**PLAYING REGULATIONS**

**1. MEMBERSHIP**

1.1 All Clubs that are members of Herefordshire Cricket Ltd are eligible to apply for entry into the League. Clubs situated outside the county of Herefordshire may apply for entry into the League. All Member Clubs must have a designated Welfare Officer. This Officer must have received appropriate ECB recognised training. Failure to notify the Executive Committee of the name of the appointed Welfare Officer will be dealt with under Appendix 3.Tarrif of fines.

1.2 All applications will be referred by the Executive Committee to the Annual General Meeting for approval.

1.3 All new Clubs applying for League membership shall have their grounds and facilities inspected by the Executive Committee before admittance. These facilities must meet the approved criteria at the time of application.

1.4 If an existing Member wishes to enter an additional team or teams, if that team will be playing at a ground not currently used by a Member Club (i.e. not previously approved), then the ground and facilities must conform to the procedures for new Member Clubs in 1.7 below. Equally if a Member Club wishes to change its home venue to a ground not previously approved, then the procedures set out in 1.7 apply. If a change of home ground is necessary due to exceptional circumstances after the deadline for application, then the Executive Committee has the powers of discretion to approve the ground.

1.5 Clubs wishing to apply or leave the League, or existing Clubs applying to enter additional teams, must do so before the Annual General Meeting.

1.6 All Clubs will have a minimum of three elected officers, Chair, Secretary and Treasurer. No single individual can hold more than two officer roles per club.

1.7 Standards will be set for the following criteria, which must be met,

(i) Pitches – to be approved by the Executive Committee

(ii) Outfields – to be approved by the Executive Committee

(iii) Changing facilities – (must include team showers)

(iv) Toilet facilities – (suitable for male and female use)

1.8 Visiting captains and League-appointed umpires will be asked to assess the facilities at each match using the approved assessment card. If the assessment card is unsigned by either, then the assessment scores will not count towards the statistics for divisional awards.

1.9 The assessment card will be in the following form:

(i) Pitch

(ii) Outfield

(iii) Facilities

1.10 Assessment averages (or persistent absence of visiting captain/umpire’s signatures) will be acted upon by the Executive Committee, if necessary, at each mid-season. Formal warnings may be issued in the interim.

1.11 The Executive Committee has the power to remove any Club from the League.

1.12 Promotion for clubs to Premier and Division 1 will be subject to a ground inspection by members of the executive or the HC LTD Grounds Committee. No club playing on a non turf pitch will be permitted to play in Premier or Division 1.

1.13 Any club that withdraws from the league at any point during the playing season

will have all its results and statistics removed from all matches played.

**2. LEAGUE COMPOSITION**

2.1 The Executive Committee will determine the number of Divisions and the number of teams in each Division. Any Club entering more than one team will not be permitted to play two teams in the same Division unless there are exceptional circumstances.

2.2 Premier Division additional criteria. In addition to meeting League criteria, clubs must run a minimum of two teams in the Marches League. From 2021 clubs must have sight screens and pitch covers acceptable to the Executive Committee.

**3. REGISTRATION OF TEAMS AND PLAYERS**

3.1 **Teams**

3.1.2 Each Herefordshire based League club must pay the affiliation to the Herefordshire Cricket Ltd and a registration fee to the League. Clubs from outside the County of Herefordshire are not required to pay an affiliation to Herefordshire Cricket Ltd but are required to affiliate to their home county board. This fee covers entry into the League Knockout competition and Website. Failure to supply information for the League Website by the deadline set by the Executive Committee will be subject to a fine as set out in the tariff of fines for the season.

3.2 **Players**

3.2.1 In order to be eligible to play in the League, all players must be registered to a Member Club, as notified to the League Administrator. Once registered, the registration remains extant in perpetuity, unless or until registration of transfer is received by the Administrator, or deletion of registration prior to the season. Registration to play in another league does not prevent the player from registering with the League.

3.2.2 The Administrator shall maintain via the Play-Cricket Marches Website a database of all registered players for the League. The website demands that a full name, address, postcode and date of birth are supplied, contact numbers and e-mail addresses are optional and not required for players under the age of 18 years. Clubs are required to enter the details of all their league players on the Play-Cricket Club Website, they will then apply to the Marches League Website Administrator to register the player to become active.

3.2.3 During the season, new registrations can be made at any point via Play Cricket. If the registration is a late one just prior to a match then the club must ensure that the player has not played for another Marches Club in the same season. This is important because the Administrator may not see the application until after the match has been played. In any case all players must be registered with the league up to 48 hours after the match start time. This is to ensure that clubs are able to field a full team and should not be an obstacle to that objective.

3.2.4 A Player may not play for more than one club in a season unless the Administrator has received via Play Cricket notice of transfer. If a player or club seeks to transfer, electronic notice via Play Cricket must be with the Administrator by 23.59 hours on a Wednesday to enable any transfer to be authorised for the following Saturday. No notice of transfer will be accepted after the 30th June in any one season. The previous requirement to miss two Saturdays has been removed,

3.2.5 Dual Registration. Where clubs have entered into an agreement to share facilities or players during the season players may have dual registration with both clubs allowing them to play for either club in this league. However this can only be sanctioned before the start of the season by the League Executive. Agreements which may take place between clubs during the season will not be able to avail themselves of this during that season.

3.2.6 Category 3/3A Overseas Players. Players who are designated as Category 3/3A players are usually Overseas Players temporarily in the UK on a Visa. Players of this classification will only be permitted to play in Marches League Premier matches and not in a lower division. A paper registration process will be used for such players as well as the Play Cricket system. The relevant forms are downloadable from the Marchescricket.co.uk website under the archive heading. The forms will be submitted with a copy of the applicants passport and visa. The forms will be signed off by the player, the Club Chair and Club Secretary. Forms will be forwarded to the Chair of the League. Until the process is complete and permission granted the player may not play in a Marches match. Each case will be decided on merit, it maybe depending on circumstance such as age and experience that the player will be permitted to play at a lower level. This will be a League Executive decision and is final.

3.2.7 Players who are aged 18 years or under on the 1st May of that current season whilst they must be registered to a parent club are eligible to play for any club in the league without transfer. They are not required to be registered for each club for which they do play, their registration remains with the original club who hold primacy on any future movement or transfer. Clubs will adhere to the current ECB guidelines for Junior Players in Open Age Cricket.

3.2.8 The penalty for playing an ineligible player will be forfeiture of all points gained in the relevant game(s) and a fine as set out in the tariff of fines for the season.

Playing an unregistered player where any deception is involved either by the player, captain or club will result in all points gained in the match being lost, a further 20 point penalty and any other penalty deemed appropriate by the Disciplinary Sub Committee of the League. This could result in a ban or suspension for the player and the club.

**4. PLAYING RULES**

4.1 **Matches** – played on Saturdays subject to 5.4

4.1.1 Matches commence at 1.00 p.m. for 90 overs and 1.30pm for 80 overs unless weather or ground conditions do not allow. An earlier or later start will be permitted to any match provided that both captains agree by the previous Thursday evening and Umpires, where appointed are informed on that Thursday.

4.1.2 The scheduled finish time of matches of 90 overs will be 7pm. 6.30pm for 80 over matches.

4.1.3 If a match starts earlier than 1.00 p.m. then the maximum time allowed to establish a finish time is 6 hours for a 90 over match and 5 hours, 30 minutes for an 80 over match.

4.1.4 The League programme must be completed by the agreed date specified by the Executive Committee each year. Any rearranged games to be completed before this date.

4.1.5 Clubs must play their home fixtures on their registered ground as notified to the Executive Committee prior to the commencement of the season.

4.1.6 If a match is delayed because one side is not present that side shall concede the toss. (A minimum of seven players shall constitute a side). The opposition will forfeit the toss if no one is available to toss up at least 15 minutes before the official start time.

4.1.7 In all Premier and 1st Division games, a new ball shall be used for each innings. For all other Divisions a new ball shall be used as agreed prior to the toss-up on the day by the captains. If in the lower divisions only one new ball is agreed the home captain should also provide a good quality used league ball for the second innings so that the captain of the side batting second can make a choice. This is particularly relevant on damp days when the ball used in the first innings could be totally unsuitable for the second innings. This should be viewed as part of the spirit of cricket. All balls used in the League must be those approved by the Executive Committee.

4.1.8 Matches in the Premier and 1st Division will consist of 90 overs duration with a maximum of 45 overs available to the team batting first. In other divisions matches will be of 80 overs duration with a maximum of 40 overs available to the team batting first.

4.1.9 If the side batting first declares its innings closed, the bowling side shall obtain maximum bowling points irrespective of the number of wickets taken. There will be no carry over of unused overs from the first innings into the second innings.

4.1.10 Where League appointed, the umpire(s) shall be the sole arbiters of the fitness of the ground, light and pitch conditions. Where no League umpires are appointed, the Captains of both teams must agree to the fitness of the ground, light and pitch conditions, most particularly in relation to cancellation of a fixture, but also in the case of abandonment. Captains should also be aware that if they deem a ground as fit to play and as a result during the match a player receives an injury which could be due to the poor ground conditions then Captains and the Officers of the Club could be held responsible in the case of litigation.

4.2. **Delayed Start Rule**

4.2.1 When a match is unable to start at the scheduled time due to weather or any other unforeseen issue, the total match overs shall be reduced at the rate of 2 for every 7 minutes of time lost.

4.2.2 Where the start of a match is delayed, due to inclement weather or any other unforeseen circumstances, the number of overs available to each side shall be equal. This shall be calculated as above assuming a 7.00pm finish for a match starting at 1pm with a 30 minute tea interval. If subsequent interruptions mean there is insufficient time for a team batting second to receive a minimum of 20 overs then the match will be abandoned. Full match individual bowling restrictions will continue to apply.

4.2.3 No game may start unless a minimum of 40 over’s (20 overs each side) is possible based on the count back of 3 minutes & 30 seconds per over from 7pm. No game may start after **4.30pm** (Minimum 40 over’s plus 10 minute break between innings, assuming tea has already been taken).

4.2.4 A match which can start on time but due to the weather forecast is unlikely to reach its due finish time can be shortened with the agreement of both captains and where applicable the Umpires before the toss is made. A maximum of 10 overs can be removed from each innings, therefore the minimum acceptable is a 70 0ver match, 35 overs per side, or in the case of an 80 over match, 30 overs per side. For limitation of bowlers see the chart.

4.2.5 **Ineligible Players in the event of cancelled/non scheduled games**.

a) For clubs who have more than one team; if a higher team’s game in any league is cancelled or is not scheduled to be played on that day or when the league has re arranged the fixture due to ground share issues then players who usually play for the higher ranked team are ineligible to play.

b) Usually play is defined by players who have played in more than 50% of the games started by the higher ranked team. Exemptions to this rule by the discretion of the league executive and permission will not be withheld unreasonably.

c) If a player who usually plays for the higher team is permitted to play by the league they may stipulate that the player should not bat any higher than 7 or bowl in the first half of the innings or it may be considered by the league executive that they can play without restriction.

d) Approval should be sought from one of the League’s officers before start of play.

4.3 **Batting and Bowling Bonus Points**

1 2 3 4 5

45 overs 125 150 175 200 225

40 overs 110 130 155 180 205

35 overs 100 120 140 160 185

30 overs 85 105 125 145 165

25 overs 70 85 105 125 145

20 overs 60 75 90 105 125

Bowling bonus points – 1 point for every two wickets to a maximum of 5 points**.**

4.4 **Bowling Restrictions**

45 overs - 10 overs.

40 overs - 8 overs.

35 overs - 7 overs.

30 overs - 6 overs.

25 overs - 5 overs.

20 overs - 4 overs.

4.4.1 If a match uses a number of overs not shown on the above scale then the next highest setting will be used. E.g. A 32 over game will use the restrictions based on a 35 over game for both batting and bowling points and restriction of overs per bowler.

5. **THE RESULT**

5.1 The winning side in any match shall be:

(i) When the side batting first scores more runs than the side batting second

(ii) When the side batting second exceeds the number of runs scored by the side batting first.

5.2 Points shall be awarded as follows:

(i) For an outright win – 15 points

(ii) In a tied match, i.e., when each side has scored the same number of runs – 8 points

(iii) Side batting second does not win but has wickets remaining – 2 points, if they

score 80% of the target, -- 3 points, 90% of the target -- 4 points.

(iv) An abandoned match each side will receive 5 points plus any bonus points gained.

(v) A cancelled match each side will receive 5 points.

(vi) The side batting second that achieves a winning total can still obtain the full 5 points by being awarded 1 batting point for every 2 wickets that remain standing.

5.3 Once a player has been nominated as part of a side to the opposing captain, prior to the toss for the innings, then that player shall not be eligible to play for any other team in a game being played concurrently in this league or any other.

5.4 Conceding games and rearrangements:

1. If a Club has to concede a match due to a shortage of players, the higher ranked team(s) fixture(s) must be fulfilled. A minimum of 7 players constitutes a team. A team conceding the match will have a 10 point penalty for the first match, 20 points for the second and 30 points for the third. Any further matches conceded will incur penalties increasing by 10 points and £10 per match. The team who are conceded against will be awarded 25 points. This still allows only 25 points as a maximum in the match, the penalty points are not match points.

(ii) Clubs may rearrange only one home game per season for reasons other than non-availability of ground, subject to Executive Committee Approval. The Executive Committee must be notified no later than 21 days before the fixture is due to be played.

(iii) **Bottom Division only**

Sides can rearrange a maximum of three matches, home or away to a Sunday subject to their opponents agreement, this is not a given and must be agreed with the opposition captain and the league executive at least one week in advance.

In addition, 3rd teams can ask each season to play all their home games on Sundays at the club’s main ground. Permission will not be withheld unreasonably. However, any such team **will not** be eligible for promotion.

**Selection restrictions for ALL Sunday matches**

Players who were selected for a more senior team on the Saturday will not be available for the Sunday match.

In the second half of the season any player selected for more than three games for a club’s 1st or 2nd teams that season will not be allowed to be selected unless permission is granted by the executive in exceptional circumstances.

(iv) Any Club failing to complete its fixtures shall be liable to a fine (as per the current tariff) and the results of all games played by that Club shall be nullified.

Sometimes in a division, normally the lowest division, you may have to play some teams more times than others to generate a full fixture list.

If a team withdraws from a division all its results will be expunged and the divisional positions will be decided by average points.

(v) Teas - The maximum and minimum charge that the home club can levy on a visiting club for teas is £33.00. If the visiting side cancels a match then the full cost of teas will be charged to that club even if notice is given days in advance. Both clubs will seek to ensure due payment is made. If payment is defaulted, then the League Executive to be informed. If the league is required to invoice the defaulting club a £10 administration charge will be added to the amount payable.

5.5 The home side shall be responsible for notifying:

(i) The away side if the game is cancelled or conceded. If the two captains cannot agree on a cancellation and the away team decide to travel then they will be responsible for payment for teas.

(ii) The nominated umpires if the game is cancelled.

(iii) The result to the Fixture Secretary (including cancellation or abandonment) by the Wednesday following the game by result sheet

(iv) All Teams will enter the result including cancellations, conceded and abandoned matches and the reason on the Play-cricket Web Site by 23.59hrs on the Sunday following the match, The reason for the cancellation or for conceding should be entered in the comments box on the result page. Failure to do so will result in fines according to the fines tariff.

5.6 The full scorecard must be entered by the home side by the following Monday

Failure to comply will in the first instance result in a written warning. Further offences will fined according to the fines tariff.

5.7 Premier Division, as only one team will be relegated, so only the winners of Division 1 are certain of promotion. Subject to 5.4 (iii) the winners of each Division shall be promoted. Runners up will be promoted if, in higher Divisions, no new teams are placed or Clubs leaving the League creates a vacancy. The above provisions for promotion and the entry of new teams will determine relegation.

5.8 Any number of teams could be relegated but no team finishing above the bottom two places shall be demoted at the expense of promotion for the runners up of the Division below.

5.9 No two teams from the same Club shall play in the same Division.

5.10 The Executive Committee shall have the power to determine the Division in which to place teams.

6. **SPECIAL REGULATIONS**

# 6.1 Amendment to Marches League Playing Regulations 2019

Law 41.7 Bowling of Dangerous and Unfair non Pitched Deliveries imposed

Stricter penalties on a Bowler who bowls a full toss over the Batsmans waist

Than existed under the previous Code of Laws.The Feedback from around

The world was universally negative feeling it was overly harsh on young bowlers

M.C.C. listened to the feedback and changed the law to what we trust will be a

Better and fairier law,while still maintaining the core aim of improveing player

Safety and enjoyment.

New Wording

41.7 Any Delivery which passes or would have passed without pitching above waist

height of the striker standing upright at the popping crease is unfair.Whenever such

a deliver is bowled the umpire shall call and single no ball.There is no longer a catch

all,but umpires are to use there best judgement to determine whether it is dangerous.

If it fast and dangerous it will be a first and final warning, if not it will still be a no ball.

But there will be no warning this should eliminate the problems with youngsters bowling and spinners.However if a slow bowler is deemed to have bowled a ball that

The umpire considers could injure the batsman he should issue a first and final

Warning.M.C.C.has now defined waist as the belt on batsmans trousers or the top of

His/hers trousers.

This season the league is operating under the Laws of Cricket

(2017) code AS AMENDED FROM 1st april 2019.

These are **Law 41.6 Bowling** **of dangerous and unfair short pitched deliveries** and **Law 41.7 Bowling of dangerous and unfair non-pitched deliveries.** **For these laws on the first occasion the umpire shall call and signal No Ball, when the ball is dead the umpire shall Caution the bowler indicating this is the first and final warning. The umpire shall also inform the other umpire and captain of the fielding side and the batsman at the crease**

**the reason for the caution.** The caution will apply throughout the innings. Should there be a further such delivery by the same bowler in the innings the umpire shall call and signal No ball, when the ball is dead direct the Captain of the fielding side to remove the bowler from bowling, inform the other umpire and batsman as to what action has been taken.

The suspended Bowler is not allowed to bowl again in the innings. **The umpires together shall report the occurrence as soon as possible to the executive of the offending side, and to the Marches league through The Fixture secretary within 48 hours of the match being concluded.**

The Marches league will view all reports of bowlers being taken off and any bowler taken off three times will receive a one (1) match ban for every further offence.

The Reports will not be carried over from one season to another.

**The RA approved the following guidance that provides a pragmatic approach to those charged with the management of player development and the Law when managing matches involving players below the age of 16.**

**• A bowler (Under 16 and below) will be no-balled for every ‘high full toss’. The player will not receive a warning or be removed from the attack by the umpire unless deemed to be in breach of law 41.7.4 where any delivery deemed as dangerous or a deliberate act will result in the bowler being withdrawn immediately by the umpire for the remainder of the match.**

6.2 Any ball that passes outside the Batsman on the leg side is to be called a wide. However, a ball is not a wide if it passes behind a batsman but over or on the off side of the stumps.

6.3 The Laws of Cricket shall apply unless stated in the League Playing Regulations to the contrary. Penalty runs will only be awarded in matches that are controlled by officially appointed League umpires.

6.4 Fielders who stand less than 8 yards from the middle stump except behind the wicket on the offside will wear a protective helmet and a box. Where there is no appointed Umpire the fielding captain is responsible. (ECB Advisory 2016.)

**7. BOUNDARIES**

7.1 Before the toss, the umpires shall agree the boundaries of the field of play with both captains.

7.2 The boundaries shall be marked with one of the following, or a combination thereof: rope, white line or white marker.

7.3 The boundary line shall be at least 1m from any obstructions or dangerous obstacles i.e. boards, concrete hardstandings or barbed wire fencing.

7.4 All Premier and 1st Division matches shall have a fielding circle marked with white discs on the ground. The circle shall be calculated by two semi circles centred on the middle stump with a radius of 30 yards joined by a parallel line on each side of the pitch. At the instant of delivery a minimum of four fielders plus the bowler and wicket keeper must be within this area. In the event of an infringement, the strikers end Umpire shall call and signal “‘No ball” and the score shall be adjusted accordingly. An extra delivery in that over shall be allowed as a consequence.

**8.** **PITCH COVERING**

In the Premier Division, each team must have pitch covering available which is mobile enough to be placed onto the pitch at anytime during the match in the case of inclement weather. This is also advisable for all clubs. Financial help maybe available to source ground sheets via Herefordshire Cricket Ltd.

**9. HEALTH AND SAFETY**

9.1 Clubs are reminded that they are responsible for health and safety of their own players and that of visiting sides. First Aid kits should always be available on the ground for immediate use. All Clubs should have adequate insurance to cover against injuries. Clubs are reminded that the League its Officers and Executive Committee are in no way responsible for injury claims made against its Member Clubs.

**10. AWARDS**

10.1 At the conclusion of the season the teams in each Division with the highest points total or average if used per 5.4 (iv) will be the Divisional winners, unless the committee advise otherwise before the start of season. In the event of two or more teams being equal on points, the team with the highest win/loss ratio shall be declared the winner, and if still equal, then the team with the higher number of bonus points gained in the fixtures between the tied teams. This method may also be used to determine runners-up, promotion and/or relegation positions.

10.2 Individual Awards for batting will be awarded for a player who has scored the most runs.

10.3 Individual awards for bowling will be to the bowler who has taken the most wickets.

**11. UMPIRES**

11.1 The Executive Committee may appoint umpires for any League match. Wherever a League appointment is made the umpires’ expenses will be paid. Umpires’ attendance allowance (payable at the very latest at the end of the tea interval) as agreed at the AGM. No Umpires appointed by the league shall be appointed to stand in a match involving a team to which he has an affiliation by

way of being an active member of the club or a match where a close family relative is a player.

11.2 If a Club provides their own non-playing umpire, that umpire is entitled to officiate for the whole game, in the absence of League appointed umpires.

11.3 Appointment and attendance. ( Law 2.1 )

Before the match two umpires shall be appointed one for each end to control

the match as required by the laws, with absolute impartiality. The umpires shall

be present at the ground and report to the executive of the ground at least 45

minutes before the scheduled start of each day’s play.

**12. FINES**

12.1 The Annual General Meeting shall agree a tariff of fines to apply for the season. This tariff shall include:

a) Conceding of fixture(s).

b) Withdrawal from the League during the season.

c) Playing ineligible players.

d) Failure to supply results to the Fixture Secretary.

e) Failure to supply information for the Website.

**APPENDIX 1**

**PLAYING REGULATIONS OF THE MARCHES CRICKET LEAGUE**

**Preamble**

**Advice for Team Captains and Vice Captains**

* This section is intended as an advisory for Team Captains for Match Days and Pre Match Days and should be read in conjunction with the following Playing Regulations.

**Pre Match Days**

* Match days are Saturdays and by the preceding Thursday Captains should have an idea of their team for Saturday.
* Nominated players should be entered as club members on your Play Cricket website. This is a separate issue from registering players with the league, more of that later.
* Once you enter their details you are given a choice as to which team pool you want them, e.g. First Team, Second Team etc. If you take that easy step it will allow you to inform all selected players by personal e-mail that they have been selected for the match versus A. Meet at 1230hrs at B etc.
* This when done will allow an easy inputting of the result score sheet, it should avoid the use of ‘Unknown” because all the nominated players will be visible to both the home and away captains who can update the scorecard at anytime.
* Players who are not registered with the league must be registered via the Play Cricket website. To do this go into your club website, go to the members list, select the player and it should give you a choice of leagues available to that player. Apply which is self evident and that will go straight to the league administrator who will confirm the application as long as all the required details are completed. Late applications will be accepted but it is your responsibility along with the player to confirm they have not played for any other Marches Club in that season.
* Young players aged 18 or under on the 1st May at the start of the current season can of course play for any club. The club that originally registers them retains their registration and they are not required to be registered to each club for which they play.

**Match Day – Pre Match**

* When match day arrives the first concern should be the fitness of the ground, will it need work pre match to get it fit, is it covered, creases marked, boundary marked, is all in place.
* One assumes teas are arranged.
* Have you got the match ball and several good used spares ready, we do not want delays during the match hunting for suitable spares.
* Have you got a result sheet ready with your nominated team already filled in.
* The Team Sheet must be completed by both captains, prior to the toss, not in the pub later. You must identify under age players by indicating on the team sheet their age. This is to identify any bowling restriction due to age. Very important.
* Have you got a nominated scorer, if not identify who will take on the task, are they competent.
* Where the league has appointed official Umpires, once they arrive make yourself known to them and pay the required fee.
* As the start time approaches welcome the opposition and identify who their captain is.
* Make sure you have a coin to toss to determine choice of batting or fielding.
* Decide on what drinks breaks are required, a very hot day you may want drinks at 15 and 30 overs. With young players in the side you have to take responsibility for their health and safety and regular fluids are a must.
* Decide on the match balls, both league approved, using a new one per innings or one for the match if you are in Division 2 or below. Must be agreed before the toss.
* Toss up, nominate your choice and get ready to start.
* Remind your players of their responsibility to play by the Spirit of Cricket, hard but fair.

**Match**

* Make a prompt start and keep your eye on the clock, it is the captain’s responsibility to see that the overs are bowled in a timely manner. 45 overs should be bowled easily within the 2hrs 45min allowed or in the case of 40 overs the time allowed should be 2hrs 30min. Allowances must be made for injury or lost balls etc. but if you have those spares available it will save time.
* Captains are at all times responsible for the conduct of their players on the field, both before, during and after the match. If incidents occur whereby reports are made to the league of a breach then the player will receive a ban as will the captain depending on the seriousness of the incident. Please see the Disciplinary Regulations and note the penalties, some of which are automatic and without a hearing.
* At teatime make sure the time taken is the minimum to ensure a reasonable finish time. Be prompt in getting back onto the field of play.
* At the conclusion of the match both captains should check the scorebook to be sure of the result. Without official scorers mistakes can and do occur. Once the result sheet is signed off the result will stand.
* The away captain has the responsibility on marking the pitch and outfield, indicating if the facilities were all in working order. Finally both captains to sign the sheet off and adjourn to either celebrate or drown sorrows.

**Post Match**

* The captain or his nominated player or club official must then enter the match result on the club website. All fixtures are shown on your site. That result needs to be done before midnight on SUNDAY and not Monday as previous. This allows the results to be checked and locked by the League Administrator before the Hereford Times goes to press on a Tuesday morning.
* Scorecards need to be done by the Monday at midnight to allow the Hereford Times to pick up on team and individual scores. Both teams have the same access to the scorecard to amend names which may be shown incorrectly and to overcome the persistent use of unsure for names.
* Then it’s onto the next week!

**APPENDIX 2**

**PLAYING REGULATIONS**

**AN EASY GUIDE TO MATCHES DELAYED OR INTERRUPTED**

**Why are we using DL?**

The main reason for doing this is obviously to make it fairer in wet conditions but also make it a more balanced game if possible, under previous rules the team batting 2nd held a significant advantage.

Looking at example 1 (bottom of this section), in previous rules if you start the game and then get a delay in the first innings the team batting first completes their overs. This means a team batting for 45 overs playing against a team batting for 20 overs. For the team batting 2nd with 1 or 2 key batsman that struggle to normally make big totals the opportunity to better the first teams run rate while batting for just 20 overs has always been quite advantageous.

**The App?**

Duckworth-Lewis Calculator by Tarams Inc

https://appsto.re/gb/LQtuF.i

***Key Points when using the app:***

* *If doing more than 1 calculation make sure you close down the app and restart it again each time to make sure it has completely cleared the scores and calculations.*
* *When deducting overs lost from the game from an interruption in the 1st innings only deduct half the overs lost as the others are lost from from the 2nd innings. You will see the app will automatically deduct the other half of the overs from the 2nd innings.*
* **You Tube – Help Guide and Walk through**  You Tube Help Guide and walk through of examples below  https://www.youtube.com/watch?v=dlSPnVfpMaY 
* **Playing Conditions**  **The Start**. The due starting time is 1pm, if a match start is delayed for any unforeseen reason then the total number of overs can be reduced at a rate of 2 overs for every 7 minutes lost. (Must be 2 overs lost not single overs every 3.5 minutes) Example 35 minutes lost, 35 divided by 7 = 5 x 2 = 10 overs deducted from the total, now an 80 over match, 40 overs per side rather than 45 overs. (as per 4.2.1)  Duckworth Lewis is the way that any delays will be managed.)
* **Duckworth Lewis** The captains (and/or players) from the opposing sides agree to take responsibility for D/L in the event of any interruptions. Umpires (if standing or the captains if not) will agree to the fitness of play (as per 4.1.10) and the reduction in overs following any delay but the captains (and/or players) are to calculate and agree the amendments to the target using the D/L app. (approved by League)

            

**1st Innings interruption**. If the match starts on time any delay in play and reduction in overs should affect both innings. i.e. if 10 overs are lost then 5 must be taken from each innings. If a significant number of overs are lost it may force the closure of the 1st innings with the revised total to be worked out on the D/L app with the appropriate overs remaining. (Example 3a below)

**NB**: Playing condition 4.2.2 minimum overs for each team 20 overs to constitute a game.

If a side declares their first innings the time remaining can be used to fulfill lost overs but for D/L purposes they will be deemed “bowled out” with 10 wickets lost.

**2nd Innings interruption**. Should the interruption take place during the Tea Break and prevent a prompt re start then that will have the effect of reducing the total number of overs available to the side batting second.

The second innings must consist of a minimum of 20 overs to make it a match and not an abandoned game. Once again we use the 7 minutes lost meaning 2 overs deducted from the total available. Therefore we now have to reduce the overs and set a target using D/L.

It is not necessary to revise the target at the fall of each wicket when batting second. The target to win is agreed prior to the resumption and remains unless there is a further rain break when the target should be revised. The teams can use the app to work out if they are ahead or behind if rain looks imminent and might cause the abandonment of the game.

**Examples**

**Example 1: (1st innings rain delay) Old Marches Rules:** Goodrich 60-2 in 20 overs Rain for 70mins (lose 20 overs)

In old rules the team must complete 45 overs so Goodrich bat for another 25 overs and get up to 180-8 Luctonians then need to get 101 to win in total 25 overs. (better run rate)

**Duckworth Lewis:**

Goodrich 60-2 in 20 overs Rain for 70mins, lose 20 overs from the match (10 overs per innings), game reduced to 35 overs per side. **NB: When using the app only 10 overs lost from 1st innings, you will see it will automatically deduct the 10 overs from the 2nd innings** Goodrich bat for a further 15 overs to the end up on 145-7 Luctonians then need to get 159 to win in total 35 overs. (D/L)

**Example 2a: (2nd innings rain delay with 1 wicket lost) Old Marches Rules:** Goodrich 200-9 in 45 overs Luctonians 30-1 in 10 overs

Rain for 53mins (lose 15 overs) Luctonians then need to get 148 to win in 20 more overs (total 30 overs) (Old Marches Rules)

    

**Duckworth Lewis**

Goodrich 200-9 in 45 runs Luctonians 30-1 in 10 overs Rain for 53mins (lose 15 overs) Luctonians then need to get 151 to win in 20 more overs (total 30 overs). (D/L)

**Example 2b: (2nd innings rain delay with 4 wickets lost) Old Marches Rules:** Goodrich 200-9 in 45 runs Luctonians 30-4 in 10 overs

Rain for 53mins (lose 15 overs) Luctonians then need to get 148 (same as example 2a) to win in 20 more overs (total 30 overs) (Marches)

**Duckworth Lewis:**

Goodrich 200-9 in 45 runs Luctonians 30-4 in 10 overs Rain for 53mins (lose 15 overs) Luctonians then need to get 174 to win in 20 more overs (total 30 overs) (D/L)

**Example 3a: (Rain delay where last 5 overs of 1st innings and first 5 overs of 2nd innings are lost) Duckworth Lewis:** Goodrich 240-4 in 40 overs

Rain for 35mins (lose 10 overs) Luctonians target now revised to 266 in 40 overs (D/L) **NB: Current rules Goodrich would finish their innings of 45 overs and Luctonians would have 35 overs to have a better run rate than 1st Innings.**

**Example 3b: (Rain delay where last 5 overs of 1st innings and first 5 overs of 2nd innings are lost) Duckworth Lewis:** Goodrich 240-9 in 40 overs

Rain for 35mins (lose 10 overs) Luctonians target now revised to 238 in 40 overs (D/L)

**Appendix 3**

**TARIFF OF FINES**

|  |  |  |
| --- | --- | --- |
| **Offence** | **Fine** | **Points Deduction** |
| **Failure to Attend a Members Committee Meeting** |  |  |
| 1st offence | £10 | 10 points per team |
| 2nd offence | £20 | 20 points per team |
| 3rd or subsequent offence | £30 | 30 points per team |
|  |  |  |
| Failure to Fulfil a Fixture |  |  |
| 1st offence | £10 | 10 points. |
| 2nd offence | £20 | 20 points. |
| 3rd offence | £30 | 30 points. |
| Further offences | Increase of £10 per match. | 10 points per match. |
| **Failure to enter the result and scorecard on the Website.**  **Failure to submit a result sheet.** | **Failure to enter result on the Marches Play Cricket Web site by 2359hrs Sunday following the match.** |  |
| 1st offence | None – written warning | None |
| 2nd offence | None | 10 points |
| 3rd or subsequent offence | None | 20 points |
| **Failure to supply information for the League Website b.y the deadline set by the Executive Committee or not providing the name of a Welfare Officer** | £10 | 10 points per team. |
|  |  |  |
| **Failure to complete fixtures or withdrawal from the League during the season** | £50 | All games declared void and all results nullified |
|  |  |  |
| **Playing an ineligible player** | £25 | Forfeit all points gained in game(s) played by ineligible player, or in case of Knockout Cup, forfeiture of the match |
| **Disciplinary offences** | At the discretion of the Executive Committee | At the discretion of the Executive Committee |

**APPENDIX 4**

**MARCHES CRICKET LEAGUE T20 KNOCKOUT CUP COMPETITION**

**(See Appendix 5 for the 20/20 regulations)**

1. The Competition shall be called the Marches Cricket League Senior Knockout Cup and is limited to Premier and 1st Division sides. There will be a separate competition for the remaining Division sides known as the Junior Knockout Cup.

2. The Competition shall be open to all Clubs playing in the Marches League.

3. The management of the Competition shall be under the Executive Committee of the League.

4. Matches in the Competition shall be played by such dates as the Executive Committee may determine.

5. Matches shall commence at 1.00 p.m on a weekend or at 6.30pm if played midweek or at any other time agreed between the two clubs.. If the start is delayed due to weather or ground conditions, then rule 4.5 (iv) of the Playing Regulations of the Marches Cricket League shall apply. If there is a dispute over ground conditions, the umpires shall be the final arbiters. Any games not completed will be replayed.

6.

(a) In all matches each side shall bat for a maximum of 20 overs. The home side shall provide a new ball. The Marches Cricket league will provide balls for the Final.

(b) For matches in the Senior KO there shall be an area bounded by two semi circles centered on each middle stump, each with a radius of 30 yards joined by a parallel line on each side of the pitch. At the instant of delivery a minimum of four fielders plus the bowler and wicket keeper must be within this area. In the event of an infringement, the strikers end Umpire shall call and signal ‘No Ball’ and the score shall be adjusted accordingly. An extra delivery in that over shall be allowed as a consequence.

(c) The team scoring the most runs shall be declared the winner.

(d) Each bowler shall be restricted to four overs ECB Regulations apply to junior players.

7**.** In the event of a tie, the side losing the least number of wickets shall be the winner. In the event of wickets being equal, then the side with the greatest number of runs off the bat shall be the winner. If this is still equal then each member of the side must bowl a legitimate delivery at a full set of stumps. A toss of the coin will decide the end of choice of bowling the first delivery. If the number of times the stumps are hit are equal after eleven deliveries, then the teams select any order for a sudden death bowl-off.

8. Each player must be registered with the Marches Cricket League under the arrangements set out in the Playing Regulations, No player may play for two different clubs in the Competition in the same season, even if they have completed Register of Transfer.

For matches played in May it will be sufficient that the player was registered to the club prior to the start of the season.

For matches played in June the player must have played in two league matches for the club.

For matches played in July the player must have played in three league matches for the club

For matches played in August the player must have played in five league matches for the club. (In all cases league matches stipulates Marches League matches) For the Junior KO Cup it remains at three league matches.

9. The Marches Cricket League shall present trophies to the winning Clubs. This shall be held for a period of one year and returned to the League in good condition. In the event of the trophy being damaged, the holders shall be responsible for its repair or replacement.

The Club winning the Competition shall receive a prize of £100.

The Club finishing runners-up shall receive a prize of £50.

The club winning the Junior KO Cup shall receive a prize of £50.

The Club finishing runner up shall receive a prize of £25.

**APPENDIX 5.**

* 1. The match will consist of two innings each of 20, six ball overs.
  2. There will be no official umpires other than on Finals day.
  3. Any ball, which passes outside of the line of the leg stump whatever the actions of the batsman will be called a wide and an extra ball bowled.
  4. On finals day where Official Umpires are standing any foot fault no ball will be rewarded with a free hit.
  5. Only players registered to play for the clubs taking part can be selected.
  6. No player registered after the end of June of that season can be selected for finals day.
  7. The home club will provide several good quality used balls for the match, one for each innings.
  8. The Home club should provide some light refreshment such as drinks between innings. Teas are not required unless previously agreed between teams and arrangements for payment also agreed. It is assumed midweek matches will not require any food.
  9. Finals day when both ~~semi finals and the~~ finals will be played ~~take place at Luctonians Cricket Club on Sunday 19th August 2018~~ at a venue to be confirmed.
  10. Match balls for finals day will be provided by the league who will also pay the Umpires and Scorers fees.