.2.1 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.
 - 15.2.2 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.
- 15.3 The restriction in (15.2.1) and (15.2.2) 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).
- 15.4 For the purposes of (15.2.1) and (15.2.2) above, playing time shall comprise the time play is in progress excluding intervals between innings and official drinks intervals.
- 15.5 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.
- 15.6 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.

16 '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.

17 TEAS

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

17.2 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 SCCL Committee.

18 ALLOCATION OF POINTS: Division 2-8 and Sunday Divisions

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

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

18.3 Win: In WDL, a win shall be awarded 24 points, but only 20 points for a side that wins the toss and opts to bat second (plus, an officials bonus point where applicable – see 18.9).

Win: In WL, a win shall be 20 points awarded to the team that scores the most runs in a completed match, irrespective of the toss.

18.4 Lose: In both WL and WDL when a team loses they only receive bonus points.

18.5 Draw (WDL format only): Bonus points for both sides, plus 10 points divided between the teams as follows (points for side batting first are shown first)

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

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

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

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

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

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

18.6 Tie: Five points each plus bonus points (both formats).

18.7 Bowling bonus points: 1 point for every two wickets.

18.8 Batting bonus points all divisions: 1 point for reaching 100, 125, 150, 175, 200 runs.

18.9 Officials bonus points: 1 point for teams providing a suitably qualified and registered umpire and/or scorer. (see rulebook section 8 for exact criteria)

18.10 Cancelled (not started): 5 points each in WDL and 4 points in WL.

18.11 Abandoned: 5 points (WDL), 4 points (WL), plus officials bonus points (which are only available if a minimum of 10 overs are played). A point cannot be claimed for an official in a conceded or cancelled match (both formats).

19 BOWLING REGULATIONS

Divisions 2 and below:

19.1 Divisions 2-8, WDL matches. In these divisions no bowler may bowl more than 30% of the available overs up to a maximum of 15.

19.1.1 If a team batting first is bowled out, it will NOT subsequently gain any extra bowling overs and its bowling restrictions stay the same as they were at the start of the game.

19.1.2 However, if a team declares in order to gain extra bowling overs, the 30% rule is adjusted in line with rule 19.1.5. This can mean bowlers' allocation increases.

19.1.3 No bowler may bowl more than 15 overs under any scenario.

19.1.4 Teams must use at least five bowlers, all of whom must bowl a minimum of five overs each. Alternatively, the overs of any bowler may be shared with a 6th, 7th or 8th bowler, provided that the aggregate of overs bowled by these players is at least five.

The five-bowler rule applies even if not all overs are bowled in an innings and attention must be made that any unused overs would be able to satisfy the above criteria.

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

Maximum-per-bowler overs allocations in full:

25 overs = 5,

26 = 6,

27 = 7,

28 = 8

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

29, 30 = 9

31, 32, 33 = 10

34, 35, 36 = 11

37, 38, 39, 40 = 12

41, 42, 43 = 13

44, 45, 46 = 14

47 & above = 15

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

Example 2: 40-over innings: The fielding side bowls a team out in 36 overs using four bowlers. This is not allowed as there would not have been sufficient overs left to

utilise the remaining bowler(s).

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

19.2 All Divisions, WL matches

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

19.3 It is the responsibility of the fielding captain/side to ensure that allocations are accurately observed. If this rule is breached, either by one or more bowler(s) bowling too many overs, or with insufficient overs remaining for the allocations to be achieved, then the fielding team will be deducted a minimum of eight points. This penalty may be increased at the discretion of the rules committee, depending on how crucial the breach is deemed to be. The rules committee will also make a judgement in awarding extra points to the batting side. All breaches of this rule must be notified to the League secretary within 7 days, or they are deemed to be out of time.

20 ECB FAST-BOWLING DIRECTIVES

These will be followed as described in the 'downloads' section of the SCCL website. (www.shropshirecricketleague.co.uk)

21 FIELDING REGULATIONS (Divs 2 to 8 and Sundays)

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

21.2 The fielding circles must be marked by white plastic discs at 5 yard intervals, measuring approximately 7 inches in diameter

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

22 DELAYED STARTS AND INTERRUPTIONS

Division 2 to 8 and Sunday:

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

- 22.2 A loss of up to 30 minutes play owing to bad weather shall be ignored.
- 22.3 In the event of interruption by weather, light or other unforeseen circumstances amounting to more than 30 minutes after the scheduled start time, play shall cease on the completion of 20 overs in the final hour of play (but play will continue until the end of that hour, as per the Laws of Cricket), starting at 6.30 or on the completion of the number of overs that constitute that particular match.
- *For clarification, more than 20 overs can be bowled in the last hour, or the game can go beyond 7.30pm but only to complete all 20 overs.
- 22.4 If a further interruption of play occurs during the final 20 overs, the number of overs will be reduced by one over for every three minutes lost. Play will continue until the completion of the reduced number of overs, or 7.30pm whichever shall be the later.
- 22.5 If the teams are off the field of play at the scheduled closing times detailed above, play shall be abandoned.
- 22.6 If the side batting second does not receive as many overs as the side batting first without achieving a result, then the game is classed as abandoned and points will be awarded accordingly.

23 NOTIFICATION OF RESULTS

Premier Division and Division One Matches

- 23.1 Result sheets are no longer required.

All Other Divisions

- 23.2 All home teams shall enter a full scorecard on their Play-Cricket website by 2pm on the day after the game. Failure to do so will result in the home team receiving a 2 point deduction. The away team will have a further 24 hours to check entries and to add/amend fielders details (no penalties apply).
- 23.3 It is the home clubs responsibility to complete a full match result sheet (including all players names as they appear on league registration) and, except for the Premier and Div 1, email or Whatsapp as a photo attachment or scan to the League Administrator by Monday 5.00pm. Failure to do so will result in the home team being deducted 2 points for each offence.
- 23.4 A fully completed result sheet must be signed by both team captains at the end of the game. We recommend the away captain takes a picture of the completed result sheet once signed.
- 23.5 If a result sheet isn't signed, there will be no appeal against any subsequent issues, missing points, etc.

However, if there is any issues with the result, they must be documented on this sheet before leaving the ground.

- 23.6 Once the completed match result sheet has been signed by both team captains and umpire(s), the result is official and binding. This can only then be changed by the league committee.

24 NO BALL

- 24.1 The Laws of Cricket provide detailed definitions of 'No-Ball' (other than foot faults) in Laws 21 and 41.

24.1.1 Briefly:

- Short-pitched ball over head height – 'No-Ball' (Law 21.10)
- Short-pitched ball over shoulder height – one permitted per over, thereafter 'No-Ball' (Law 41.6.3 & 41.6.4)
- High full-pitched ball over waist height (regardless of pace) – 'No-Ball' (Laws 41.7.1 & 41.7.2)
- Dangerous or deliberate bowling of a high full-pitched delivery – 'No-Ball' and removal of bowler from the attack (Laws 41.7.1, 41.7.2, 41.7.3, & 41.7.4)
- Before reaching the popping crease and/or striker, the ball bounces more than once, rolls along the ground or pitching off the pitch – 'No-Ball' (Law 21.7)

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

24.2 Free Hit (WL matches only)

- 20.2.1 All divisions (except Premier and Division One): only foot-fault 'No-Balls' will result in a 'free hit' delivery
- 20.2.2 Fielders must remain in their same position for the free hit unless the batsmen change ends, although a fielder positioned less than 15 yards from the striker may retreat on the same line, as long as he is still within 15 yards of the striker
- 20.2.3 If the free-hit delivery is not legitimate, then the next delivery will become a free hit for whichever batsman is on strike. And so on.
- 20.2.4 The legitimate free-hit delivery counts as a ball in the over.

25 WIDE BALL

All Divisions except Premier and Division One

- 25.1 WDL matches: An umpire shall call and signal 'wide ball' if a delivery makes it virtually impossible for the striker to play a normal cricket stroke, particularly a ball outside leg stump. Umpires should be further guided by the 17-inch lines inside the return creases, but a wide should NOT be called: a) if the ball makes contact with the striker's bat or person; b) if the striker brings the ball within reach by attempting to play it; c) the striker steps away from the ball; d) the ball passes inside the 17-inch line on the off side of the bat.
- 25.2 In WL matches, while a stricter and consistent interpretation of the law is required, it is NOT recommended that all balls are called a wide that pass leg side of the batsmen. Umpires should not announce pre match that all balls that pass legside will be a wide.

26 POINTS DEDUCTIONS, FINES AND SURCHARGES

All divisions

- 26.1 10 points deduction per team for all clubs that: 1) fail to return trophies to League Secretary or Awards Chairman by deadline of 10th Sept; 2) fail to attend the League AGM; 3) fail to attend pre-season Captains Meeting if the meeting is held. If a trophy is found to be damaged or requires cleaning when returned, the offending club will be invoiced with the cost of the renovation work or the cost of a replacement.
- 26.2 Any club which has not paid its subscription by the due date (see Rule 1.4) will be liable to a surcharge of £10 per team for every month or part of a month that it is in arrears.
- 26.3 Any club which has not paid for its allocation of League balls by the due date (see Rule 9.7) shall be liable to a surcharge of £10 per team.
- 26.4 Any club that resigns or withdraws any team(s) from the League after 31st October (see Rule 27.4) is liable to be charged the full subscription for the coming season, plus any expenses incurred by the League on its behalf. The clubs highest-ranked team will have 50 points deducted from its record. Subject to the Managements decision, no further applications from that club to enter teams into the League will be considered for up to three years, and the same applies to any club or team expelled from the League (see Rule 5.4.4).
- 26.5 If a club fails to pay any fine or surcharge within 21 days of the due date, one point will be deducted from each of its teams playing in the League for each day that the fine remains unpaid thereafter.

26.6 General Conduct Regulations

The SCCL Disciplinary process operates under the ECB GCR's, the newest update of this being 1st April 2026. The SCCL will comply to process outlined in this document. A copy of this is available in the downloads section of the SCCL Website.

In addition to the recommended sanctions on the table below, the SCCL shall impose the additional **MINIMUM** points sanctions:

- Level 1 Offence - 10 Points deducted from team of player, official or spectator sanctioned
- Level 2 Offence - 20 Points Deducted
- Level 3 Offence - 30 Points Deducted
- Level 4 Offence - 40 Points Deducted

On-field breach	1st Instance	2nd Instance (Within 24 months)	3 rd Instance (Within 24 months)
Level 1	1 match ban	2 match ban	3 match ban
Level 2	2 match ban	4 match ban	12 match ban
Level 3	6 match ban	12 match ban	24 match ban
Level 4	10 match ban	20 match ban	40 match ban

27 PROMOTION, RELEGATION, STRUCTURE & MEMBERSHIP

- 27.1 The League will look to operate a two-up two-down promotion and relegation system to affect all divisions, although more or fewer teams may be promoted or relegated at the discretion of the Membership and Structure Committee. Once their decisions have been ratified by the full committee there will be no grounds for any appeal regarding the placement of a team in any division.
- 27.2 The League will inspect the grounds of all clubs seeking promotion to the Premier Division and Division One. Minimum ground and facility requirements are set out on the League Website.
- 27.3 The structure subcommittee will meet on the first available Monday following the conclusion of the BDPCl play-offs to decide Prem and Div 1 teams for the following season. This will be communicated accordingly.
- 27.4 All clubs, whether SCCL members or not, must indicate to the SCCL the number of teams it wishes to enter for the following season not later than 31st October of the previous year. This applies to all new applications and withdrawals, and to all requests by teams wishing to switch from Saturday to Sunday cricket or vice versa. The Management Committee may delay this date in the event of any issue beyond its control.
- 27.5 All clubs with an eligible team in Div 2 or below, shall indicate by 31st October whether it wishes to enter the Junior KO for the upcoming season. (This will be included on the league application form)
- 27.6 Team prerequisites for divisional membership:
- Only 1st XIs with a Saturday 2nd XI, and 2nd XIs with a Saturday 3rd XI (in both cases playing in the SCCL), will be allowed to play in the Premier Division.

- Only clubs with Clubmark will be permitted into Division One and Premier Division.
- Any 2nd XI must WIN Division 1 to be eligible for promotion to Premier Division unless adverse circumstances apply
- Only clubs with a 2nd XI (can be Sunday) will be allowed into Division One
- A Promotion/Relegation Scenario for Premier Division and Division 1 will be posted on the SCCL website by the start of the current season.

Subject to any future decisions by the Management Committee, there are no restrictions on membership for other divisions, although no club will have two sides in the same division unless they are in the lowest division available.

28 LEAGUE POSITIONAL PLACINGS

- 28.1 Teams will be ranked according to points awarded. However, in the event of any division being prevented from being completed as planned, a points average may apply as an alternative.
- 28.2 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: -
- 28.2.1 The side with the highest number of wins shall be placed higher.
- 28.2.2 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.
- 28.2.3 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.
- 28.2.4 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.

29 LEAGUE WEBSITE

All clubs shall submit information about their club for inclusion on the League website which must include the telephone numbers of captain(s) and weekend contacts; ground information where appropriate; the secretary's name, telephone & email address and the club Safeguarding Officer.

30 PENALTY RUNS & LAW 42

30.1 The only penalty runs that will be applied below Division 1 will be

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

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

31 SCCL LIVE STREAMING PROTOCOL – ALL DIVISIONS

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

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

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

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

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

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

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

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

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

Any player(s) who have been deemed by the Panel Umpires (or a SCCL Registered Club Umpire) to have disrupted a SCCL match with a request to review video footage will be cited with a Level 3 disciplinary offence. Captains will be held

responsible for any such action from their clubs spectators as well as their own players.

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

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

- 31.7 SCCLs Social Media Policy must be fully observed at all times with the regards to Publication by a Club of clips of the Live Streaming Footage. This policy is available on the SCCL website in 'downloads' section.
- 31.8 The use of on field 'Go Pro' cameras or similar devices are not allowed to be used.
- 31.9 Clubs are responsible for the actions of their participants. In the event of any disciplinary cases caught on camera, the footage may be used (for or against). Please refer to the SCCL social media policy on the league website.
- 31.10 Any player that receives multiple Level 1 or a single Level 2, Level 3 or Level 4 disciplinary during the season shall not be eligible for the end of season 'Team of the Year' or any divisional awards.

32 PREM/DIV1 PLAYING CONDITIONS - WIN/LOSE

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

Division One (weeks1-11)

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

32.1 DURATION

- 32.1.1 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 and Division One. 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.
- 32.2.2 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
- 32.2.3 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.
- 32.2.4 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.

32.2.5 All matches shall consist of one innings per side and each innings shall be limited to 50 overs (Premier Division), 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.

32.2.6 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. Both Captains must agree and this can only be agreed prior to the toss

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

32.2.8 The captain of the batting team may not declare his innings closed at any time during the match.

32.2.9 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, or as reduced, due to inclement weather or other unavoidable cause.

32.2.10 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.

32.2.11 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.

32.2.12 Batters are expected to cross on the field of play at the fall of a wicket.

32.2.13 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 within the 30 yard circle and must be provided by the home club for both teams and officials. Any player wishing to leave the field during drink must seek umpire permission and the game will restart whether they are back or not at the conclusion of the 4 minutes allowed.

32.3 DELAYED STARTS AND INTERRUPTIONS

- 32.3.1 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.
- 32.3.2 To constitute a match, a minimum of 20 overs must be bowled to the side batting second unless a result has been achieved earlier.
- 32.3.3 No match may start after 4.50 p.m. (minimum 40 overs plus 10 minutes interval between innings).
- 32.3.4 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.
- 32.3.5 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).
- 32.3.6 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.
- 32.3.7 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.
- 32.3.8 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.
- 32.3.9 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 32.5 shall apply.
- 32.3.10 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.
- 32.3.11 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.

32.3.12 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.

32.3.13 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 32.5 shall apply.

32.3.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

32.4 NUMBER OF OVERS PER BOWLER

32.4.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. 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, no bowler may bowl more than one fifth of the total overs allowed.

32.4.2 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.

32.4.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in 32.4.1 above.

32.4.4 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.

32.4.5 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.

32.5 OVER RATE PENALTIES

32.5.1 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.

- 32.5.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time.
- 32.5.3 In the event of them failing to do so, the full quota of overs shall be completed and 6 'penalty runs' for each uncompleted over shall be awarded to the batting side. E.g. if the fielding side is in the 48th over at the agreed cut-off time then 12 penalty runs shall be awarded and will be applied immediately.
- 32.5.4 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.
- 32.5.5 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).
- 32.5.6 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.
- 32.5.7 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.
- 32.5.8 Allowances prior to a stoppage are carried forward for the purposes of the application of playing condition 32.5 only – they do not influence the recalculated number of overs or the scheduled close of play.
- 32.5.9 Over rate penalties apply only to innings of 20 overs or more duration.

32.6 RESTRICTIONS ON THE PLACEMENT OF FIELDERS

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

- 32.6.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 32.6.2 In addition to the restriction contained in clause 32.6.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 32.6.3 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.
- 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.

*See diagrams and tables at back of book

32.6.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table 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.

32.6.5 If play is interrupted during an innings and the table referred to in 32.6.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 32.6.5

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

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

32.6.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".

32.6.8 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.

32.7 NO BALLS

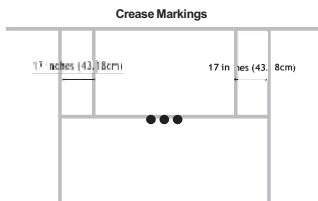
32.7.1 The penalty for a No ball will be one run.

- 32.7.2 In addition to 32.7.1 above, the delivery following a No ball shall be a free hit for whichever batter is facing it. This applies for all modes of No ball.
- 32.7.3 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.
- 32.7.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called "Wide".
- 32.7.5 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.
- 32.7.6 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.

32.8 WIDE BALLS

- 32.8.1 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.
- 32.8.2 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



- 32.8.3 A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the 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.)
- 32.8.4 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 32.8.3 shall not apply and the guidance

given in 32.8.3 shall apply on both the off side and the leg side.

32.9 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.

32.9.1 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 even if the striker may have made contact with the ball with his bat, person and equipment.

32.9.2 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.

32.9.3 In addition, for the purposes of this regulation and subject to 32.9.4 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".

32.9.4 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.

32.9.5 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 32.9.4 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his/her head with the other hand.

32.9.6 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.

32.9.7 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.

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

32.9.9 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.

32.10 RESULT

32.10.1 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.

32.10.2 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 the original 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.

- 32.10.3 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.
- 32.10.4 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.
- 32.10.5 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.
- 32.10.6 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.
- 32.10.7 If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand.

32.11 POINTS

- 32.11.1 For a win = 20 points
- 32.11.2 For a tie = 8 points (plus any bonus points)
- 32.11.3 For a loss = 0 points (plus any bonus points)
- 32.11.4 For an abandoned match with some play = 4 points (plus any bonus points)
- 32.11.5 For an abandoned match without a ball being bowled = 4 points
- 32.11.6 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

32.11.7 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.

32.11.8 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.

32.11.9 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

32.11.10 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'. 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 the back of the book

32.11.11 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 the back of the book. 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.

33 PREM/DIV1 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

33.1 DURATION

33.1.1 Scheduled hours of play shall be 12.00 p.m. to 7.10 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.

33.1.2 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.

33.1.3 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.

- 33.1.4 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.
- 33.1.5 All matches shall be of 100 overs 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.
- 33.1.6 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.
- 33.1.7 In an uninterrupted match, the duration shall be 50 overs unless the side batting first is dismissed or declares its innings closed.
- 33.1.8 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.
- 33.1.9 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.
- 33.1.10 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 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.
- 33.1.11 Batters are expected to cross on the field of play at the fall of a wicket.
- 33.1.12 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.
- 33.1.13 Drinks must be taken within the 30 yard circle and must be provided by the home club for both teams and officials. Any player wishing to leave the field during drink must seek umpire permission and the game will restart whether they are back or not at the conclusion of the 4 minutes allowed.

33.2 DELAYED STARTS AND INTERRUPTIONS

- 33.2.1 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).
- 33.2.2 When calculating the overs lost, the umpires shall ignore the first 30 minutes of lost time.
- 33.2.3 If rain falls after the toss but before the scheduled start, thus causing a delay, 33.3.1 shall be applied.
- 33.2.4 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.
- 33.2.5 No match shall start after 4.50 p.m. (minimum 40 overs plus 10 minutes break between innings).
- 33.2.6 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.
- 33.2.7 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.
- 33.2.8 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.
- 33.2.9 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 33.2.10 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.

33.3 NUMBER OF OVERS PER BOWLER

- 33.3.1 No bowler may bowl more than 30% of the overs available in any innings up to a maximum of 15.
- 33.3.2 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.

- 33.3.3 If a bowler is incapacitated or suspended and is unable to complete an over, another bowler shall complete the over from the same end, provided he 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.
- 33.3.4 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 rulebook)

33.4 OVER RATE PENALTIES

- 33.4.1 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.
- 33.4.2 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: 6 'penalty runs' for each uncompleted over shall be awarded to the batting side. E.g. if the fielding side is in the 48th over at the agreed cut-off time then 12 penalty runs shall be awarded and will be applied immediately.
- 33.4.3 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.
- 33.4.4 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.

33.5 RESTRICTION ON PLACEMENT OF FIELDERS

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

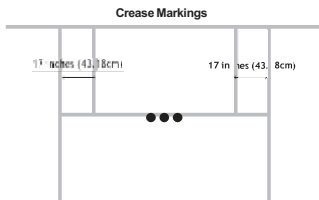
- 33.5.1 Two semi-circles should be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each semi-circle shall be 30 yards.
- 33.5.2 The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding 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.
- 33.5.3 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.

- 33.5.4 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

33.6 WIDE BALLS

- 33.6.1 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.
- 33.6.2 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



- 33.6.3 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.)
- 33.6.4 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 33.6.3 shall not apply and the guidance given in 33.6.3 shall apply on both the off side and the leg side.

33.7 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.

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

- 33.7.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 33.7.3 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.
- 33.7.4 In addition, for the purposes of this regulation and subject to 33.7.6 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".
- 33.7.5 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.
- 33.7.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in 33.7.2 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.
- 33.7.7 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.
- 33.7.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to 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.
- 33.7.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 33.7.10 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.
- 33.7.11 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.

33.8 POINTS

- 33.8.1 For the winning side that wins the toss and elects to field = 20 points
- 33.8.2 For the winning side in all other instances = 24 points
- 33.8.3 For a loss = 0 points (plus bonus points).
- 33.8.4 For a tie = 8 points each (plus bonus points)
- 33.8.5 For an abandoned game with some play = 5 points each side (plus bonus points).

33.8.6 For an abandoned game with no play = 5 points each side

Draw points – uninterrupted match

33.8.7 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

33.8.8 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

33.8.9 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.

33.8.10 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

33.8.11 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.

33.8.12 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'.

33.8.13 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.

34 END OF MATCH REPORTS

Captains Reports

34.1 Captains are required to assess umpires by completing an Umpires Performance Report using Play-Cricket, this is to be done no later than 24 hours after the completion of the game. Failure to do so may be penalised.

34.2 Mark the quality of the pitch and outfield.

Umpires Reports

34.3 Umpires are required to: -

- Record which side won the toss
- Report on the facilities provided for themselves
- Report any failure to meet the required over-rate
- Mark the quality of the pitch and outfield
- Report on the conduct of the match
- Report any other matter they deem relevant

34.4 The form should be completed online via the online form at the completion of the game.

35 ANTI-DISCRIMINATION

Breaches under the anti-discrimination regulations

It will be a breach of these Regulations for any Participant to:

- 35.1 Discriminate against any person or persons based upon any relevant Protected Characteristic, whether by act or omission, directly or indirectly, unless permitted by law.
- 35.2 Engage in conduct related to a relevant Protected Characteristic which has the purpose or effect of violating another's dignity, or creating an intimidating, hostile, degrading, humiliating or offensive environment for that person or persons.
- 35.3 Subject another person to a detriment because that person has made (or the Participant believes that person has or might make) an allegation or complaint on good faith about any conduct described in Regulation 1.1 and/or 1.2 or has otherwise participated in good faith in any process designed to establish whether such conduct has occurred.

36 CONCUSSION

Further details are available from the ECB website at <https://www.ecb.co.uk/about/policies/concussion>

Clubs are now REQUIRED to display the ECB Guidelines in recognising and treating concussion on their noticeboards and in dressing rooms.

Captains and senior players are encouraged to visit and work through the 'Concussion Education Module' on the ECB website. <https://concussionlearning.ecb.co.uk/#/>

37 SUNDAY ONLY ADDITIONAL RULES

Sunday Cricket

- 37.1 Before the start of each season, all clubs fielding teams in the SCCL must submit to, and be approved by, the Registrations Co-ordinator the names of registered elite players. These players may NOT play Sunday Cricket.
The number of players depends on the number of Saturday teams a club has.
Clubs with 1 Saturday team must submit 5 names
Clubs with 2 Saturday teams must submit 10 names
Clubs with 3 or more Saturday teams must submit 15 names.
Teams in the BDPCL count towards the total.
 - 37.1.1 **NO POINTS** will be accrued by any team until their clubs list has been submitted to and approved by the league administrator.
 - 37.1.2 These lists of 'Elite' players will be reviewed during the season and clubs may be asked to update their lists.
- 37.2 A player may play on both Saturday and Sunday of the same weekend for their club with the following restrictions:

- 37.2.1 All Sunday teams can select three adult players who have played the previous day in their lowest Saturday team. For those clubs with two Sunday teams, they can select two adults each who have played in the lowest Saturday team that weekend
- 37.2.2 In Sunday Division 1, players who are 18 or younger (on the day of the match) can be included both days in addition to the qualifying players listed above. Players who are 18 or younger do not have to have played in the team directly above but if they have played the BDPCL, Premier Division or Div 1 the previous day, they may not play unless the club must get permission from either the Rules Chair (Oliver Griffiths) or League Administrator (Liam O'Neill). Their decision will be final.
- 37.2.3 In Sunday Divisions 2, 3 and 4, the rule is as above but the age limit is reduced to players 16 or younger (on the day of the match). Anyone older than the 16 must have played in the team above and will count towards one of their 3 adult players.
- 37.2.4 Playing in a clubs KO competition team, does not impact Sunday eligibility.
- 37.2.5 Loan players can play for their loan club on a Saturday and also their parent club on a Sunday, but Sunday teams cannot loan new players in.
- 37.2.6 Clubs with two Sunday teams:

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

- 37.3 In Sunday Divisions 2,3 and 4, batters must retire as soon as they pass the score of 100, unless they pass 100 when the last pair are at the crease, in which case they can remain. They can resume their innings at the fall of the penultimate wicket. There can be no voluntary retirement of other batters to allow such a retired player to return, unless injured.

Any eligibility breaches will be penalised as per Rule 3 (page 7).

38 SCCL "100 KO COMPETITIONS" - OVERVIEW AND RULES

The headlines for the format are -

- Three competitions. Premier 100 for clubs in Premier and Division One. Challenge 100 for clubs in Division Two, Three and Four and Village KO for Divisions 5, 6, 7 and 8. One entry per club based on where the clubs highest team in the SCCL plays.
- 100 balls per innings
- 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
- Each bowling side gets a strategic timeout of 2 and a half minutes
- 25 ball powerplay for each side at start of innings
- Two fielders are allowed outside the inner circle during the powerplay

- No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.

Shropshire 100 KO competitions –

38.1 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.

38.2 Organisation

- 38.2.1 Participation in the competitions is only by invitation from the SCCL.
- 38.2.2 Premier and Division One clubs will automatically be entered in the Premier 100
- 38.2.3 The matches will be played according to the MCC Laws of Cricket 2017 (2nd Edition 2019) modified as under these rules.
- 38.2.4 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.

38.3 Umpires

- 38.3.1 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
- 38.3.2 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.
- 38.3.3 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.
- 38.3.4 Umpires will be appointed for the finals day of the Challenge 100 and Village KO matches by the Shropshire Association of Cricket Officials. The SCCL will cover the cost of umpires for Finals Day

38.4 Eligibility of Players

- 38.4.1 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'.

- 38.4.2 No player may take part in either competition if he plays in another league not connected to the SCCL.
- 38.4.3 An exception to rule 38.4.2 is where a club has a team in the Birmingham League. A player will be eligible to play even if they have played Birmingham League cricket, provided they are not listed in the 8 ineligible players provided at the start of the season but they must meet the criteria in 38.4.12.
- 38.4.4 Clubs that either have a team in the Birmingham League or have 2 teams in the same competition must nominate 8 players who are ineligible to play for the 2nd XI in the competition. Nominations must be regular first team players.
- 38.4.4.1 Overseas and Professional players are automatically ineligible to play for the lower team and cannot be named within the 8.
- 38.4.5 If the 2nd XI has a designated overseas player, they are eligible to play.
- 38.4.6 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.
- 38.4.7 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.
- 38.4.8 If there is an issue with any club associated with a member of the Executive, that member will not be involved in any decisions.
- 38.4.9 A player cannot play in the same round for both the 1st XI and 2nd XI (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.
- 38.4.10 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).
- 38.4.11 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.
- 38.4.12 To be eligible to play in either competition, any player who is not already ineligible, needs to have played a minimum of ONE SCCL game by round 1, TWO SCCL games by round 2, THREE SCCL games by Quarter Finals and FOUR SCCL 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.
- 38.4.13 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 38.4.12

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.

38.4.14 In the event of a fixture being postponed due to GWL, then the eligibility is set on that date. No further players who subsequently become eligible shall be able to play the rearranged fixture but can play in the next round.

38.4.15 No player may play for more than one club.

38.5 Match arrangements

38.5.1 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.

38.5.2 Matches shall be played on the specified Thursday.

38.5.3 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.

38.5.4 If bad weather prevents a tie from starting, it will be played at the same venue on the following Thursday.

38.5.5 If a match has started and is then abandoned, the venue for the rescheduled game shall be reversed.

38.5.6 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.

38.5.7 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.

38.5.8 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

38.5.9 If bad weather prevents a bowl-out taking place, the winner will be decided on the toss of a coin.

- 38.5.10 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.
- 38.5.11 No match, other than one re-arranged in accordance with rules 38.5.3 and 38.5.4, shall be played after the specified week without the permission of the KO sub-committee.
- 38.5.12 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

38.6 Playing details

- 38.6.1 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.
- 38.6.2 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.
- 38.6.3 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.
- 38.6.4 A team is deemed able to start at 6.30 pm if seven or more players are present at 6.20pm.
- 38.6.5 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
- 38.6.6 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.
- 38.6.7 Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.
- 38.6.8 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

38.6.9 The first 25 balls of each innings will be a powerplay Two fielders are allowed outside the inner circle during the powerplay

38.6.10 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.

38.6.11 A match is won by the side scoring the greater number of runs in their 100 balls

38.6.12 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.

38.6.13 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 considered. Each team will nominate one bowler and 3 batsmen

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

38.7.1 The following rules in this section apply to both competitions, but only when panel umpire(s) officiate.

38.7.2 Any interruption(s) totalling more than 30 minutes of any agreed play will mean the tie is abandoned. (see also 37.5.5)

38.7.3 Both teams must bowl their 100 balls in 75 minutes

38.7.4 Any side that fails to conform to 7.3 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 37.7.7)

- 38.7.5 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 37.7.3)
- 38.7.6 In the event of a curtailed first innings, the umpire(s) will recalculate cessation time and penalty runs will still apply as outlined in 37.7.4. (see also 37.7.9)
- 38.7.7 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
- 38.7.8 In all reduced ball matches, the fielding team will be given a leeway of 5 balls.
- 38.7.9 The panel umpires will keep both captains fully aware and informed of time allowances, ball rates, and potential penalties.
- 38.7.10 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

38.8 Fielding Restrictions

- 38.8.1 At the instant of delivery, there shall not be more than five fielders on the leg side.
- 38.8.2 For the first 25 balls of each innings, only two fielders are permitted outside a 30-yard radius marked by white plastic discs.
- 38.8.3 For the remaining balls of each innings, only five fielders are permitted outside the fielding circle.
- 38.8.4 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

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

38.9 Wides

- 38.9.1 Umpires should apply a strict and consistent interpretation to prevent negative bowling, especially down the leg side.

- 38.9.2 In the Premier 100 for guidance a leg side 'wide' shall be called if, irrespective of where the ball pitches, it passes on
- 38.9.3 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').
- 38.9.4 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.

38.10 Timed Out

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.

38.11 Bowl-Outs – only applicable if a result cannot be achieved in matches (not including finals day)

- 38.11.1 Five players from each side will bowl two overarm deliveries each, wicket to wicket on a normal 22-yard pitch.
- 38.11.2 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.
- 38.11.3 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 37.11.2) to achieve a result on a sudden-death basis.
- 38.11.4 Both teams will use the match ball. If this ball becomes wet, it may be changed subject to the umpires' approval.
- 38.11.5 A no-ball will count as one of the two deliveries but will not count towards the score of the team.
- 38.11.6 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.
- 38.11.7 Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

38.12 Penalties

- 38.12.1 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.
- 38.12.2 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.
- 38.12.3 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.

38.13 Coloured clothing and coloured balls

Coloured clothing will be allowed in all rounds of the competitions, and the new balls that the League supply (see 37.6.5) will be coloured. Umpires should wear white ball clothing i.e. Blue

38.14 Notifications

- 38.14.1 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.
- 38.14.2 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.
- 38.14.3 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
- 38.14.4 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.

38.15 The Draw and Finals Days

- 38.15.1 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.
- 38.15.2 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.

38.16 Scorers

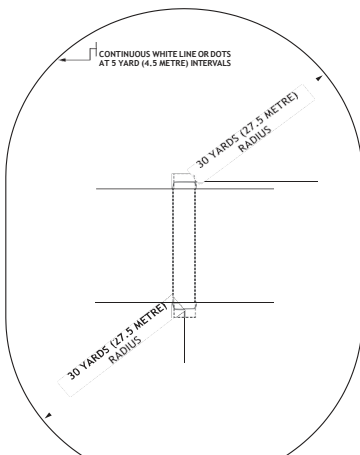
In both competitions from round two onwards, both teams must provide a suitably competent scorer who is not one of the players. Clubs should endeavour to do this in earlier rounds as well.

38.17 Details of the Draw

This will be displayed on the Shropshire County Cricket League Website.

39 DIAGRAMS AND CHARTS

Restrictions on 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.

Powerplay overs in Shortened Matches

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

Bowling bonus points in the event of interruptions

	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 PREM/DIV1 W/L/D MATCHES

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

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

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

SCCL PANEL UMPIRES 2026

Umpires Secretary

Colin Wetherley-Mein

07896 536449

Tim Barber	07811 406331	Paul Mantle	07779 761425
Nathan Bartram*	07833 804572	Mike Mooney	07419 848170
Paul Brace	07988 246589	Neil Marsh	07808 331650
Neil Bushnell	07970 928587	Gareth Masters	07986 517772
Steve Chandler	07865 080536	Craig Massey	07969 869147
Will Clarke*	07790 495311	Keith Miller	07967 676473
Mike Cliffe	07990 303134	Dave Nock	07501 807374
Ray Collins	07511 955089	Tony Pritchard	07792 072627
Paul Evans	07595 340592	Aled Roberts	07496 587342
Chris Field	07971 055242	Glen Robson	07789 205897
Preston Fletcher	07913 836481	Alan Rudd	07790 393559
Peter Glover	07814 998639	Ian Simmons	07976 686437
John Gough	07972 309979	Tushar Jani	07984 728587
Bob Hesketh	07803 805944	Stuart Ward	07718 523281
Mike Jenkins	07717 686677	Nick Walmsley	07954 435421
Andy Johnson	07572687077	Wyndham Williams	07800 916289
Allan Kynaston	07983 095393		

***Birmingham League**