

## Proposed amendments to the League Constitution and Playing Conditions

### 1. Changes to Rules and Generic Playing Conditions applying to all Tiers

(These changes require a two thirds majority of all full member clubs present and voting)

Reference	Amendment
<b>Bonus Points</b>	<p><b>Amend: Constitution PC5 (a):</b></p> <p><b>TIME MATCHES:</b> The results of these matches played in the Championship shall be tabled in league form on the following points basis (including the provision of bonus points under the provisions of PC5 (c)):</p> <ul style="list-style-type: none"> <li>• Win – 24 points</li> <li>• Lose – 0 points</li> <li>• Tie – 12 points to each side</li> </ul> <p>In a drawn game where the side batting second has received a minimum of 20 overs:</p> <ul style="list-style-type: none"> <li>•For the side with the faster scoring rate 4 points will be awarded.</li> <li>•For the side with the slower scoring rate 2 points will be awarded.</li> <li>•Where both sides have an identical scoring rate 3 points will be awarded to each side.</li> <li>•In an abandoned match or drawn match where the side batting second has not received 20 overs 4 points will be awarded to each side, subject to the provisions in PC5(c) below.</li> </ul> <p><b>NB:</b> Scoring rate shall be determined by dividing the number of runs scored by the number of legitimate balls received.</p> <p>Note – The changes here only affect points for the draw, reflecting a view from a number of captains that the current points system undervalues the draw, which is a legitimate, albeit not a preferred, outcome in timed cricket.</p>
<b>Bonus Points</b>	<p><b>Insert Constitution PC5 (c)</b></p> <p>If a game is abandoned, and either one team or both teams have been awarded bonus points as defined herein, for either batting or bowling AND these points are greater than the points that would be awarded for an abandoned game (as defined in PC5 (a) and PC5 (b)), then these bonus points will be awarded to the side(s) that have accrued them, in place of the points for the abandonment.</p> <p>Note – This is a change from the current position under which a team accruing more than 4 bonus points on the field before a game is abandoned has the points it achieved in play reduced as a result of the abandonment.</p>

<p><b>Mandatory Requirements</b> R10 (d)</p>	<p><b>Insert Constitution R10 (d)</b></p> <p>“The Executive Committee reserves the right to impose discretionary fines on a member club that persistently fails to complete its basic compliances by the Wednesday Deadlines as defined herein, and will be intolerant of clubs that cause an unnecessary workload on volunteer results administrators and statisticians”.</p> <p>Note – This change is made in the light of an increase in non-reporting or misreporting of results since automatic fines for such misdemeanours were discontinued. The Executive Committee does not wish to revert to the automatic fining but will be tougher in imposing discretionary fines on persistent offenders.</p>
<p><b>Concession of Matches</b> Constitution PC11</p>	<p><b>Amend The Constitution - PC11 (e)</b></p> <p>£75.00</p> <p>Note – this is to increase the fee from £45 to £75 for late concession of matches. The fee has not been uprated for inflation for a number of years and this brings it into line with the fee payable under FBSCCL rules.</p>
<p><b>Overseas Exempt.</b> Constitution</p>	<p><b>Amend The Constitution PC12 (c).</b></p> <p>A player, who does not normally fulfil the criteria of being registered as an Overseas Exempt player (as detailed herein) may nonetheless be registered as an Overseas Exempt player if he fulfils <u>all</u> of the following provisions:</p> <ul style="list-style-type: none"> <li>a. Has a right to work in the UK;</li> <li>b. Is contracted to an English first class county or has been invited by an English first class county and be able to provide satisfactory evidence of this from that County;</li> <li>c. Has signed the declaration at Appendix B of the relevant ECB regulations, declaring an intention to qualify for England.</li> </ul> <p>Note: This is to regularise the position on players who entering the UK to play for a county <u>and</u> who are committing themselves to qualify to play for England. This has operated as an administrative regulation in 2016.</p>
<p><b>Dropping of players for the last 4 games</b></p>	<p><b>Amend The Constitution – Insert in R10 (e) (and renumber all R10)</b></p> <p>For the purposes of PC 13 (j) (i) clubs must enter onto Play-Cricket each player that plays in any Championship match if at least one delivery has been bowled in that match. Failure to comply with this measure will result in the sanctions outlined in R (11) (b) of The Constitution and Playing Conditions.</p> <p><b>Insert Constitution PC13 (j) (ii)</b></p> <p>In assessing the number of matches that a player has played in for the purposes of PC 13 (j) (i), any match where at least one delivery has been bowled should be counted, and accordingly all clubs are required to enter the names of each of the nominated players, shared pre-match on the physical team-sheet, into the Play-Cricket result section for the match, for all Championship games where play has been called and any delivery, including an illegal delivery for the avoidance of doubt, has been bowled.</p>

	Note – This is to clarify what counts as a match for the purposes of the “12 match” rule, something which has not previously been defined.
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<b>Playing the highest sides</b>	<p><b>Amend The Constitution - PC11 (f)</b></p> <p>At all times selection of the higher XIs in a club must take precedence over lower XIs with 11 players playing in the higher XIs wherever practicable and any shortfall of players being in the lower XIs. In the event of a Member Club being unable to fulfil all its fixtures on any day, the playing of the 1<sup>st</sup> XI fixture shall take precedence over the playing of the 2nd XI fixture which shall in turn take precedence over the playing of the 3rd XI fixture (if any) which shall in turn take precedence over the playing of the 4<sup>th</sup> XI fixture (if any) and so on.</p> <p>For the avoidance of doubt where clubs have teams which play in more than one Saturday league competition (whether the FBSCCL or any other) the order of precedence set out above must be strictly adhered to so that the team or teams lowest in the club’s hierarchy must be those that are withdrawn from their fixture(s). This is an important principle of fair competition within the League and teams which participate in a match in contravention of this playing condition will be deemed to have conceded that match, in addition to which the Executive Committee reserves the right to deduct points after taking account of all the circumstances.</p> <p>Note – This is to put beyond doubt the principle that a club’s lowest XI(s) must concede where that club cannot field all its sides on a given day. It makes clear that the Championship, the FBSCCL and any other League in which a club may have a team on a Championship match day are treated as one league for this purpose. This has always been the intention but there is a flaw in the current drafting which this amendment corrects.</p>
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## Changes to Tier 1, 2 and 3 Playing Conditions

These changes require a simple majority of eligible clubs present and voting

<p><b>Start Times</b></p>	<p><b>Amend Tier One Schedule Three – 1 (a)</b></p> <p>Matches will start at 11am.</p> <p><i>NOTE – This Schedule covers time 120 over matches. If passed all other times set out in 1(a) – 1 (i) will be amended accordingly.</i></p> <p><b>Amend Tier Two, Schedule 6 - 1 (a).</b></p> <p>Matches will start at 12 Noon.</p> <p><b>Amend in Tier Three Schedule 8 - 1 (a) and Schedule 9 – 1 (a).</b></p> <p>All matches in 1<sup>st</sup> XI Division 5 and all 2<sup>nd</sup> XI matches shall start at 12 Noon for all 18 weeks of the season.</p> <p>Note – The preference for earlier start times was expressed in captains' meetings by 1<sup>st</sup> and 2<sup>nd</sup> XI captains. For Tier 2 sides this means no change for limited over games while time games are brought forward by one hour. For Tier 3 1<sup>st</sup> XIs and 2<sup>nd</sup> XIs this means bringing forward all start times in weeks 1-16 by one hour.</p> <p>The issue was discussed at captains' meetings in terms of cricket below Tier 1, but it has been decided also to offer Tier 1 teams the opportunity to bring their timed matches forward (by 30 minutes) as the perception that players prefer earlier finishes probably extends to those teams also.</p>
<p><b>Match Formats</b></p>	<p><b>Insert at the end of Tier Three, Schedule 8 - 1 (c)</b></p> <p>Note: In matches starting at 12.00 overs only begin to be deducted from either innings once more than 30 minutes of cumulative match playing time have been lost as a result of weather and/or ground conditions.</p> <p>Note – The Golden Half Hour already exists in Tier One and Two matches, this amendment extends the opportunity to reduce time lost in rain-affected games to those Tier 3 teams whose limited over games start at 12.00, ie Div 5 1<sup>st</sup> XIs and all 2<sup>nd</sup> XIs.</p>
<p><b>Over Rates</b></p>	<p><b>In Tier Three, Schedule 7, para 1 the heading to read “Balls, players and over rates”. Add a new sub-para (c) as follows:</b></p> <p>Captains should ensure that their teams' overs are bowled at an average of at least 16 overs per hour. On a one year trial basis the actual match start time should be updated in the play-cricket summary result and the start time of the second innings and the end times of both innings must be entered into the highlights box in Play-Cricket after each match.</p>

	<p>There was a strong feeling at the captains meetings that the League should be taking action to shorten games by improving over rates in non-panel-umpired games. The Executive Committee consider that this should be addressed initially by trialling a simple rule, without penalties attached for failure to comply, and to collect as much data and feedback as possible during the season before deciding whether a similar measure or one with penalties for non-compliance should be introduced permanently.</p>
<p><b>Bowlers Limitations</b></p>	<p><b>Insert Tier Two, Schedule 6 - 5 and Tier Three Schedule 9 – 1 (h).</b></p> <p><i>Note – if either of the two options put forward below is approved, only sub-para (i) will apply to Tier 2 as there are no 90 over matches in that Tier. For Tier 3, both (i) and (ii) will be added to Schedule 9.</i></p> <p>(i) In each innings of the match where the playing conditions state that the match is a 100 over match, no bowler may bowl more than 14 overs in an innings.</p> <p>(ii) In each innings of the match, where the playing conditions state that the match is a 90 over match, no bowler may bowl more than 13 overs in an innings.</p> <p><b>OR IF NOT APPROVED</b></p> <p>(i) In each innings of the match where the playing conditions state that the match is a 100 over match, no bowler may bowl more than 16 overs in an innings.</p> <p>(ii) In each innings of the match, where the playing conditions state that the match is a 90 over match, no bowler may bowl more than 15 overs in an innings.</p> <p>A majority of those giving their views at captains’ meetings felt that timed games can be unduly dominated by one or two bowlers. In some cases the participation and development of young players is thwarted. No firm view was reached on the overs limit so two options are put forward, one with a lower overs limit than the other. The Rules and Playing Conditions Committee consider that the limit should comprise a specified number of overs as operating on a percentage basis to deal with different lengths of innings would introduce unneeded complexity.</p> <p>It is not considered appropriate to apply a limit in Tier 1 cricket.</p>
<p><b>Power Plays</b></p>	<p><b>TIER ONE – Schedule 2; TIER TWO – Schedule 5;</b></p> <p><b>Delete Section 3 in each of the Schedules above and replace with:</b></p> <p><b>Restrictions on the placement of fieldsmen</b></p> <p>(a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.</p> <p>(b) In addition to the restriction contained in clause 3 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.</p> <p>(c) The following fielding restrictions shall apply:</p>

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches in diameter.

At the instant of delivery:

Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

(d) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply separately to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9

