

PLAYING REGULATIONS 2010**CLUB 20 MATCHES****CONTENTS**

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E1. A TEAM

A team shall consist of not more than eleven (11) and not less than nine (9) players and all players are required to be registered in the prescribed manner.

E2. LATE ARRIVALS

If a team does not have nine (9) or more players, nominated in terms of Law 1.2, present at the scheduled start of the match, that team will be deemed to have lost the match. A friendly match will be played and the number of overs to be played determined as per Clause 16.1.

E3. DEFAULTS

In the event of a side defaulting by not reporting to a particular ground to fulfill a scheduled fixture or by arriving late, the opposing team will automatically be awarded three (3) match points in the league section.

E4. CRICKET BALLS TO BE USED

All Leagues - A good quality second hand 2 or 4 piece cricket ball with an equal amount of shine on both sides of the seam shall be used.

No artificial substance may be used to enhance the condition of the ball. Should any team be found to be guilty of artificially enhancing the condition of the ball that team will be deemed to have lost the match and the team will be expelled from the competition. A new ball may not be used.

E5. HOURS OF PLAY

5.1 SATURDAY Total of 3 hours play: - 20 overs per side

14h00 - 15h30

Interval 15h30 - 13h45

15h45 - 17h15

5.2 SUNDAY Total of 3 hours play: - 20 overs per side

14h00 - 15h30

Interval 15h30 - 13h45

15h45 - 17h15

E6. DURATION OF MATCH

A match shall be limited to one innings per side, which shall be a maximum of 20 overs. If the fielding team fails to bowl the required number of overs in the scheduled time E5 or revised time as calculated in E16 below 20 runs shall be added to the batting teams score for each uncompleted over. The team batting second shall be entitled to face the full complement of overs.

Play shall cease at the specified finishing time or revised time.

E7. INTERVALS

The interval shall fall between innings. This interval shall not be dispensed with.

E8. DRINKS OR WATER BREAKS ON THE FIELD

No drinks or water breaks shall be permitted.

E9. THE BOWLER

No bowler shall bowl more than four (4) overs. There will be no limit on the bowlers run up. In the case of a reduction in overs for whatever reason, the bowler's individual allocation shall be as set out in E26.

E10. THE WIDE BALL

2 lines shall be marked one either side of the wickets parallel to the return crease 450mm from the return crease. The line shall extend from the popping crease to the bowling crease.

Should a ball deemed to be fairly delivered pass between these lines it shall **not** be regarded as a wide ball.

However should it pass to the leg side of the leg side line or to the offside of the offside line it **shall** be regarded as a wide ball. Should a "player umpire" not apply this Bye Law correctly, their team shall be removed from the league and their playing record expunged. See Annexure "A".

E11. NO BALL: - MODE OF DELIVERY

Law 24.1 shall apply but in addition, either Umpire shall call and signal "No Ball" if a ball, which they consider to have, been fairly delivered: -

11.1 Bounces three times or more before reaching the batsman.

11.2 Rolls along the ground before reaching the batsman.

- 11.3 Is a full pitch ball, which passes or would have passed above the striker's waist standing in an upright stance at the crease.
- 11.4 A bowler shall not be permitted to bowl short-pitched balls (bouncers). Either umpire shall call and signal "No Ball" upon the bowling a short-pitched ball. The definition of a short-pitched ball shall be a ball that passes or would have passed above a strikers shoulder standing in an upright stance at the crease.

E12. THE FIELDSMEN

The number of onside fielders shall not exceed five (5), of whom, not more than two (2) may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this law, either Umpire shall call and signal "No Ball". There are no other fielding restrictions other than those stated above. ie. NO POWER PLAYS

E13. FIELDER LEAVING THE FIELD

If at any time, for any reason, a member of the fielding side leaves the field no substitute shall be allowed.

E14. HELMETS

When protective helmets are not in use by the fielding team they shall only be placed on the ground behind the wicketkeeper. In the event of the ball striking the helmet whilst in this position, whether played or not, 5 penalty runs shall be awarded. The fielding side may have more than one helmet in use at any one time.

E15. DECLARATIONS

No team shall declare their innings closed in Club 20 matches.

E16. PLAY SUSPENDED DUE TO WEATHER OR LIGHT

If, due to weather or light, the starting time of a match is delayed, or suspended, the object shall always be to re-arrange the number of overs so that both teams have the opportunity to bat for an equal number of overs. The calculation for the number of overs to be bowled shall be based on the rate of one over per 4 minutes or part thereof.

A minimum of 8 overs per team will be necessary for a result to be obtained unless a team is bowled out in fewer than 8 overs or a team reaches its target in less than 8 overs.

If a side, batting first, is bowled out within the number of overs scheduled or agreed to be faced, its run rate shall be calculated on that number of overs scheduled or agreed to be faced, and not the overs actually faced.

The definition of OVERS FACED used in calculation 16.3 and 16.4 below shall be: -

- (i) Either the actual number of overs faced if a team is not bowled out in fewer than the scheduled number of overs or a revised number of overs as calculated below.
- (ii) Or the number of scheduled overs or revised number of overs as calculated below if a team is bowled out in fewer than those overs.

16.1 CALCULATION FOR A DELAY OCCURRING BEFORE PLAY STARTS

Time remaining for Play (in min) = Scheduled duration (in min) - Time lost (in min) - 10min for interval
 Overs per side = Time remaining for Play / 8

16.2 CALCULATION FOR A DELAY OCCURRING DURING THE FIRST INNINGS

Overs remaining = (Time remaining for Play - 10min for interval) / 4
 Overs per side = (Overs remaining + Overs bowled) / 2
 Should the team batting first, already have exceeded the overs per side, calculated above, the following shall apply: -
 The innings of the team batting first shall be immediately terminated and the runs scored to that point will be declared their total.
 The team batting second shall bat for the remaining overs as calculated above.
 Their target shall be calculated thus: -
 Target = (Total of team batting first / Overs faced by team batting first) x
 Overs remaining

16.3 CALCULATION FOR A DELAY OCCURRING DURING THE INTERVAL

Overs for innings = Time remaining for play (in min) / 4
 Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.4 CALCULATION FOR A DELAY OCCURRING DURING THE SECOND INNINGS

Overs remaining = Time remaining for play (in min) / 4
 Overs for innings = Overs remaining + Overs bowled
 Revised target = (Total scored by team batting first / Overs faced) x Overs of team batting second

16.5 MATCH NOT COMPLETED BY THE SCHEDULED CLOSE

Twenty runs shall be added to the score of the batting team for each over not completed in the scheduled or revised time.

16.6 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter have been bowled out in less than the agreed number of overs.

16.7 If the overs in a match are reduced for any reason whatsoever and the team batting first is all out before the agreed number of overs, the team batting second shall not have the right to claim those overs not faced by the team batting first, as their own.

E17. FITNESS OF GROUND, WEATHER AND LIGHT

Laws 3, 8, 3.9 & 3.10 of the Laws of Cricket 2000 Code shall apply. If no official Umpires are officiating in the match the fitness of the ground, weather and light shall rest in the hands of the Captains.

If no official ground authority is available not later than half an hour prior to the scheduled commencement of the match, the ground shall be considered to have been automatically handed over to the Umpire(s)/Captains as from that time.

If an officially appointed Umpire arrives at the ground later than fifteen minutes from the scheduled commencement of the match, the decision regarding the fitness of the ground for play BEFORE commencement of the match shall rest in the hands of the Captains.

In order to facilitate play at the earliest possible moment after rain, the Umpires and the Captains shall see that all necessary steps are taken to improve the playing area, other than the pitch. The home team shall use every practicable means to remove water from the covers on the pitch and any other water surrounding the pitch or elsewhere on the playing area.

E18. ABANDONED MATCHES

Matches abandoned due to ground, weather or light conditions before a decision has been reached, shall not be regarded as postponed fixtures. In such cases points shall be awarded as laid down according to the state of the match and the time it was abandoned.

In the event of no official Umpire being present, the respective Captains shall decide in this regard. Result sheets shall be forwarded to the Union in the prescribed manner.

Matches abandoned for any other reason other than ground, weather and light will be viewed in a serious light. The team causing the abandonment of a match, by leaving the field or failing to resume play after an interruption or an interval shall be deemed to have lost the match. The opponents shall be awarded three (3) points for a win.

E19. MATCHES NOT COMPLETED

In the case of Club 20 matches not completed, due to weather or light, the matches shall be regarded as a draw, unless a result can be calculated in terms of E16 above.

E20. COVERING OF THE PITCH

The pitch may be entirely protected against rain up to the commencement of play in accordance with the practice in vogue at each ground. In addition the area surrounding the pitch may be covered.

It is not a requirement that teams playing in Club 20 cricket leagues have covers.

E21. THE RESULT

If no official Umpires are officiating in a match, any decision regarding the correctness of the score shall be the responsibility of the Captains. If the Captains cannot reach agreement regarding the correctness of the scores, they shall refer the matter to the ECU Club Cricket Sub Committee for a final decision.

E22. A TIE

A tie may result in Club 20 league matches. In which case two (2) match points will be awarded to each side as in E25 below.

E23. THE WINNER

The winner shall be a side scoring most runs in the overs permitted, or having the better "Run rate" in a curtailed match, subject to E16 above.

If it is not possible to bowl the minimum of 16 overs, 8 per team, the match will be a draw with one (1) match point awarded per side.

E24. PLAYER RESTRICTIONS

No player may play for one team in the first session and a different team in the second session.

E25. POINTS SCORING SYSTEM – LEAGUE SECTION

- 3 points for a win
- 2 points for a tie
- 1 point for a draw

Should two or more teams finishing the league on an equal number of points, whoever won the match between the teams shall be declared the league winner. Should the teams still be equal the method adopted in the Administrative section shall prevail.

E26 BOWLERS INDIVIDUAL ALLOCATION IF OVERS REDUCED

OVERS	BOWLER 1	BOWLER 2	BOWLER 3	BOWLER 4	BOWLER 5
20	4	4	4	4	4
19	4	4	4	4	3
18	4	4	4	3	3
17	4	4	3	3	3
16	4	3	3	3	3
15	3	3	3	3	3
14	3	3	3	3	2
13	3	3	3	2	2
12	3	3	2	2	2
11	3	2	2	2	2
10	2	2	2	2	2
9	2	2	2	2	1
8	2	2	2	1	1