



TRAVELBAG™
With you all the way

Match points

TIME MATCHES :

- Win – 24 points
- Lose – 0 points
- Tie – 12 points each

In a drawn game where the side batting second has received a minimum of 20 overs:

- For the side with the faster scoring rate 2 points.
- For the side with the slower scoring rate 0 point will be awarded.
- Where both sides have an identical scoring rate 1 points (each).
- In an abandoned match or a drawn match where the side batting second has not received twenty overs 4 points (each).

LIMITED OVERS MATCHES:

- Win 20 points
- Lose – 0 points
- Tie - 10 points each.
- Abandoned - 4 points each

BONUS POINTS:

For all matches completed where:

- The side loses the game
- A side has either a winning draw or a losing draw in the time game
- Each side share an equal draw in the time game

The following points will be awarded:

- 150 runs or more and less than 175 runs – 1 point
- 175 runs or more and less than 200 runs – 2 points
- 200 runs or more and less than 225 runs – 3 points
- 225 runs or more and less than 250 runs – 4 points
- 250 runs or more – 5 points
- 5 or 6 wickets taken – 1 point
- 7 or 8 wickets taken – 2 points
- 9 wickets taken or “the complete dismissal of a side” – 3 points

For the avoidance of doubt the maximum number of bonus points that can be awarded in any one match is eight points and only to sides that draw or lose a match.

- A side that wins the match cannot receive any bonus points.
- A match that results in a Tie in any format cannot have any bonus points awarded to either side.
- Where one side concedes a match no bonus points will be awarded to either side.
- A game that is abandoned cannot have any bonus points awarded to either side.
- “The complete dismissal of a side” is defined as the maximum number of wickets that can be taken in the event of a side fielding less than eleven players.
- Bonus points are awarded when any form of recalculation is made for any reason, subject to all of the requirements in this Playing Conditions (such as abandoned, tied, conceded matches).



TRAVELBAG™
With you all the way

Reminders

THE SURREY CHAMPIONSHIP – MATCH-DAY RESPONSIBILITIES

The following are reminders only

READ ALL THE RULES – they are printed in the Year Book and available on the website

REGISTRATION - The Registration Secretary is **Anthony Gamble**. Premier and First Divisions 1st XI – Players in whatever category must all be registered on Play-Cricket by **30 April** or by 9.00pm on the Wednesday before relevant league match.

Overseas and Contracted players in all divisions must be registered **before they play in any match and by 31 May**. Players obtaining contracts **after 31 May** must be registered immediately and **before** they play.

MATCH RESULTS – Summary results must be placed on Play-Cricket by **10:00am** on the Sunday following the match.

PAYMENT FOR TEA – All Divisions where clubs play each other twice in a season, tea (and lunch where appropriate) to be provided and paid for by the home side for umpires, scorers and away players.

HAVING ALREADY PLAYED FOR A CLUB in the league in the current season, no player may play for any XI of another club in the league (which includes the Surrey County League) in the current season after 31 May **without first obtaining permission**.

END OF SEASON TEAM REPORTS – Please forward all your XI's reports to the **Secretary** or the **Year Book Editor** at latest by the **October Council Meeting**.

SCORERS - All 1st XI matches (Premier & Divs 1-4) must have a competent scorer

SWEEPING AND RE-MARKING – All 1st XI matches (Premier & Divs 1-4) must sweep and re-mark at all intervals during a match.

CAPTAINS REPORT FORMS - To be completed electronically within 10 days of the match. *For the link to the form please email Mark Babb.*
