



SHEPHERD NEAME ESSEX LEAGUE

LEAGUE HANDBOOK

2017





**Specialist part exchange provider
for the new homes sector**

We wish the players and officials of
The Shepherd Neame Essex League
every success for the 2017 season

**Sponsors of
The Shepherd Neame Essex League
Handbook**

**hamro.co.uk
0800 1216050**

4	Rules
9	Presentation Dinner
10	Organisation and playing conditions
18	2017 Rule Changes
19	1st XI Premier Timed
24	1st XI Non Premier All Divisions, plus 2nd XI and 3rd XI Timed
28	1st XI Limited Overs
33	2nd XI Limited Overs
39	3rd XI Limited Overs
41	4th XI Timed
45	4th XI Limited Overs
47	League Cup
53	Twenty20
60	Results Procedure
61	Discipline Regulations

RULES OF THE ESSEX LEAGUE

1. TITLE

1.1 The Association shall be called 'The Essex League' (hereinafter referred to as 'the League').

1.2 A President and Honorary Life Vice-Presidents may be elected at the League's Annual General Meeting or at a Special General Meeting. Nomination for Honorary Life Vice Presidents is to be first approved by the Executive Committee and nominated to the League at its Annual General Meeting or at a Special General Meeting.

2. INTENTION

2.1. The intention of the League shall be to organise cricket on a Championship basis for the Members of the League.

3. COMPOSITION

3.1 The League shall consist of such number of Clubs as the Member Clubs shall from time to time stipulate at the Annual General Meeting or any Special General Meeting. To qualify for selection to the League a club must have a ground considered for cricket purposes to be within the County of Essex. All Member clubs shall be required to affiliate to the England & Wales Cricket Board in the Essex County Cricket Board. Membership shall be open to all, irrespective of age, gender, disability, race, ethnic origin, creed, colour, social status and sexual orientation.

4. ADMINISTRATION

4.1 The affairs of the League shall be governed by a Management Committee made up of one representative from each Member Club of the League and presided over by the Chairman of the Executive Committee elected each year at the Annual General Meeting. The Management Committee shall, among its other duties, be responsible for ensuring that the intention and spirit of the League be adhered to. It shall be empowered to take whatever action it considers fit to do this.

4.2 The Executive Committee shall be elected at the Annual General Meeting to carry out the routine business of the League and to deal with inter alia the administration of the Umpires Panel, the production of the handbook and the enforcement of the Playing Conditions in accordance with the power given to it in Organisation and Playing Condition Generic Rule A.22. The Executive Committee shall consist of a Chairman, Honorary Secretary, Honorary Treasurer, Honorary Fixture Secretary, Honorary Results Secretary and up to 7 other members from Member clubs (at least 4 of whom must be current playing members). A Vice Chairman will be appointed from within and by the members of the Executive Committee.

4.3 The Executive Committee shall have the power to:

- i. appoint such sub-committees as may be deemed necessary from time to time and delegate to each sub-committee any power deemed necessary. The Chairman of any sub-committee shall be a member of the Executive Committee.
- ii. co-opt from any Member Club (whether to fill any vacancy in their number or for any other reason) such co-opted to serve until the Annual General Meeting following the co-option.

iii. referee all disputes, including all disciplinary matters and any queries or disputes concerning the Organisation and Playing Conditions.

5. MEETINGS

5.1 The Annual General Meeting of the League shall take place on the last Sunday of November. The Honorary Secretary shall give fourteen days notice in writing (Email notification is correct and acceptable procedure for calling meetings) of the meeting to the Member Clubs, this notice to be accompanied by an agenda of all business to be transacted. The meeting may be attended by any current member of a Member Club, but the voting shall be as defined in Rule 6 below. The meeting shall transact the annual business of the League and consider items submitted, in writing, to the Honorary Secretary, not later than 30 days prior to the date of the meeting. A quorum at such meetings shall be the representatives of not less than one-half of the Member Clubs.

5.2 A Special General Meeting may be summoned at any time by the Executive Committee or on application to the Honorary Secretary in writing. The application must bear the signatures of the Secretaries or Chairmen of not less than six Member Clubs of the League and shall state clearly the motion(s) which it is required shall form the purpose of the Special General Meeting. This shall take place within twenty-eight days of the receipt of the application, and shall discuss only the motion(s) which form the contents of the application. Notice of this meeting and a quorum shall be as defined in Rule 5.1 above.

5.3 The Management Committee shall meet in the Spring on the third Sunday in April and Autumn on the second Sunday in October, and at other times as necessary. Notice of meetings and a quorum shall be as defined in Rule 5.1 above.

5.4 The Executive Committee shall meet at regular intervals, at a suitable frequency to ensure the efficient administration of the League's affairs and at least seven days notice shall be given. A quorum shall be the simple majority of the members of the Executive Committee.

6. VOTING

6.1 At the Annual General Meeting, at a Special General Meeting, and on the Management Committee the voting shall be on the basis of one vote per Member Club.

6.2 In the event of a tied vote, the Chairman or his nominated Deputy, who shall not otherwise vote, shall have the casting vote.

6.3 At all times a simple majority of those present shall be decisive, including any alteration in the Organisation and Playing Conditions of the League. A two thirds majority is required for changes to the Rules of the League.

6.4 At the Annual General Meeting, at a Special General Meeting and on the Management Committee any club abstaining from voting shall not be counted when calculating a majority for passing a resolution.

7. THE FORM OF THE CHAMPIONSHIP

7.1 Each game shall be played according to the laws of cricket as issued by M.C.C.

7.2 The Organisation and Playing Conditions of the League shall be as laid out in Appendix A following.

7.3 The League shall comprise the following:

- i. The First XI League consisting of four Divisions known as the Premier Division, First Division, Second Division and Third Division of the First XI League. Promotion and relegation shall apply as referred to in Playing Conditions in Appendix A following.
- ii. The Second XI League consisting of four Divisions known as the Premier Division, First Division, Second Division and Third Division of the Second XI League. Promotion and relegation shall apply as referred to in Playing Conditions in Appendix A following.

iii. The 3rd XI Premier Division down to the 3rd XI Division 3 inclusive, promotion and relegation shall apply as referred to in Playing Conditions in Appendix A following.

iv. The 4th XI Divisions will be organised on a regional basis as from time to time arranged by the Executive Committee. For 2016 there will be four divisions titled 4th XI Premier East, 4th XI Premier West, 4th XI Division 1 East and 4th XI Division 1 West, and promotion and relegation between these divisions and to 3rd XI Division 3 shall be as referred to in Appendix A following.

1st XI Premier (01)

1st XI Division One (02)

1st XI Division Two (03)

1st XI Division Three (04)

2nd XI Premier (05)

2nd XI Division One (06)

2nd XI Division Two (07)

2nd XI Division Three (08)

3rd XI Premier (Division 9)

3rd XI Division One (Division 10)

3rd XI Division Two (Division 11)

3rd XI Division Three (Division 12)

4th XI Division Premier East (Division 13)

4th XI Division Premier West (Division 14)

4th XI Division One East (Division 15)

4th XI Division One West (Division 16)

8. ENTRY INTO AND WITHDRAWAL FROM THE ESSEX LEAGUE

8.1 Application for Membership of the League shall be made in writing to the Honorary Secretary not later than 1 October. On election, new Members shall not commence active membership of the League until the conclusion of the Annual General Meeting following that at which their election took place.

8.2 Voluntary withdrawal from the League shall not take effect unless the Honorary Secretary has received written notification by the Club concerned not later than 1 March in the year preceding withdrawal.

8.3 A Club may be expelled from the League. Any proposal for the expulsion of a Member Club (other than pursuant to the Disciplinary Regulations) shall only be dealt with at an Annual General Meeting or Special General Meeting. In the event that a Member Club is expelled such expulsion shall have immediate effect.

8.4 Membership of the League signifies acceptance of the Rules.

9. FINANCE

9.1 The Membership fee shall be such amounts as shall be determined from time to time at the Annual General Meeting, due on 31 January and payable on or before 1 April prior to the League season in which the club admitted will play for the first time.

9.2 Each Member Club shall be required to pay an annual subscription of such amount as shall be determined from time to time at the Annual General meeting. The subscription shall be due on 31 January and payable by 30 April each year.

9.3 A balance sheet and profit and loss account, duly audited, for the year ended 30 September shall be prepared and sent to Member Clubs together with the notice convening the Annual General Meeting.

9.4 The League's Account shall be held by a Bank as decided upon by the Executive Committee. Cheques drawn on this account must bear the signature of the Honorary Treasurer and either the Chairman or the Honorary Secretary.

9.5 An auditor shall be appointed at the Annual General Meeting to hold office until the conclusion of

business at the next following Annual General Meeting. The auditor's terms of reference and responsibility from time to time shall be agreed with the Executive Committee.

9.6 Any financial commitment over £500 by the League must be authorised by the Honorary Treasurer and either the Honorary Chairman or the Honorary Secretary.

10. LEVIES

10.1 Each Member Club shall forward a deposit on or before 1 January of £50 which will be rebated in full at the end of the season, less £1 for every result by each XI not entered on Play-Cricket by the stipulated time; and a further £1 for the home clubs not entering the Scorecard by the stipulated time; and £2 (and a one point deduction) for every telephone call not made within the due time to Jo Greenhill on 020 8502 2064 for the Press Association 1st XI's only).

10.2 Each member club will contribute an advertising levy of £250 per annum to be rebated at the rate of £125 per full page advertisement introduced by that member club to be inserted in the League Handbook.

10.3 Any club missing the deadline for submitting League Handbook material will incur a fine of £200.

10.4 Any club not attending a League Management Committee, Special General or Annual General Meeting will incur a fine of £100.

10.5 Any club not paying their annual subscriptions by 30 April will incur a fine of £100.

10.6 Any club not fulfilling a fixture in either the League cup or Twenty Twenty cup competitions will incur a fine of £100.

10.7 The Executive Committee may require each Member Club to pay a special or extraordinary levy if the same is needed to enable the Executive Committee properly to perform its duties under these Rules. Should the Executive Committee require such a levy to be imposed all Member Clubs shall be advised of the reasons, at the time.

11. ALTERATION OF THE RULES

11.1 No alteration shall be made to the Rules of the League except at an Annual General Meeting or a Special General Meeting called in accordance with Rule 5.2 above. Notice of the proposed alterations shall be given to the Honorary Secretary not later than 30 days prior to the meeting in question, and must be proposed and seconded by two Member Clubs. Such a proposed alteration shall be circulated with the notice convening the meeting.

11.2 Any amendments to the Rules or Organisation and Playing Conditions which do not apply to all Divisions, and which are not a mandatory requirement of the England & Wales Cricket Board need to be ratified by a vote of all member clubs.

11.3 The Executive Committee may make such amendments to the Organisation and Playing Conditions (including the divisional structure of the league as set out in Rule 7.3) as they may consider appropriate, provided that:-

i. this rule 11.3 does not apply to the Playing Conditions of the Premier Division

ii. any amendments to the Playing Conditions made pursuant to this Rule 11.3 will take effect only for the following season, after which time they will form part of the AGM proposals for the subsequent season and must be ratified by a vote of all member clubs.

iii. the Executive Committee form a sub-committee (to include representatives of not less than 4 member clubs from outside the membership of the Executive Committee) to discuss and agree the detailed drafting of any changes to the Playing Conditions made pursuant to this Rule 11.3.

12. HANDBOOK

12.1 The Rules of the League shall be contained in a handbook which shall be distributed annually to all

Member Clubs.

13. CHILD PROTECTION

13.1 The League and its member clubs adopts and complies with the ECB Child Welfare Policies ('Safe Hands' and any subsequent amendments or additions to these policies)

14. DISSOLUTION

14.1 The League may be dissolved by a resolution of a General Meeting, the conditions of voting set out in the Rule 6 being applicable.

14.2 In the event of a dissolution any surplus funds held to the credit of the League shall be disposed of as determined by the Executive Committee. Should there be insufficient funds at the time of dissolution to meet the liabilities of the League then the deficit shall be met by the Member Clubs in such proportions as the General Meeting dissolving the League shall determine.

ESSEX LEAGUE ANNUAL PRESENTATION DINNER



Contact Paul Middlemiss to book tickets and for more details

email: pmiddle47@googlemail.com

ORGANISATION AND PLAYING CONDITIONS OF THE ESSEX LEAGUE

The Organisation and Playing Conditions consist of:

- A. The Generic regulations governing all divisions of the League.

The regulations governing:-

- B. Time Based matches in the 1st XI Premier Division
 C. Time Based matches in all other 1st XI Divisions, 2nd and 3rd XI Divisions
 D. Time Based matches in all 4th XI Divisions
 E. 50/50 Limited Over matches in the 1st XI Premier Division
 F. 50/50 Limited Over matches in all other 1st XI Divisions
 G. 45/45 Limited Over matches in all 2nd XI Divisions
 H. 45/45 Limited Over matches in all 3rd XI Divisions

Generic rules 4, 11, 16, 17, 18 and 21 equally apply to matches played in the League Cup and T20 competitions.

A. ALL DIVISIONS GENERIC RULES

1. Each side of Member Clubs of the League shall play all other sides in its respective Division twice during the Season unless the weather makes it impossible for an arranged fixture to take place. In 4th XI Regional Division One East and West there may not be 10 teams in each division. and therefore teams may play some teams in the division twice in the season and other teams once in the season. For 1st XI, 2nd XI and 3rd XI Divisions one match will be in the limited over format and the other will be in the time based format. For 4th XI Divisions all matches will be in the time based format.
2. The fixtures shall be arranged by the Honorary Fixtures Secretary of the League in conjunction with the Fixtures Secretaries of Member Clubs.
 - a) Member Clubs should advise the Honorary Fixtures Secretary of the number of teams they intend to enter into the League for the following season by 31st October of the preceding year.
 - b) If a Member Club were to withdraw one of their teams from the League after 31st March of that season the following penalties will apply:-
 - i. 10 points deducted from all teams of the conceding club, a £100 fine, the team is removed from the division and its record expunged.
 - ii. This penalty does not apply to or affect the 1st XI of any club which plays in the 1st XI Premier Division.
3. All matches in each Division shall be played on days designated by the Executive Committee, such days to be not earlier than the first Saturday in May and not later than the fourth Saturday in September.

Tea and drinks intervals:

Unless otherwise specified the tea and drinks intervals, the last hour of play and the cessation of play will be controlled in accordance with the Laws of Cricket (2000 Code) except that the tea interval shall not be longer than 30 minutes and in the event of a drinks interval being taken in the second innings of a time based format game it be immediately prior to the "last hour" call by the umpires and playing time will not be affected.

4. Before the toss for innings, the captain must nominate his players, who may not thereafter be changed without the consent of the opposing captain.
 - i. The nominated players must be set out on a team sheet which is handed to the umpires prior to the scheduled start of the match.
 - ii. The age group of all players who are Under 19 or younger must be clearly shown on the team sheet. Contracted and overseas players must also be indicated. The umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances. Failure to do so may result in a fine and/or five (5) point deduction.
5. a. The League shall run a Panel of Umpires to umpire all 1st XI matches. The Executive Committee has appointed the Essex County Cricket Board Association of Cricket Officials (ECCBACO) to be responsible to the Executive Committee to recruit and run the Panel of umpires. The representatives of the ECCBACO shall operate and organise the umpiring of all matches in these Divisions in accordance with the guidelines laid down by the Executive Committee from time to time.
 - b. In all other Divisions each Member Club shall provide its own Umpire. In a match where only one side provides an umpire, if he is prepared to do so, he shall always stand at the bowler's end while the batting side representative takes it in turns at the striker's end.
 - c. Each member club shall provide a competent scorer. Any club failing to provide a competent scorer for any 1st XI match will incur a one point penalty on each occasion. The umpires must advise both teams and indicate to them that a one point penalty will apply. The Umpires must also report the occurrence on the Umpire Report Form
 - d. In all 1st XI matches each club must complete an on-line umpire report form for each match. Failure to do so by the Thursday following the match will incur a one point penalty and a £1 fine.
6. a. All matches shall be played with identical new balls nominated and supplied to the Member Club by the League for that season to ensure complete uniformity; other species of ball will not be acceptable for League fixtures. Any Home club in default will incur a 5 point penalty. If a ball is lost during play a similar equivalent ball would be acceptable.
 - b. Two new balls, one for each innings, shall be used in all League matches. The new ball must be taken at the start of each innings.
7. The Championship, promotion and relegation will be decided at the end of the season as follows:
 - a. The points awarded to the 1st XIs, 2nd XIs and 3rd XIs in the limited over and time based format

matches will be aggregated into one composite league table per division. In the 4th XI divisions the points awarded to each team will be aggregated in a league table for the respective division.

b. At the end of each season the two sides finishing with the least number of points in the Premier, First and Second Divisions of the 1st, 2nd and 3rd XI Leagues (Divisions 1 to 11) shall be relegated to the respective next Division down.

The two sides finishing with the least number of points in the Third Division of the 3rd XI League (Division 12) shall be relegated to the Regional 4th XI Premier Divisions (Divisions 13 and 14). The regional split between the 4th XI Premier Divisions will be reviewed by the Executive Committee and adjustments made as appropriate dependent on the location of the clubs that are relegated.

The two sides finishing with the least number of points in each of the Regional 4th XI Premier Divisions (Divisions 13 and 14) shall be relegated to the respective Regional 4th XI Division One (Divisions 15 and 16).

c. The two sides finishing with the most number of points in the First, Second and Third Divisions of the 1st, 2nd and 3rd XI Leagues shall be promoted to the respective next Division up.

The one side finishing with the most number of points in each of the two 4th XI Regional Premier Divisions (Divisions 13 and 14) shall be promoted to 3rd XI Division Three (Division 12).

The two sides finishing with the most number of points in each of the two 4th XI Regional Division One (Divisions 15 and 16) shall be promoted to the respective Regional 4th XI Premier Division (Division 13 and 14).

d. No club shall be allowed to field more than one side in any of the 1st, 2nd and 3rd XI Divisions. In the event of a side being relegated to a Division where its own lower XI is playing, then that lower XI would also be relegated. Similarly, a team cannot be promoted to a Division which will contain a higher team from the same club.

e. In the event of two or more sides finishing equal on points with each other, then in order to ascertain their respective finishing positions in their respective Divisions both generally and for the purposes of promotion and relegation, the position shall be determined in the following manner:

i. The side or sides with the most number of wins shall be placed higher.

ii. If there are still two or more sides with an even number of points in equal position then the side with the most number of ties shall be placed higher.

iii. If there are still two or more sides with an even number of points in equal position then their position shall be decided by the results of the matches played between each other in that Season, i.e. the side which obtained the highest number of points in the matches shall be placed the higher.

iv. If there are still two or more sides with an even number of points in equal position then their position shall be decided on the basis that the side which finished in the higher position in the League structure in the previous Season shall be deemed to be the side finishing higher.

f. Any club which has not achieved Clubmark or re-accreditation for Clubmark will not be allowed to compete in the 1st XI Premier Division or 1st XI Division 1.

8. a. In the event of a club cancelling an arranged fixture (any XI) for reasons other than adverse conditions of weather or ground, the non-offending club shall receive the maximum points (25 for a Time Based match, 20 for a Limited Over format match).

In the event that any club is unable to raise a side for an arranged fixture (any XI) and calls off the fixture after Thursday evening it will be responsible for any costs incurred by their opponents.

b. If a ground arranged for a scheduled home fixture is unavailable, inaccessible or unplayable for any reason other than the weather then the visiting side shall be awarded 20 points and the home side 6 points. This is subject to the League Executive's confirmation on each occasion. Clubs may not switch their designated home grounds without the consent of the Executive Committee. Consent will not save in exceptional circumstances be granted for a switch of a higher XI (e.g. 1st XI, 2nd XI) game to a lower XI (e.g. 3rd XI, 4th XI) ground where this involves the cancellation of the lower XI game.

c. Any club failing to fulfil a League fixture will have the following penalties applied:-

i. For the first and second offences - 5 points deducted from the conceding team only.

ii. For the third offence – 5 points deducted from all teams of the conceding club and a £50 fine.

iii. For the fourth offence – 5 points deducted from all teams of the conceding club, a £100 fine, the team is removed from the division and its record expunged.

These penalties do not apply to or affect the 1st XI of any club which plays in the 1st XI Premier Division.

9. All Member Clubs shall endeavour to provide waterproof covering for the whole pitch in the event of play being suspended on account of bad light or rain during the specified hours of play.

For all 1st XI matches between innings sweeping and remarking, plus use of roller if required, shall be arranged by the host club.

Where there are no panel umpires officiating, captains of both sides must agree on whether to continue, or resume play, in adverse conditions of ground, weather or light. If the captains disagree then play will be suspended if currently in progress, or not restart if the players are off the field, until and if conditions improve and the captains agree.

10. Third XI and Fourth XI Division matches may be played on artificial turf pitches at the discretion of the home side, but First XI and Second XI matches may only be played on artificial turf pitches with the prior permission of the Executive Committee.

11. All Member Clubs participating in the League shall be equipped on their ground(s) with a clock sufficient in size to be readily visible by players and umpires during the course of a match.

12. Overseas Players:

12.1 An overseas player is defined as one who is not qualified to play for England under ECB regulations. However, certain Overseas Players are exempt from the restrictions placed on overseas players. An Exempt Overseas Player is one who:

i. has been ordinarily resident in this country for a period of 18 consecutive months and under four years before the date of his request for registration. (For the avoidance of doubt any overseas player who has been ordinarily resident in this country for over four years is classified as a Category 1 UK Resident player

as long as he remains ordinarily resident in this country and does not leave this country for any extended periods.) and

- ii. has not been out of the country for longer than 35 days consecutively or 70 days in total during the previous twenty four months; and
- iii. does not derive the main source of his income from playing cricket.

The definition of what is ordinarily resident shall be in the absolute discretion of the body responsible for registration of the player in the relevant competition.

(For the avoidance of doubt a copy of the regulations governing qualification of cricketers to play for England is retained by the Hon. League Secretary. Please note that holding a British passport is not necessarily an automatic qualification.)

12.2 All Overseas Players and overseas exempt players must be registered with the League before playing and must be registered on the Play-Cricket site prior to playing each season. Forms for completion for Exempt Overseas Players must be completed and returned to the Executive Committee prior to playing each season.

12.3 A Member Club may not field more than one non-exempt overseas player in any match in any division.

A Member club may not field more than three overseas players in any 1st XI side, at least two of whom must be overseas exempt and have been ordinarily resident for 18 months.

There is no restriction on the number of Exempt Overseas Players a Member club may field for all non-1st XI matches.

12.4 No non-exempt overseas player (as defined) shall play in any match after week 5 of the League programme if he has not been registered by his Member Club with the Executive Committee as a playing member of that club prior to week 5 of the League programme of that year.

However clubs may apply for an exemption to this regulation to the Executive Committee in the case of non-exempt overseas players who are of 3rd XI standard or below and wish to register after week 5. The decision of the Executive Committee is final with regard to any applications for exemption.

13. Contracted players:

- a. In each division of the Essex League no Member Club may play more than one player in any match who is at that time contracted to a county club or who is on the MCC groundstaff (hereinafter in both cases referred to as a contracted player).

For the purpose of this playing condition a player who was first awarded a county contract or who was first taken on the MCC groundstaff when a member of a club shall not be a contracted player when playing for that same club.

In the event that the contracted player registered by a member club is also a non-exempt overseas player, as defined in Regulation 12.1, then that club cannot play any further non-exempt overseas players in

their 1st XI. However that club can register and play a further English qualified or overseas exempt contracted player in their 1st XI.

- b. A contracted player shall only be entitled to play in the 1st XI side of a Member Club. For the purpose of this playing condition a contracted player shall mean any contracted player and the exemption in playing condition 13.a shall not apply to exempt any contracted player from his rule.

c. No contracted player as defined in playing condition 13.a above shall play in any match until he has been registered by his Member Club with the Executive Committee as a playing member of that club and no contracted player shall play in any match after week 5 of the League programme who has not been so registered by his Member Club by week 5. Registration shall take place on an annual basis and any contracted player must be re-registered each year if he has not changed clubs.

14. a. A player can only play for one Member Club in the League during the season except with the prior approval of the Executive Committee via the Registration Sub Committee. A dated Player Transfer Form must be completed by the player and both his old and new clubs. The old club must sign the form within 7 days or notify the League Secretary of their objections to the transfer.

b. No player who has played in any match for one club in the Essex League in week 10 or beyond shall play for any other club in the Essex League in that same season.

c. No new players can be registered to play 1st XI cricket after week 9 if they have not played for any XI for that club during the season but have played for other clubs in the Essex League or other leagues during the current season.

d. Registration of all players who play in the Premier Division will take place in accordance with ECB guidelines at a time designated by the Executive Committee.

15. a. No member club shall, without the sanction of the Executive Committee made by 2.00 p.m. on the Wednesday prior to the date of a match, play any player in such match in any of the divisions of the 2nd XI, 3rd XI or 4th XI Leagues during the last four matches of any season of the Essex League who has played during that season in 9 or more matches for any member club or clubs in any of the divisions of a higher League.

b. The Member Club found to be in breach of the playing condition in a match shall take no points from that match. The opponent club in the match will take the points it actually achieved in the match.

c. 20 points shall be deducted from the Member Club found to be in breach of this playing condition. The Executive Committee shall have an overriding discretion to waive all or any part of the penalties in exceptional circumstances. All allegations of breaches of the playing condition must be made in writing to the Honorary Secretary of the Essex League by any Member Club within 14 days of the alleged breach and the Executive Committee shall make and notify their decision to the Clubs within 14 days of the receipt of any complaint.

16. In accordance with the accreditation by the ECB, the League will meet the following requirements:

- i. Ensure that all Member Clubs adhere to the following:-
 - a. ECB Guidelines for Junior Players in Open Age Cricket
 - b. ECB Fast Bowling Directives for young fast bowlers

- c. ECB Safety Guidance on the Wearing of Helmets in the Recreational Game
- d. ECB Fielding Regulations for young players
- ii. Ensure that all Member Clubs and Umpires adhere to the ECB Premier League Disciplinary Regulations
- iii. Ensure that all Member Clubs and Umpires adhere to the ECB Premier League Suspect Bowling Action Protocol
- iv. Encourage players to make themselves available for the ECB XI and for County Board or County Club sides. The following regulations will apply:

“Any player selected for an ECB XI match or County representative match who does not make himself available will not be eligible to play in a Premier Division match scheduled for the same day unless approval is received from the ECB Director of Cricket Operations or Cricket Operations Manager (Recreational Cricket), or from the Manager of the County team in the case of County matches. This rule also covers the period when players would be expected to travel/report for ECB or County matches.

17. Short-pitched Bowling

- i. In any one over the bowler may only bowl one delivery that would pass over the shoulder height but below the head height of the batsman when standing upright at the crease. Any further deliveries that pass above shoulder height shall be called No ball by the bowler’s end umpire.
- ii. In addition to i above any ball passing over the batsman’s head when standing upright at the crease will be called and signalled No ball by the bowler’s end umpire. Such delivery will count as the bowler’s one delivery for the over as defined in iv above.

18. High full-pitched Bowling

- i. Any high full-pitch (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the popping crease shall be called No ball by the umpire at the bowler’s end. In addition, if the high full-pitched ball is fast it shall be deemed dangerous and unfair and the umpire at the bowler’s end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

19. For all matches the home club will make no charge to the away club for tea or lunch. Any special requirements (e.g. Vegetarian food) must be advised to the home club by the Monday preceding the game at the latest.

1st XI Premier Division teams have the right not to have lunches when they are the visiting side providing that they decide this prior to the season and inform the League Secretary. This will then apply throughout the season

20. Notification and checking of results:

- a. Each home team must enter an accurate summary result and scores on play-cricket (including details of all times and lengths of rain stoppages and, in limited overs games, changes to targets and any over reductions):-

1st XI matches – by 8.30pm on the day of the match.
All other matches – by 12.00pm on the Sunday following the match.

Failure to do so will result in a one point penalty.

- b. Any team not entering full match details including names of all players on play-cricket by 12 noon on the Friday following the match (12 noon on the Monday following the match for all 1st XI matches) will have five points deducted.
- c. Any team not ticking the box in the play-cricket results summary, which confirms the scorecard has been checked, by 12 noon on the Friday following the match (12 noon on the Monday following the match for all 1st XI matches) will have one point deducted.

21. The Executive Committee shall be empowered to deal with any query or dispute concerning the Organisation and Playing Conditions of the League and all disciplinary matters. In the event of any query or dispute concerning the Organisation and Playing Conditions or disciplinary matters or in the event of any breach thereof or of the Spirit of Cricket the decision of the Executive Committee shall be final. In addition to the penalties laid down in these Playing Conditions, the Executive Committee shall be empowered to take whatever other action and impose whatever other penalties it deems appropriate against a Club or any individual member or members of a Club found to be in breach. This rule shall not, however, give the Executive Committee the power to expel a Member Club from the League - such a decision can only be taken in accordance with Rule 8.3

PROPOSED EXPERIMENTAL RULE CHANGES FOR THE 2017 SEASON

1. 1st /2nd/3rd XI Divisions - 95 over timed
To move the start of the last hour 10 minutes later to more accurately allow for an over rate of 17 per hour.
2. 4th XI Divisions – 40 over
To introduce a split format to the 4th XI divisions where the limited over matches will be of 40 overs per side and will use the same regulations as the 3rd XI
3. 3rd / 4th XI Divisions limited over bowling restrictions
No bowler may be allowed to bowl more than one fifth of the total overs.
4. Start times
 - a. All matches in all divisions regardless of the format will start at 12.30pm.
 - b. The exception to this is that all 1st XI Premier Division 120 over timed matches at both the start and end of the season will all start at 11am.
 - c. This means that the scheduled finish times are now as follows:-

1st XI Prem Division - 120 over timed – 7.10pm

1st /2nd/3rd XI Divisions - 95 over timed – 6.40pm

4th XI Divisions – 85 over timed – 6.00pm

 1st XI Divisions - 50 over – 7.40pm

2nd / 3rd XI Divisions - 45 over – 7.00pm

4th XI Divisions – 40 over – 6.20pm
5. Duckworth Lewis in 1st XI limited over matches
All 1st XI Division 50 over matches will use the current 1st XI Prem Division limited over Duckworth Lewis regulations.
The League Cup will also use these same regulations

1ST XI PREMIER DIVISION - TIME BASED FORMAT RULES

1. a. Each match in the Premier Division shall start at 11am, any variation to these dates or timings without League Executive sanction will incur a fixed 3 point penalty. The committee may waive the penalty in exceptional circumstances.

b. All matches will be of 120 overs minimum play for the day.

There shall be a last hour which shall commence at 6.10pm or when there are 17 overs remaining, whichever is the later.

The match shall finish at the completion of the last hour or once 17 overs are completed following the start of the last hour, whichever is the later.

In the event of a drinks interval in the last session of play, it will be taken immediately prior to the “last hour” call and playing time will not be affected.

The required over rate is a minimum of 17 overs per hour, and there are fines for slow over rates (see Playing condition 2c).

c. The hours of play shall be:

Times	Approx. Overs	Duration
Start 11.00am	40	2 Hours 20 Minutes
Lunch 1.20pm		40 minutes
Restart 2.00pm	40	2 hours 20 minutes plus 10 minute change over
Tea 4.30pm		20 minutes
Restart 4.50pm	40	2 hours 20 minutes
Close 7.10pm		
Total	120	7 hours play and 1 hour 10 minutes of breaks

d. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3.5 minutes (or part thereof of time lost), and the first innings shall be proportionately limited. The calculator used by umpires is reproduced below.

e. At the resumption of play, if the newly calculated limit on the first innings has already been reached or exceeded, that innings shall be deemed closed.

f. In their calculations the umpires shall aggregate all interruptions for bad weather and shall count all fractions of overs as completed overs.

2 a. In a full game of 120 overs, the side batting first may not bat more than 64 overs and the side batting second would receive a minimum of 56 overs, in the event of bad weather, the overs will be reduced pro-rata (see following table).

b. No bowler may bowl more than 21 overs in an innings. This figure will not be reduced in the event of a reduction in the number of overs played in the match.

c. Slow over rate penalties will apply for sides bowling less than 17 overs per hour. For example: 16-17 overs per hour - 1 point penalty, 15-16 overs per hour - 2 points penalty etc.

Only matches in which a team has bowled for longer than two and a half hours in the match will be subject to over rate penalties. Sides will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings. Time allowances can be granted by umpires for lost ball and injuries etc. and confirmed to the fielding captain at the time of the delay. Umpires must advise both captains of any points deductions at the end of the game. These must be shown on the play-cricket score summary and the umpires should also note them on their online report form in both cases showing the appropriate number of points to be deducted from those claimed.

Weather Interruptions Overs Calculator (Playing condition 1d and 2a)

Minutes lost	Overs lost	Overs left	1 st innings	2nd innings	Minutes Lost	Overs lost	Overs left	1 st innings	2 nd innings
0	0	120	64	56	133	38	82	44	38
3.5	1	119	63	56	136.5	39	81	43	38
7	2	118	63	55	140	40	80	43	37
10.5	3	117	62	55	143.5	41	79	42	37
14	4	116	62	54	147	42	78	42	36
17.5	5	115	61	54	150.5	43	77	41	36
21	6	114	61	53	154	44	76	41	35
24.5	7	113	60	53	157.5	45	75	40	35
28	8	112	60	52	161	46	74	39	35
31.5	9	111	59	52	164.5	47	73	39	34
35	10	110	59	51	167	48	72	38	34
38.5	11	109	58	51	171.5	49	71	38	33
42	12	108	58	50	175	50	70	37	33
45.5	13	107	57	50	178.5	51	69	37	32
49	14	106	57	49	182	52	68	36	32
52.5	15	105	56	49	185.5	53	67	36	31
56	16	104	55	49	189	53	66	35	31
59.5	17	103	55	48	192.5	54	65	35	30
63	18	102	54	48	196	55	64	34	30
66.5	19	101	54	47	199.5	56	63	34	29
70	20	100	53	47	203	57	62	33	29
73.5	21	99	53	46	206.5	58	61	33	28
77	22	98	52	46	210	59	60	32	28
80.5	23	97	52	45	213.5	60	59	31	28
84	24	96	51	45	217	61	58	31	27
87.5	25	95	51	44	220.5	62	57	30	27
91	26	94	50	44	224	63	56	30	26
94.5	27	93	50	43	227.5	64	55	29	26
98	28	92	49	43	231	65	54	29	25
101.5	29	91	49	42	234.5	66	53	28	25
105	30	90	48	42	238	67	52	28	24
108.5	31	89	47	42	241.5	68	51	27	24
112	32	88	47	41	245	69	50	27	23
115.5	33	87	46	41	248.5	70	49	26	23
119	34	86	46	40	252	71	48	26	22
122.5	35	85	45	40	255.5	72	47	25	22
126	36	84	45	39	259	73	46	25	21
129.5	37	83	44	39	262.5	74	45	24	21

- i. Using this table, the maximum number of overs for the 1st innings determines the minimum for the 2nd innings
- ii. If during an interruption to the 1st innings its revised total of overs has already been reached, the innings shall be deemed closed.
- iii. The umpires will monitor the revised total of overs of the 1st innings during any stoppage of play In order to determine its close. From that point on, the 2nd innings would consist of the overs remaining in the match.
- iv. In the event of any stoppage during the 2nd innings (which begins 10 minutes after the close - or deemed close - of the 1st innings) it will be reduced by one over per 3.5 minutes (or part thereof) of time lost.

3. Points will be awarded on the following basis:

- a. for the winning team batting first 25.
- b. for the winning team batting second 20.
- c. for a Tie each side 8 Plus Bonus Points.
- d. for a Loss 0 Plus Bonus Points.
- e. for a Draw 3 Plus Bonus Points.
- f. for an Abandoned/Cancelled game 6 each side.
- g. Bonus points will be awarded as follows:

Batting side: for the side batting first: 2 points up to a maximum of 8 points awarded at 130, 170, 210 and 250 runs.

Batting side for the side batting second: 1 point up to a maximum of 4 points awarded at 130, 170, 210 and 250.

Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.

h. In a game with a reduced number of overs, the targets for gaining bonus points will be reduced pro-rata.

Batting side: the runs per over required to obtain bonus points are listed below in the table Reduced Overs Bonus Point Calculator. (page 23)

Bowling side: in a match where the overs of the side batting have been reduced then there is an adjustment downwards in the target at which bowling points are awarded as follows:

For 3,5,7,9 wickets in innings of 50 to 64 overs duration.

For 2,4,6,8 wickets in innings of 35 to 49 overs duration.

For 1,3,5,7 wickets in innings of 20 to 34 overs duration.

i. In a match adversely affected by conditions of ground, weather or light, and where a positive result is

not obtained:

- i. if the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
- ii. if the last over due in the match has not been bowled:
 - a. If the side batting second has received less than 20 overs, then the match is classified as Abandoned and each side receives 6 points for an abandoned match and no bonus points are applicable.
 - b. If the side batting second has received 20 or more overs, then the match is abandoned as a draw. Draw and bonus points are awarded rather than points for an abandonment.

Reduced Overs Bonus Point Calculator (Playing condition 3h)

	First Innings Bonus points				Second Innings Bonus points							
	8	6	4	2	4	3	2	1				
Required Run Rate / DD	3.91	3.28	2.66	2.03	4.46	3.75	3.04	2.32				
OVERS												
64	250	210	170	130								
63	246	207	167	128								
62	242	203	165	126								
61	238	200	162	124								
60	234	197	159	122								
59	230	194	157	120								
58	227	190	154	118								
57	223	187	151	116								
56	219	184	149	114					250	210	170	130
55	215	180	146	112					246	206	167	128
54	211	177	143	110	241	203	164	125				
53	207	174	141	108	237	199	161	123				
52	203	171	138	106	232	195	158	121				
51	199	167	135	104	228	191	155	118				
50	195	164	133	102	223	188	152	116				
49	191	161	130	100	219	184	149	114				
48	188	158	128	98	214	180	146	111				
47	184	154	125	95	210	176	143	109				
46	180	151	122	93	205	173	140	107				
45	176	148	120	91	201	169	137	104				
44	172	144	117	89	196	165	134	102				
43	168	141	114	87	192	161	131	100				
42	164	138	112	85	188	158	128	98				
41	160	135	109	83	183	154	124	95				
40	156	131	106	81	179	150	121	93				
39	152	128	104	79	174	146	118	91				
38	148	125	101	77	170	143	115	88				
37	145	121	98	75	165	139	112	86				
36	141	118	96	73	161	135	109	84				
35	137	115	93	71	156	131	106	81				
34	133	112	90	69	152	128	103	79				
33	129	108	88	67	147	124	100	77				
32	125	105	85	65	143	120	97	74				
31	121	102	82	63	138	116	94	72				
30	117	98	80	61	134	113	91	70				
29	113	95	77	59	129	109	88	67				
28	109	92	74	57	125	105	85	65				
27	105	89	72	55	121	101	82	63				
26	102	85	69	53	116	98	79	60				
25	98	82	66	51	112	94	76	58				
24	94	79	64	49	107	90	73	56				
23	90	75	61	47	103	86	70	53				
22	86	72	58	45	98	83	67	51				
21	82	69	56	43	94	79	64	49				
20	78	66	53	41	89	75	61	46				

1st XI Divisions 1, 2 & 3, 2nd XI and 3rd XI Divisions - TIME BASED FORMAT RULES

1. a. Each match shall start at 12.30pm.
- b. All matches will be of 95 overs minimum play for the day.

There shall be a last hour which shall commence at 5.40pm or when there are 17 overs remaining, whichever is the later.

The match shall finish at the completion of the last hour or once 17 overs are completed following the start of the last hour, whichever is the later.

In the event of a drinks interval in the last session of play, it will be taken immediately prior to the “last hour” call and playing time will not be affected.

The required over rate is a minimum of 17 overs per hour, and there are fines for slow over rates in 1st XI games only (see Playing condition 2c).

The expected approximate hours of play shall be:

Times	Approx. Overs	Duration
Start 12.30pm	50	3 hours
Tea 3.30pm		30 minutes
Restart 4.00pm	28	1 hour 40 minutes
Start of last hour 5.40pm	17	1 hour
Close 6.40pm		
Total	95	5 hours 40 minutes play and 30 minutes of breaks

- c. There will be a tea interval of 30 minutes between the innings.
 - d. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3.5 minutes (or part thereof of time lost), and the first innings shall be proportionately limited. The calculator used by umpires and captains is reproduced below.
 - e. At the resumption of play, if the newly calculated limit on the first innings has already been reached or exceeded, that innings shall be deemed closed.
 - f. In their calculations the umpires shall aggregate all interruptions for bad weather and all fractions of overs shall count as completed overs. Where there are no umpires officiating the captains of both sides will make this calculation.
2. a. In a full game of 95 overs, the side batting first may not bat more than 50 overs and the side batting second would receive a minimum of 45 overs, in the event of bad weather, the overs will be reduced pro-rata (see following table).

- b. No bowler may bowl more than 16 overs in an innings. This figure will not be reduced in the event of a reduction in the number of overs played in the match.
- c. Slow over rate penalties will apply for 1st XI sides bowling less than 17 overs per hour. For example: 16-17 overs per hour - 1 point penalty, 15-16 overs per hour - 2 points penalty etc. There are no slow over rate penalties for 2nd and 3rd XI Division matches

Only 1st XI matches in which a team has bowled for longer than two hours in the match will be subject to over rate penalties.

Sides will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings. Time allowances can be granted by umpires for lost ball and injuries etc. and confirmed to the fielding captain at the time of the delay.

Umpires must advise both captains of any points deductions at the end of the game. These must be shown on the play-cricket score summary and the umpires should also note them on their online report form in both cases showing the appropriate number of points to be deducted from those claimed.

Weather Interruptions Overs Calculator (Playing condition 1d and 2a)

Weather Interruptions Overs Calculator (Playing condition 1d and 2a)

Minutes lost	Overs lost	Overs left	1 st innings	2nd innings	Minutes Lost	Overs lost	Overs left	1 st innings	2 nd innings
0	0	95	50	45	94.5	27	68	35	33
3.5	1	94	50	44	98	28	67	35	32
7	2	93	49	44	101.5	29	66	34	32
10.5	3	92	48	44	105	30	65	34	31
14	4	91	48	43	108.5	31	64	33	31
17.5	5	90	47	43	112	32	63	33	30
21	6	89	46	43	115.5	33	62	32	30
24.5	7	88	46	42	119	34	61	32	29
28	8	87	45	42	122.5	35	60	31	29
31.5	9	86	45	41	126	36	59	30	29
35	10	85	44	41	129.5	37	58	30	28
38.5	11	84	44	40	133	38	57	29	28
42	12	83	43	40	136.5	39	56	29	27
45.5	13	82	43	39	140	40	55	28	27
49	14	81	42	39	143.5	41	54	28	26
52.5	15	80	42	38	147	42	53	27	26
56	16	79	41	38	150.5	43	52	27	25
59.5	17	78	41	37	154	44	51	26	25
63	18	77	40	37	157.5	45	50	26	24
66.5	19	76	40	36	161	46	49	25	24
70	20	75	39	36	164.5	47	48	25	23
73.5	21	74	38	36	167	48	47	24	23
77	22	73	38	35	171.5	49	46	24	22
80.5	23	72	37	35	175	50	45	23	22
84	24	71	37	34	178.5	51	44	23	21
87.5	25	70	36	34	182	52	43	22	21
91	26	69	36	33	185.5	53	42	22	20

NON PREM 1ST XI AND 2ND, 3RD XI - TIME

- i. Using this table, the maximum number of overs for the 1st innings determines the minimum for the 2nd innings.
- ii. If during an interruption to the 1st innings, its revised total of overs has already been reached, the innings shall be deemed closed.
- iii. The revised total of overs of the 1st innings will be monitored during any further stoppage of play in order to determine its close. From that point on, the 2nd innings would consist of the overs remaining in the match.
- iv. In the event of any stoppage during the 2nd innings it will be reduced by one over per 3.5 minutes (or part thereof) of time lost.

3. Points will be awarded on the following basis:

- a. for the winning team batting first 25.
- b. for the winning team batting second 20.
- c. for a Tie each side 6 Plus Bonus Points.
- d. for a Loss 0 Plus Bonus Points.
- e. for an Abandoned/Cancelled game 6 each side.
- f. Bonus points will be awarded as follows:

For the side batting first: 2 points up to a maximum of 8 points awarded at 125, 150, 175 and 200 runs.

For the side batting second: 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.

- g. In a game with a reduced number of overs, the targets for gaining bonus points will be reduced pro-rata.

Batting side: the runs per over required to obtain bonus points are listed below in the table Reduced Overs Bonus Point Calculator. (Page 27)

Bowling side: in a match where the overs of the side batting have been reduced then there is an adjustment downwards in the target at which bowling points are awarded as follows:

For 3,5,7,9 wickets in an innings of 40 to 50 overs duration.

For 2,4,6,8 wickets in an innings of 30 to 39 overs duration.

For 1,3,5,7 wickets in an innings of 20 to 29 overs duration.

- h. In a match adversely affected by conditions of ground, weather or light, and where a positive result is not obtained:
- i. if the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with

NON PREM 1ST XI AND 2ND, 3RD XI - TIME

the match rules set out above.

- ii. if the last over due in the match has not been bowled:
 - a. If the side batting second has received less than 20 overs, then the match is classified as Abandoned and each side receives 6 points for an abandoned match and no bonus points are applicable.
 - b. If the side batting second has received 20 or more overs, then the match is drawn and bonus points are awarded rather than points for an abandonment.

Reduced Overs Bonus Point Calculator (Playing Condition 3g)

	First Innings Bonus points				Second Innings Bonus points			
	8	6	4	2	4	3	2	1
Required Run Rate / rpo	4.0	3.5	3.0	2.5	4.44	3.88	3.33	2.78
OVERS								
50	200	175	150	125				
49	196	171	147	122				
48	192	168	144	120				
47	188	164	141	118				
46	184	161	138	115				
45	180	157	135	112	200	175	150	125
44	176	154	132	110	195	171	146	122
43	172	150	129	107	191	167	143	119
42	168	147	126	105	186	163	140	117
41	164	143	123	102	182	159	136	114
40	160	140	120	100	178	155	133	111
39	156	136	117	67	173	151	130	108
38	152	133	114	95	169	147	126	106
37	148	129	111	92	164	143	123	103
36	144	126	108	90	160	140	120	100
35	140	122	105	87	155	136	116	97
34	136	119	102	85	151	132	113	94
33	132	115	99	82	146	128	110	92
32	128	112	96	80	142	124	106	89
31	124	108	93	77	138	120	103	86
30	120	105	90	75	133	116	100	83
29	116	101	87	72	129	112	96	81
28	112	98	84	70	124	109	93	78
27	108	94	81	67	120	105	90	75
26	104	91	78	65	115	101	86	72
25	100	87	75	62	111	97	83	69
24	96	84	72	60	106	93	80	67
23	92	80	69	57	102	89	76	64
22	88	77	66	55	98	85	73	61
21	84	73	63	52	93	81	70	58
20	80	70	60	50	89	78	67	56

1ST XI LIMITED OVER FORMAT RULES

1. Matches shall be of 50 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 8.10pm. This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 5.20pm.

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.

3. No bowler shall bowl more than 10 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.)

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

4. Interruptions to play

i. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 50 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).

iii. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.

iv. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side).

One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.

v. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.

vi. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.

vii. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.

viii. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

5. Restrictions on the placement of fielders

i. Two semi-circles shall be drawn on the field of play.

ii. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

iii. The field restriction area should be marked by painted white '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.

iv. At the instant of delivery, there may not be more than five fielders on the leg side.

v. For the first 15 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

vi. For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

vii. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Total overs of innings Overs for which restrictions will apply:

Length of Innings in Overs	Length of Fielding Restrictions in Overs
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

If play is interrupted and on resumption the adjusted total number of overs has already been exceeded, then the fielding restrictions will be lifted immediately.

viii. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

6. Slow play

- i. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours 20 minutes playing time.
- ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match; if the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- iii. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. No balls

- i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
- ii. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.

iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, 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.

v. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. Wide Balls

i. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

ii. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).

iii. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

9. The result

- i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.
- ii. Save as hereinafter provided the side which scores the most runs shall be the winner.
- iii. If due to suspension of play after the start of the match the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth/Lewis method.
- iv. It is the responsibility of the Home Club to ensure that someone is present at each match who is competent to make the Duckworth/Lewis calculation (the "Duckworth/Lewis Official"). The umpires will only be responsible for recalculating the overs and giving these details to the captain, scorer and Duckworth/Lewis Official. Additionally, the Home Club must have access to a laptop/PC/printer on site to enable the Duckworth/Lewis Official to be able to print out the relevant target scores. If the Home Club does not provide the above in a rain interrupted game then they will be deemed to have forfeited the match. The Away Club will be declared the winners and the Home Club will take no points from the match.
- v. The revised target score for the second innings will be determined by the Duckworth/Lewis Official and agreed by the captains, umpires and scorers.
- vi. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set then nevertheless the incorrect target shall stand.
- vii. If the revised target score is exceeded then the team batting second will be the winner. If the revised target score is equalled then the scores are tied.

viii. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth/Lewis method.

10. Points will be awarded on the following basis

- i. for the winning team 20 points.
- ii. for a tie each side 8 points plus bonus points as described below.
- iii. for a loss 0 points plus bonus points as described below
- iv. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
- v. Bonus points will be awarded as follows:-
 - Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
 - Batting side 1 point up to a maximum of 4 points awarded at 130, 170, 210 and 250 runs.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20

1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-50 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

2nd XI LIMITED OVER FORMAT RULES

1. Matches shall be of 45 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.30pm. This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 4.40pm.

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires and / or captains) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost due to inclement weather.

3. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.)

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

4. Interruptions to play

i. If for any reason a match starts up to 30 minutes late, it shall remain a match of 45 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).

iii. in matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate future overs reductions.

iv. In the event of time being lost after the commencement of the match due to inclement weather or

other cause during the innings of the team batting first, then the team batting first will receive 45 overs or as reduced prior to the start of the match. The team batting second will then have its maximum number of overs reduced by one over for each 4 minutes of play lost during the first innings.

v. Should time be lost due to inclement weather or other cause during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 4 minutes of playing time lost.

vi. Should the first innings finish early due to the batting side being bowled out in less than their allotted overs or the bowling side completing their allotted overs in less than the required time the over reduction for rain interruptions will be adjusted to account for this time that has been gained.

For example: In a 45 over match, the bowling side either completes their 45 overs or bowls out the opposition in 2hrs 45 minutes. This is 15 minutes ahead of the 3 hour allotted time at 15 overs per hour. 15 minutes will therefore be deducted from any lost time used to calculate over reductions to the second innings.

vii. Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned, regardless of the match situation when this point is reached.

For example: When rain intervenes once a 42 over match has been started, as soon as more than 22 overs have been lost (i.e. more than 88 minutes playing time once the match has started), the game must not be restarted and should be abandoned. The only exception to this is as described in 4 ix.

viii. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

ix. When a match has started and the first innings has subsequently been delayed by adverse weather conditions to an extent that the game cannot be completed, it may be restarted as a match of equal overs. This may happen only if all of the following three conditions apply:

a. 20 overs or less of the first innings have been completed.

b. Both captains and umpires agree to restarting the game.

c. There is sufficient time left in the game to allow for a match of a minimum of 20 overs per side to take place. The latest start time allowed for a 20 over per side match is 4.40pm. This assumes a 10 minute interval between innings and tea has already been taken.

In the above situation the used ball from the first innings will be used for the first innings of the new match and the toss will be repeated.

5. Restrictions on the placement of fielders

i. Two semi-circles shall be drawn on the field of play.

ii. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

iii. The field restriction area should be marked by painted white '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.

iv. At the instant of delivery, there may not be more than five fielders on the leg side.

v. For the first 12 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

vi. For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

vii. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Total overs of innings Overs for which restrictions will apply

Length of Innings in Overs	Length of Fielding Restrictions in Overs
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-45	12

viii. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

6. Slow play

i. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours playing time.

ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for the cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall be of the full 30 minutes duration and the innings of the team batting second shall commence thereafter.

iii. If the team fielding second fails to start its final allocated over by the scheduled time for the completion of the match it shall continue to bowl the full allocated number of overs but the batting side shall receive an additional 6 runs for each over not started at that time. If the penalty runs added under this provision take the team batting second beyond the total required for victory the game will be over at that point.

iv. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. No balls

- i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
- ii. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
- iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, 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.
- v. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. Wide Balls

- i. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- ii. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).
- iii. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

9. The result

- i. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.
- ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.
- iii. Where a team batting second does not have the opportunity of batting for the same number of overs as the team batting first due to time being lost after the commencement of the match, the result shall be determined as follows:
 - a. The "2nd innings run rate" shall be determined immediately prior to the start of the innings of the team batting second using the following formula:

$$(100 + \{d \times 1.5\}) \times (1st \text{ innings run rate}) \times (1 / 100)$$

Where d = difference in overs to be played at the commencement of the innings of the team batting second.

$$1st \text{ innings run rate} = (1st \text{ innings score}) / (\text{number of overs allocated to the team batting first})$$

- b. The run rate of both the first and second innings shall be calculated to two decimal places.
 - c. The run rate shall be agreed by both scorers and umpires prior to the start of the innings and once agreed shall be final.
 - d. Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.
 - e. If the second innings commences with the same number of overs as allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.
 - f. The run rate shall be multiplied by the reduced number of overs that the team batting second shall be entitled to receive, after making allowance for time lost after the commencement of the match, and also for any time gained back as per regulation 4 v. The resulting figure shall be the "target score".
 - g. If the score of the team batting second surpasses the "target score" at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.
 - h. A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie.
10. Points will be awarded on the following basis
- i. for the winning team 20 points.
 - ii. for a tie each side 8 points plus bonus points as described below.
 - iii. for a loss 0 points plus bonus points as described below
 - iv. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
 - v. Bonus points will be awarded as follows:-
 - Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
 - Batting side 1 point up to a maximum of 4 points awarded at 117, 153, 189 and 225 runs.
 - In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows

The runs per over required to obtain bonus points are listed below:

4 batting bonus points if run rate for available overs is greater than or equal to 5.00

3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00

2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20

1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

Award bonus points for 3,5,7,9 wickets in innings of 40-45 over duration.

Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.

Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.

EXAMPLE OF REDUCED OVERS RUN RATE CALCULATION						
A	B	C	D	E	F	G
1 st innings Runs Scored	Overs Allotted At Start Of Match	Run Rate = A/B <i>(To 2 Decimal Places)</i>	Overs allocated to side batting second at commencement of 2 nd innings	d = Difference in overs (B-D)	d x 1.5	Run Rate for team batting second = (100 + F) x C x 1/100
221	45	4.91	42	3	4.5	5.13
Target Score = Overs allocated to side batting second x G						
(Example above - Target score = 42 x 5.13 = 215.5 = 216 to win, 215 would result in a loss and no tie is possible)						
Overs reduced again after start of second innings:						
New Target score = Revised number overs allocated to side batting second x G						
(Example further reduction after start of 2 nd innings of 4 overs. New Target score = 38 x 5.13 = 194.9 = 195 to win, 194 would result in a loss and no tie is possible)						

3rd XI LIMITED OVER FORMAT RULES

1. Matches shall be of 45 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 7.30pm.

The latest start time for a 20 over per side match is 4.40pm.

2. There will be a tea interval of 30 minutes in between innings.
3. It is expected that teams should bowl their overs at a minimum rate of 15 overs per hour.
4. No bowler shall bowl more than 9 overs in a match, nor more than one fifth of the total number of overs in the innings of a reduced over match.
5. Interruptions to play:
 - i. If for any reason a match starts up to 30 minutes late, it shall remain a match of 45 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

- ii. In the event of time being lost after the commencement of the match due to inclement weather or other cause during either innings there will be no reduction in the overs agreed at the start of the match.

In this situation the close of play may be extended to 7.30pm at which point the match will end regardless of the number of overs bowled in the second innings.

The result of the game will then be determined as set out in 6 provided the side batting second has had the opportunity to bat a minimum of 20 overs, if not the game is deemed to be abandoned.

- iii. Should the loss of time result in the second innings starting later than 6.10pm, the game shall be abandoned.
- iv. In matches where time is lost due to inclement weather at the start of the game the tea interval may be taken (at the discretion of the umpires or captains) before the start of the match in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate overs reductions.
- v. It is not possible to declare the innings or retire any remaining batsmen out in the first innings to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

6. The result:

- i. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.
- ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.
- ii. Where a team batting second is not bowled out and does not have the opportunity of batting for the same number of overs as the team batting first, the winner will be the side who has scored at the highest run rate at the close of play assuming both teams have had the opportunity of batting a minimum of 20 overs.

EXAMPLE

70 minutes are lost to rain prior to the start of the match.

The match is therefore reduced by 5 overs to a 40 over match. 70 minutes minus 30 minutes of free time = 40 minute reduction = 5 over reduction.

Further time is lost to rain during the first and second innings such that by the scheduled close of play of 7.30pm the side batting second has only received 26 overs.

Side A scored 200-3 in its 40 overs. The run rate for the first innings was 5.00.

Side B were 144-6 off 26 overs at the close of play. The run rate for the second innings at the close of play was 5.54

Side B are therefore the winners on run rate.

7. Points will be awarded on the following basis
 - i. for the winning team 20 points.
 - ii. for a tie each side 8 points plus bonus points as described below.
 - iii. for a loss 0 points plus bonus points as described below
 - iv. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
 - v. Bonus points will be awarded as follows:-
 - Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
 - Batting side 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

4th XI DIVISIONS - TIME BASED FORMAT RULES

1. a. Each match shall start at 12.30pm.
- b. All matches will be of 85 overs minimum play for the day.

There shall be a last hour which shall commence at 5.00pm or when there are 17 overs remaining, whichever is the later.

The match shall finish at the completion of the last hour or once 17 overs are completed following the start of the last hour, whichever is the later.

In the event of a drinks interval in the last session of play, it will be taken immediately prior to the "last hour" call and playing time will not be affected.

The expected approximate hours of play shall be:

Times	Approx. Overs	Duration
Start 12.30pm	45	2 hours 40 minutes
Tea 3.10pm		30 minutes
Restart 3.40pm	23	1 hour 20 minutes
Start of last hour 5.00pm	17	1 hour
Close 6.00pm		
Total	85	5 hours play and 30 minutes of breaks

- c. There will be a tea interval of 30 minutes between the innings.
 - d. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3.5 minutes (or part thereof of time lost), and the first innings shall be proportionately limited. The calculator used by umpires and captains is reproduced below.
 - e. At the resumption of play, if the newly calculated limit on the first innings has already been reached or exceeded, that innings shall be deemed closed.
 - f. In their calculations the umpires shall aggregate all interruptions for bad weather and all fractions of overs shall count as completed overs. Where there are no umpires officiating the captains of both sides will make this calculation.
2. a. In a full game of 85 overs, the side batting first may not bat more than 45 overs and the side batting second would receive a minimum of 40 overs, in the event of bad weather, the overs will be reduced pro-rata (see following table).
 - b. No bowler may bowl more than 14 overs in an innings. This figure will not be reduced in the event of a reduction in the number of overs played in the match.

Weather Interruptions Overs Calculator (Playing condition 1d)

Minute s lost	Overs lost	Overs left	1 st inning s	2 nd inning s	Minute s Lost	Overs lost	Overs left	1 st inning s	2 nd inning s
0	0	85	45	40	73.5	21	64	34	30
3.5	1	84	45	39	77	22	63	34	29
7	2	83	44	39	80.5	23	62	33	29
10.5	3	82	44	38	84	24	61	33	28
14	4	81	43	38	87.5	25	60	32	28
17.5	5	80	43	37	91	26	59	31	28
21	6	79	42	37	94.5	27	58	31	27
24.5	7	78	42	36	98	28	57	30	27
28	8	77	41	36	101.5	29	56	30	26
31.5	9	76	41	35	105	30	55	29	26
35	10	75	40	35	108.5	31	54	29	25
38.5	11	74	39	35	112	32	53	28	25
42	12	73	39	34	115.5	33	52	28	24
45.5	13	72	38	34	119	34	51	27	24
49	14	71	38	33	122.5	35	50	27	23
52.5	15	70	37	33	126	36	49	26	23
56	16	69	37	32	129.5	37	48	26	22
59.5	17	68	36	32	133	38	47	25	22
63	18	67	36	31	136.5	39	46	25	21
66.5	19	66	35	31	140	40	45	24	21
70	20	65	35	30	143.5	41	44	24	20

1. Using this table, the maximum number of overs for the 1st innings determines the minimum for the 2nd innings.
2. If during an interruption to the 1st innings, its revised total of overs has already been reached, the innings shall be deemed closed.
- 3 The revised total of overs of the 1st innings will be monitored during any further stoppage of play in order to determine its close. From that point on, the 2nd innings would consist of the overs remaining in the match.
- 4 In the event of any stoppage during the 2nd innings it will be reduced by one over per 3.5 minutes (or part thereof) of time lost.

3. Points will be awarded on the following basis:

- a. for the winning team batting first 25.
- b. for the winning team batting second 20.
- c. for a Tie each side 6 Plus Bonus Points.
- d. for a Loss 0 Plus Bonus Points.

e. for an Abandoned/Cancelled game 6 each side.

f. Bonus points will be awarded as follows:

For the side batting first: 2 points up to a maximum of 8 points awarded at 125, 150, 175 and 200 runs.

For the side batting second: 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.

g. In a game with a reduced number of overs, the targets for gaining bonus points will be reduced pro-rata.

Batting side: the runs per over required to obtain bonus points are listed below in the table Reduced Overs Bonus Point Calculator. (Page 44)

Bowling side: in a match where the overs of the side batting have been reduced then there is an adjustment downwards in the target at which bowling points are awarded as follows:

For 3,5,7,9 wickets in an innings of 37 to 45 overs duration.

For 2,4,6,8 wickets in an innings of 28 to 36 overs duration.

For 1,3,5,7 wickets in an innings of 20 to 27 overs duration.

h. In a match adversely affected by conditions of ground, weather or light, and where a positive result is not obtained:

i. if the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.

ii. if the last over due in the match has not been bowled:

a. If the side batting second has received less than 20 overs, then the match is classified as Abandoned and each side receives 6 points for an abandoned match and no bonus points are applicable.

b. If the side batting second has received 20 or more overs, then the match is drawn and bonus points are awarded rather than points for an abandonment.

Reduced Overs Bonus Point Calculator (Playing condition 3g)

	First Innings Bonus points				Second Innings Bonus points			
	8	6	4	2	4	3	2	1
Required Run Rate / rpo	4.44	3.88	3.33	2.78	5.0	4.37	3.75	3.12
OVERS								
45	200	175	150	125				
44	195	171	146	122				
43	191	167	143	119				
42	186	163	140	117				
41	182	159	136	114				
40	178	155	133	111	200	175	150	125
39	173	151	130	108	195	170	146	122
38	169	147	126	106	190	166	142	118
37	164	143	123	103	185	162	139	115
36	160	140	120	100	180	157	135	112
35	155	136	116	97	175	153	131	109
34	151	132	113	94	170	148	127	106
33	146	128	110	92	165	144	124	103
32	142	124	106	89	160	140	120	100
31	138	120	103	86	155	135	116	97
30	133	116	100	83	150	131	112	94
29	129	112	96	81	145	127	109	90
28	124	109	93	78	140	122	105	87
27	120	105	90	75	135	118	101	84
26	115	101	86	72	130	114	97	81
25	111	97	83	69	125	109	94	78
24	106	93	80	67	120	105	90	75
23	102	89	76	64	115	100	86	72
22	98	85	73	61	110	96	82	69
21	93	81	70	58	105	92	79	65
20	89	78	67	56	100	87	75	62

4th XI LIMITED OVER FORMAT RULES

- Matches shall be of 40 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 6.50pm.

The latest start time for a 20 over per side match is 4.00pm.

- There will be a tea interval of 30 minutes in between innings.
- It is expected that teams should bowl their overs at a minimum rate of 15 overs per hour.
- No bowler shall bowl more than 8 overs in a match, nor more than one fifth of the total number of overs in the innings of a reduced over match.
- Interruptions to play:
 - If for any reason a match starts up to 30 minutes late, it shall remain a match of 40 overs.

In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

- In the event of time being lost after the commencement of the match due to inclement weather or other cause during either innings there will be no reduction in the overs agreed at the start of the match.

In this situation the close of play may be extended to 6.50pm at which point the match will end regardless of the number of overs bowled in the second innings.

The result of the game will then be determined as set out in 6 provided the side batting second has had the opportunity to bat a minimum of 20 overs, if not the game is deemed to be abandoned.

- Should the loss of time result in the second innings starting later than 5.30pm, the game shall be abandoned.
 - In matches where time is lost due to inclement weather at the start of the game the tea interval may be taken (at the discretion of the umpires or captains) before the start of the match in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate overs reductions.
 - It is not possible to declare the innings or retire any remaining batsmen out in the first innings to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.
- The result:

- i. The side which scores the most runs shall be the winner where both sides have had the opportunity of batting the same number of overs.
- ii. A match shall be tied if the scores are equal at the end of the match where both sides have had the opportunity of batting the same number of overs.
- iii. Where a team batting second is not bowled out and does not have the opportunity of batting for the same number of overs as the team batting first, the winner will be the side who has scored at the highest run rate at the close of play assuming both teams have had the opportunity of batting a minimum of 20 overs.

EXAMPLE

70 minutes are lost to rain prior to the start of the match.

The match is therefore reduced by 5 overs to a 35 over match. 70 minutes minus 30 minutes of free time = 40 minute reduction = 5 over reduction.

Further time is lost to rain during the first and second innings such that by the scheduled close of play of 6.50pm the side batting second has only received 26 overs.

Side A scored 175-3 in its 35 overs. The run rate for the first innings was 5.00.

Side B were 144-6 off 26 overs at the close of play. The run rate for the second innings at the close of play was 5.54

Side B are therefore the winners on run rate.

7. Points will be awarded on the following basis
 - i. for the winning team 20 points.
 - ii. for a tie each side 8 points plus bonus points as described below.
 - iii. for a loss 0 points plus bonus points as described below
 - iv. For an abandoned/cancelled game 6 points to both sides (i.e. when a minimum of 20 overs have not been available for each innings).
 - v. Bonus points will be awarded as follows:-
 - Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
 - Batting side 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs.

THE DUKES ESSEX LEAGUE CUP

ORGANISATION

1. The Essex League Cup (“the Competition”) shall be controlled and administered by the Essex League Executive Committee (“the Committee”).
2. The decision of the Committee in each and every circumstance relating to the Match Rules and Playing Conditions and to matches played in the Competition shall be final and binding on all concerned.
3. All Essex League Clubs shall be eligible to participate in the Competition.
4. A cricketer shall only be eligible to play for a Club in the Competition if he is registered to play for that same club in the Shepherd Neame Essex League and has been registered by and/or played for no other Saturday league club in the same season.
5. No player may represent more than one club in the Competition in any one season.
6. Regulations governing the eligibility of both Contracted players and Overseas and Overseas Exempt players are as described in Generic Rules 12, 13 and 14.
7. The draw for all rounds of the Competition shall be made by and be under the control of the Committee.
8. The club drawn at home shall be responsible for all match arrangements. Matches must be played by the appointed date set down by the Committee.
9. The Committee shall be responsible for appointing ECCBACO qualified umpires for all matches in the Competition.
10. Scorers: Each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only.
11. All matches shall be played with identical new balls nominated and supplied to the home club by the Committee to ensure complete uniformity. Two new balls, one for each innings, shall be used in each match. Both teams should arrive at each match with TWO League Cup balls, and the winners will retain their balls for the next round.
12. In the event of no decision being reached in a match because of inclement weather, inability to rearrange a fixture before the deadline date, or for any other reason then in the last resort the decision shall be made by the toss of a coin between the two captains when both are present. In the event of the captains not being able to be present, the tossing of a coin shall be referred to the Committee. (N.B. If both captains wish to resolve the decision of the match by another means, e.g. bowling at stumps, then such a decision will be accepted by the Committee). It is also possible to rearrange such a fixture but this must be done within 14 days of the cancelled match.
13. The captains shall agree before play begins what action shall be taken if a decision is not reached and shall confirm this action with the umpires.
Essex League generic rules 4, 11, 12, 13, 16, 17, 18 and 21 also apply to this competition.

NOTIFICATION OF RESULTS

Clubs should telephone all results to the Cup Organiser David Evans on 01277 221577 following the completion of the match specifying the scores and the result.

The result of each match must also be submitted by Play cricket in the normal way as described in Generic

Rule 20.

MATCH RULES AND PLAYING CONDITIONS

The Laws of Cricket will apply with the following special regulations:

1. Matches shall be of 50 overs a side and shall start at 12.30pm.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 8.10pm. This time is known as the scheduled close of play as described below.

The latest start time for a 20 over per side match is 5.20pm.

2. There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.iii. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.

3. No bowler shall bowl more than 10 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 41 overs, one bowler may bowl 9 overs and 4 other bowlers shall bowl 8 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.)

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

4. Interruptions to play

- i. If due to inclement weather a match starts up to 30 minutes late, it shall remain a match of 50 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 30 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

- ii. 30 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).

- iii. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.

- iv. When play is suspended during the first innings the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side).

One over shall be deducted from each innings for every 8 minutes or part thereof lost during the first innings.

- v. If owing to a delayed start to the second innings or a suspension of play during the second innings there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 4 minutes per over subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased after an interruption.

- vi. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.

- vii. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.

- viii. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

5. Restrictions on the placement of fielders

- i. Two semi-circles shall be drawn on the field of play.

- ii. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

- iii. The field restriction area should be marked by painted white '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.

- iv. At the instant of delivery, there may not be more than five fielders on the leg side.

- v. For the first 15 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

- vi. For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

- vii. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Total overs of innings Overs for which restrictions will apply

Length of Innings in Overs	Length of Fielding Restrictions in Overs
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

viii. If play is interrupted and on resumption the adjusted total number of overs has already been exceeded, then the fielding restrictions will be lifted immediately.

ix. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

6. Slow play

i. All sides are expected to be in position to bowl the first ball of the last over of their innings within 3 hours 20 minutes playing time.

ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match; if the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

iii. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 15 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

7. No balls

i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.

ii. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.

iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, 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.

v. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8. Wide Balls

i. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

ii. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).

iii. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

9. The result

i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.

ii. Save as hereinafter provided the side which scores the most runs shall be the winners.

iii. If the scores are level in a match where the team batting second has had the opportunity of batting the same number of overs as the team batting first then the winner will be decided as follows:

a. The side losing the fewest wickets will be the winner.

b. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided.

iv. If due to suspension of play after the start of the match the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth/Lewis method.

v. It is the responsibility of the Home Club to ensure that someone is present at each match who is competent to make the Duckworth/Lewis calculation ((the "Duckworth/Lewis Official"). The umpires will only be responsible for recalculating the overs and giving these details to the captain, scorer and Duckworth/Lewis Official. Additionally, the Home Club must have access to a laptop/PC/printer on site to enable the Duckworth/Lewis Official to be able to print out the relevant target scores. If the Home Club does not

provide the above in a rain interrupted game then they will be deemed to have forfeited the match. The Away Club will be declared the winners and the Home Club will take no points from the match.

vi. The revised target score for the second innings will be determined by the Duckworth/Lewis Official and agreed by the captains, umpires and scorers.

vii. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set then nevertheless the incorrect target shall stand.

viii. If the revised target score is exceeded then the team batting second will be the winner. If the revised target score is equalled then the scores are tied.

a. In this instance the winner will be decided as the side losing the fewest wickets. If this fails to separate the sides then a toss of the coin will be used.

ix. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the Duckworth/Lewis method.

THE DUKES ESSEX 20/20 CUP COMPETITION

ORGANISATION, MATCH RULES AND PLAYING CONDITIONS

1. Title

1.1 The title of the competition shall be The Dukes Essex 20/20 Cup and the winners of which will represent Essex in the ECB Club T20 Area Finals and beyond.

2. Match Rules

2.1 This version of the rules is effective in all matches in The Dukes Essex 20/20 Cup. Except as varied below, the Laws of Cricket (2000 Code, 5th Edition - 2013) shall apply. Further progress and playing conditions for the National rounds are governed by the ECB and are available at <http://cct20.play-cricket.com>.

3. Entry

3.1 All clubs who participate in the Shepherd Neame Essex League 1st XI Premier Division and 1st XI Division One are entered into the competition.

4. Competition Structure

4.1 The National Competition shall be organised on a knockout basis. Each League will hold its own competition open only to clubs affiliated to it, the winner shall progress on to a National Knockout, the draw for which the ECB will be responsible.

5. Eligibility

5.1 Player eligibility for the Dukes Essex T20 will be as for the National Stages of the ECB Club T20 as linked below in the Generic Rule 3.6:-

https://pulse-static-files.s3.amazonaws.com/ecb/document/2016/09/21/65cb5ec9-62eb-466e-8f94-58e2c7889006/generic_rules_and_playing_conditions_2016.pdf

Any club that fields an ineligible player shall be disqualified.

6. Balls

6.1 For each match from the Area Finals onwards ECB will supply balls to the host club.

6.2 For the Dukes Essex 20/20 each home club will be provided with two new cricket balls for each match. These balls will be supplied by Dukes. The balls shall be given to the umpires prior to the commencement of the match. The Home side will also be responsible for supplying enough spare balls of equal standard.

6.3 A new ball must be used at the start of each innings.

7. Clothing

7.1 Players in all matches in the Competition will wear clothing and equipment in accordance with ECB guidelines.

7.2 Clothing at Finals Day will be provided by ECB, clothing in all preceding rounds can be either white or coloured.

8. Umpires

8.1 For the Dukes Essex T20 group games, umpires are to be arranged locally by each club.

8.2 For the Dukes Essex T20 knockout rounds, umpires will be organised by the Shepherd Neame Essex League.

8.3 If a club fails to provide a qualified umpire a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only.

9. Scorers

9.1 Each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only.

10. Fixtures

10.1 Clubs will be divided into 4 regional groups of five clubs. Each club will play each other club in their group once.

10.2 Clubs will get 2 points for a win and 0 points for a loss. A tie is not possible - see Playing Condition 3.

10.3 Home clubs must offer a minimum of three dates for each fixture, one of which must be a midweek evening and one of which must be a Sunday / Bank Holiday Monday. If the away club declines to play on all of these dates or if either club fails to turn up on the agreed date they will be deemed to have forfeited the match and the win will be awarded to the opposing club.

10.4 Any disputes regarding arranging of fixtures should be referred to the competition organiser David Evans (mobile 07740 052727, email devans12@sky.com) whose decision will be final.

10.5 All group fixture dates must be confirmed by email to the League Website and Play-cricket Administrator Paul Frame (email pauloasf@aol.com) by 31st March 2017 for inputting onto Play-Cricket.

10.6 All matches are to take place on or before the dates prescribed in the table below.

Stage	Date	Reserve Date
All Group matches	By Sun 25th June	N/A
Quarter Final	By Sun 9th July	N/A
Essex Semi and Final	Sun 16th July at Billericay	Sun 23rd July at Billericay
Area Finals Day	Sun 30th July	Sun 7th August
Regional Final	Sun 14th August	Sun 21st August
National Finals Day	TBA	TBA

10.7 Group matches where no result can be achieved on the agreed date due to inclement weather conditions can be re-arranged, provided that both sides can agree on a date prior to the closing date for that Round. If a rearrangement cannot be agreed on then the match will be deemed to be void and each side will take 1 point from the match. A bowl out (Playing Condition 6) may not be used to provide a result in a group match.

10.8 If a club concedes a match in the Group stages, all their Group results will be expunged and not included in the final table. They will also be fined £100. If a club concedes a match in the Quarter Finals they will also be fined £100.

10.9 The Group Winners and Runners up only will progress to the Quarter Finals. In the event of one or more clubs finishing on an equal number of points, the positions will be determined as follows: The club with the highest runs per wicket over the course of all group matches will finish in the higher position.

10.10 In the Quarter Finals the home side must offer the away side three dates, one of which must be mid-week and one of which must be a Sunday, as for group matches.

10.11 For the Quarter Final draw the group winners are drawn at home and it is an open draw. The Semi-final draw is also open.

11. Results

11.1 All results should be emailed to the League Website and Play-cricket Administrator Paul Frame (pauloasf@aol.com) and inputted onto Play-cricket by the home side.

12. Essex League Generic Rules

12.1 Essex League generic rules 4, 11, 16, 17, 18 and 21 also apply to this competition.

MATCH RULES AND PLAYING CONDITIONS

1. Duration
 - 1.1 One innings per side, each limited to a maximum of 20 overs.
2. Hours of Play
 - 2.1 Teams have 1 hour 15 minutes to bowl 20 overs.
 - 2.2 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 ³/₄ minutes in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 ³/₄ minutes lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.
3. The Result
 - 3.1 Each side must have faced (or had the opportunity to face) a minimum of 5 overs in order to constitute a match.
 - 3.2 In the event of the side in the 1st innings batting for longer than the side in the 2nd innings the target score shall be decided by average run rate based on the number of legitimate balls faced.
 - 3.3 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
 - 3.4 If tied on average run rate then fewer wickets lost at the close of the 2nd innings shall determine the winner.
 - 3.5 If this gives no result, then the team with the higher score at the end of 5th completed over shall be adjudged the winner.
 - 3.6 If still equal, the side with the higher score at the end of 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
4. Rearrangement of overs due to inclement weather
 - 4.1 The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a Bowl Out.
 - 4.2 If in the view of the captains and umpires - bearing in mind the prevailing ground, weather and light conditions - it is considered to be most unlikely that the full quota of overs will be bowled in any match; it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the reduction will be made at the discretion of the umpires and captains.
5. Over rate penalties
 - 5.1 A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.

5.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time.

5.3 In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.

5.4 20 overs shall be bowled and the penalty runs are added to the final total.

5.5 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

6. Bowl Out

6.1 In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two over arm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards (or the length of pitch applicable in the Competition) with, if practicable, bowling, popping and return creases marked (conforming to Law 9).

6.2 The side, which bowls down the wicket (as defined in Law 28.1a) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

6.3 The following shall also apply in respect of bowl-outs:

6.3.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.

6.3.2 If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.

6.3.3 If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match. If there has been no play in the original match (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.

6.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

7. Timed out

7.1 The incoming batsman must be in a position to take guard, or for his partner to be ready to receive the next ball, within 1 minute 30 seconds of the fall of the previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the umpires.

8. Fielding restrictions

8.1 Please refer to ECB Generic Playing Condition 4,

https://pulse-static-files.s3.amazonaws.com/ecb/document/2016/09/21/65cb5ec9-62eb-466e-8f94-58e2c7889006/generic_rules_and_playing_conditions_2016.pdf

with the exception of ECB Generic Rules 4.3 and 4.6 as varied below.

8.2 For the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

8.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs 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 1st and 2nd innings of the match.

Total overs	No. of overs for which fielding in innings restrictions in clauses above shall apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

9. Overs per bowler

9.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that 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.

9.2 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.

9.3 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9.4 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

10. Free Hit after a No ball

10.1 The delivery following any no ball shall be a free hit for whichever batsman is facing it.

10.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

10.3 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 ball.

10.4 Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.

10.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

11. Law 25 - Wide Ball: Judging a Wide

11.1 In addition to Law 25 the following will apply;

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide should be called if a ball passes on the legside outside the pads of the batsman standing in a normal guard position.

MATCH REPORTING AND RESULTS PROCEDURE

As per Rule 20 of the Essex League

20. Notification and checking of results:

a. Each home team must enter an accurate summary result and scores on play-cricket (including details of all times and lengths of rain stoppages and, in limited overs games, changes to targets and any over reductions):-

1st XI matches – by 8.30pm on the day of the match.

All other matches – by 12.00pm on the Sunday following the match.

Failure to do so will result in a one point penalty.

b. Any team not entering full match details including names of all players on play-cricket by 12 noon on the Friday following the match (12 noon on the Monday following the match for all 1st XI matches) will have five points deducted.

c. Any team not ticking the box in the play-cricket results summary, which confirms the scorecard has been checked, by 12 noon on the Friday following the match (12 noon on the Monday following the match for all 1st XI matches) will have one point deducted.

ECB PREMIER LEAGUE DISCIPLINE REGULATIONS

To read the full regulations please visit the SNEL website and click on Rules & Regs or go to the link below

<http://www.essexcricket.com/page/rules--regs-1363/>