

Surrey Championship Rules and Playing Conditions Proposal for 2015

The Rule Changes proposed:

1. Split format of cricket across ALL leagues – i.e. 50% of matches timed and 50% overs including all 4th XI divisions.
2. Three Tiers within the entire championship:
 - a. Premier and Division 1 of 1st XI
 - b. Other 1st XI divisions with Panel Umpires
 - c. All other XI's and Divisions
3. Each tier plays to one set of Playing Conditions – thus simplifying the number of rules we have, with some small exceptions
 - a. Tier One – Premier 1st and Div 1 1st play Duckworth Lewis for Limited Overs
 - b. Tier Two – 1st XI Panel (other) Umpire games play 100 over timed game and 100 over limited overs game
 - c. Tier Three – 2nd XI play 100 over timed games and 100 overs limited overs game.
 - d. Tier Three - 3rd XI play 100 over timed game and 90 over limited overs game
 - e. Tier Three - 4th XI play 90 limited overs and 90 timed game
4. 4th XI structure changes to reflect current 3rd XI structure
 - a. One Premier Division, Division One and two regionalised leagues below that.
5. Break times (lunch and tea) rationalised to 30 mins in all games
6. Minor adjustment on start times
7. Bonus Point system to be introduced on a trial basis for 1st XI Premier League and Division 1 (details below)

Bonus Point Proposal

Following the suggestion from the Captains Meetings, to trial a bonus points system as an experiment in the 2015 season in Premier and Div 1 next season, it was decided to investigate the most equitable system that could be employed to do so.

Key Principles

Principle 1: bonus points should never mean that teams don't put winning the match as their first target. This means that the points for winning should be significant relative to any bonus points that might be won.

Principle 2: bonus points should not affect the decision to bat or bowl at the toss. Teams with strong bowling attacks might choose not to bowl first because it means their batsmen never have to score many runs and so cannot accumulate many batting points.

Principle 3: bonus points should act as incentives to score runs and take wickets in otherwise dull matches. Thus the jump from one bonus point to the next should not be too great

Principle 4: keep it as simple as possible. The bonus points should ideally be the same across both formats and equally split between batting and bowling.

By copying the County Championship format of awarding a maximum five batting bonus points and three bowling bonus points, in our case, for sides that either draw or lose matches, this keeps the correlation between batting and bowling bonus points equitable.

Should this experiment be a success then it could be extended to other divisions in 2016, although with the timed matches in the other divisions being shorter, consideration may have to be given for a revised bonus points system for lower divisions.

Points Allocations

Limited Overs

Win	20
Tie	10
Loss	0 + bonus

Timed / Declaration

Win	24
Tie	12
Winning Draw	2 + bonus
Equal Draw	1 + bonus
Losing Draw / Loss	0 + bonus

Abandoned 4

Bonus Points

Batting

150 runs	1
175 runs	2
200 runs	3
225 runs	4
250 runs	5 max

Bowling

5 wickets	1
7 wickets	2
9 wickets	3 max