



THE TRAVELBAG SURREY CHAMPIONSHIP

RULES AND PLAYING CONDITIONS

————— TIER TWO —————

DIVISIONS 2-4 1ST XI

VERSION 4.0 - 2018

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THE SURREY CHAMPIONSHIP

GENERAL PLAYING CONDITIONS FOR ALL FORMATS DIVISIONS 2-4 OF THE 1ST XI - SCHEDULE FOUR

LAWS Except as otherwise provided for hereinafter, the prevailing MCC code of the Laws of Cricket will apply in all matches.

1. BALLS AND PLAYERS

- (a) The match will be played with two identical new balls nominated and supplied to Member Clubs by the Championship, one new ball must be taken at the start of each innings. The home club shall provide two such balls at the start of the match, and spare balls of the same make as the match balls, in varying degrees of wear.
- (b) No match shall start until both sides have a minimum of eight players present, unless both Captains or their Deputies agree that the match can start with fewer players. Any side not having eight players present at the scheduled time for the toss shall forfeit the said toss. If the match subsequently starts late then overs will be recalculated by the umpires.

2. POINTS

- (a) Points in each Match shall be in accordance with Appendix One of the Constitution PC 5 (a) – Limited Overs Matches and PC5(b) Timed Matches and PC 5 (c) Bonus Points.

3. RULES AMENDMENTS

- (b) Any amendment to these Playing Conditions and Rules and Regulations for the divisions herein require only a simple majority of the Member Clubs of the Second, Third and Fourth Divisions from time to time.

DIVISIONS 2-4 OF THE 1ST XI LIMITED OVERS MATCHES ROUNDS 1-4 & 14-18 - SCHEDULE FIVE

1. DURATION

(a) All matches shall be played on the day designated by the Executive Committee.

All matches shall start at 12 Noon for weeks 1-16 inclusive

All matches shall start at 11.30 am for weeks 17-18.

(b) There will be an interval of 30 minutes between innings, although this may be varied at the discretion of and agreement of both the Umpires and Captains in the case of an interrupted match. If the innings of the team batting first is completed prior to the scheduled time for the interval, this interval of 30 minutes shall take place immediately and the innings of the team batting second will commence correspondingly earlier, providing that this does not lead to an interval occurring more than 40 minutes prior to the scheduled interval. If so the side batting second will commence their innings and the interval will be taken at the scheduled time

(c) (i) Each match shall consist of a maximum of 50 overs per innings save where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as hereinafter provided.
(ii) Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match or as reduced by the umpires; declarations are not permitted. Should the side batting first be dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for 50 overs or as reduced due to inclement weather or other cause.

Note: Overs only begin to be deducted from either innings once more than 30 minutes of cumulative match playing time have been lost.

(d) Delayed start matches. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over per side for each full 7.6 minutes or part thereof, in the time remaining before Close of Play (normally 7.20pm but 6.50pm in Rounds 17-18). Time for the interval must be allowed for in the calculations. See Note in paragraph 1(c) above.

- (e) Suspended matches.
- (i) First innings. 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 for the same number of overs (minimum 20 overs per side). See Note in paragraph 1 (c) above.
- (ii) Second innings. 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 3.8 minutes per over subject to a minimum of 20 overs (with fractions of an over rounded up). The number of overs to be faced by the team batting second will never be increased after an interruption. See Note in paragraph 1 (c) above.
- (iii) 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."
- (f) The fielding Captain shall agree drinks intervals with the Umpires prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break. Drinks intervals should be ignored when calculating any time remaining.
- (g) Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned.

2. NUMBER OF OVERS PER BOWLER

- (a) In each innings of the match no bowler may bowl more than 20% of the available overs in an innings. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs
- (b) In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in paragraph 2 (a) above.
- (c) In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

3. RESTRICTION ON THE PLACEMENT OF FIELDERS

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (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.
- (c) The following fielding restrictions shall apply:

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
49	10	29	10

- (e) If play is interrupted during an innings, the table above should be used and the appropriate Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustration

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A second innings originally scheduled for 40 overs is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- (f) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (g) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- (h) In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

4. NO BALL AND FREE HITS

- (a) If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball'.
- (b) (i) Free Hits for all No Balls except bouncers over head-high
- (ii) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for a free hit is called wide ball.
- (iii) Field changes are NOT permitted for free hit deliveries unless there is a change of striker.

- (iv) However, in all circumstances, 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.
- (vi) Any fielding restrictions in place at the time will still apply for the free hit delivery.
- (vii) The free hit delivery after a foot fault no ball counts as a ball in the over unless it in turn is a wide or any form of No Ball.

5. WIDE BALL

- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.

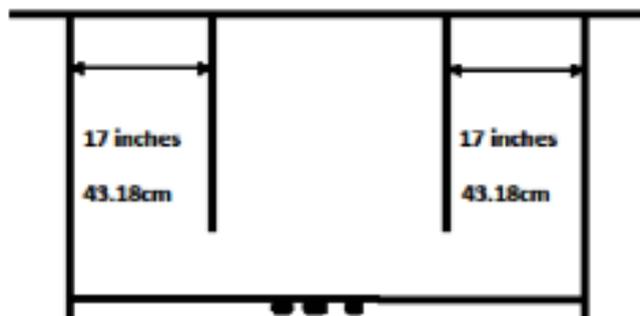
The following criteria should be adopted as a guide to umpires:

If a ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a “normal cricket stroke” both from where he is standing and from where he should normally be standing at the crease, the umpire shall call and signal “Wide Ball”. In addition, any ball passing down the leg side of the batsman and the wicket should be called and signalled “Wide Ball.”

- (b) Pitch markings should be expanded to include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled. A diagram showing this is below

Note: The above provisions do not apply if the striker makes contact with the ball, or if it passes below head height between the striker and the wicket

Crease Markings – 50 overs matches



6. THE BOWLING OF FAST SHORT PITCHED BALLS (THE BOUNCER) AND BEAMERS

Law 41.6.1 – 41.6.2 is amended to read as follows:-

- (i) A bowler shall be limited to one fast short pitched ball per over. The umpire at the bowler’s end will make it clear to both the bowler and the batsmen at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment. A short pitched ball is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the crease. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of Law 41.6.3 – 41.6.5.
- (ii) In addition, a ball that passes above head height, which prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a No Ball. For the avoidance of any doubt, any fast short pitched delivery under this playing condition shall also count as the allowable short pitched delivery in that over.

7. RESULT

A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.

Save as hereinafter provided, the team that has scored the most runs shall win a match.

- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
- (b) Save as hereinafter provided, the team that has scored the most runs shall win a match.
- (c) 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 being calculated by the Duckworth/Lewis method (using the version found on the play-cricket.com App). A par score will be determined and agreed by the scorers and set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the match shall be tied. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set and agreed by the scorers, the target score played to shall stand.

- (d) 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), the result shall be decided by the Duckworth/Lewis method as determined and agreed between the scorers.

Note: The umpires are only responsible for recalculating the overs and giving these details to the scorer/s. It is the responsibility of clubs to ensure that there is someone present at each match who has access to the App and is competent to make the Duckworth/Lewis calculations. If neither side has such a person then the umpires will abandon the match if there are weather interruptions after the match has started and the “golden half hour” has been used.

8. OVER RATE PENALTIES

- (a) The playing conditions in 8(b) – 8 (d) apply to games where there are official Championship Panel Umpires standing for the duration of the match. Where there are no Panel Umpires standing in the match the Captains should ensure that their overs are bowled at an average of 16 overs per hour. The start time and end time of each innings must be entered into the comments box in Play-Cricket after each match
- (b) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 10 minutes playing time. In the event of them failing to do so, 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 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.
- (c) If the innings is terminated before the scheduled or re-scheduled cut off time no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- (d) The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled time for that innings. The umpire at the bowler’s end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given a one over leeway.

Over rate penalties apply only to innings of 25 overs or more duration. This is the only penalty for a slow over rate.

DIVISIONS 2-4 OF THE 1ST XI 100 OVER TIME MATCHES ROUNDS 5-13 - SCHEDULE SIX

1. DURATION

- (a) Matches will start at 12 noon.
- (b) Last for a minimum of 100 overs except where the match is affected by weather.
The tea interval will be of 30 minutes duration
- (c) Finish at the later of 6.20pm or when 100 overs or such other number of overs as determined by the umpires, and as detailed below have been bowled if such overs have not been bowled by 6.20pm. There are no minimum overs in the last hour of play.
- (d) Have one drinks interval in each innings unless other arrangements have been agreed by the Captains of each side and approved by the Umpires prior to commencement of play.
- (e) Any match that cannot start by 2pm because of weather conditions shall be treated as an abandoned match. In the event of a late start to any match because of weather conditions the umpires shall:-
(i) Re-calculate the minimum number of overs to be played in the game by multiplying the hours of playing time available from the revised start time to 6.20pm by 17. The resultant figure rounded up shall be substituted for 100 in 1 (c) above and 55% of such figure rounded up shall be substituted for 55 in paragraph 1(f) below.
(ii) Set a revised time for the tea interval if they consider this appropriate.
- (f) The side batting first shall not be entitled to bat for longer than 55 overs or such other number of overs substituted by the umpires and provisions of 1 (e) or 1 (g) contained herein
- (g) If after a match has started, there is a weather interruption or weather interruptions during the innings of the side batting first, for each complete period of 7 minutes of interruption or interruptions (cumulatively), the number of overs available to the side batting first shall be reduced by 1 over (hereinafter called “the maximum overs”) and the number of overs available to the side batting second shall be reduced by 1 over (hereinafter called “the minimum overs”).
- (h) (i) At the conclusion of the innings of the side batting first the umpires shall make a calculation of the number of overs available to the side batting second assuming a finish at 6.20pm and overs being bowled at a rate of 17 per hour with the resultant number of overs being rounded up (in this clause called “the available overs”) which shall be a minimum of 45 overs (or such minimum overs that have been

recalculated in the event of paragraphs 1 (e) and/or 1(g) above applying) and shall be (unless there is rain interruption during the innings of the side batting second) the minimum number of overs to be bowled to the side batting second. If after the start of the innings of the side batting second there is a weather interruption or interruptions, the number of overs available to the side batting second shall be reduced by 1 over for each complete period of 3½ minutes of interruption or interruptions (cumulatively).

- (ii) For the purpose of calculating the minimum overs to be bowled in the second innings, a part of an over in the first innings is counted as a complete over.
- (iii) In the event that under 20 overs is the available number of overs to the side batting second in any circumstances then the match shall be abandoned.

2. BOUNCERS, BEAMERS AND WIDES

Law 41.6.1 – 41.6.2 is amended to read as follows:

- (i) Any delivery which, after pitching, passes or would have passed clearly over head height of the striker standing upright at the crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 41.6.1. The umpire shall call and signal No Ball for each such delivery
- (ii) Any delivery which, after pitching, passes or would have passed clearly over shoulder height of the striker standing upright at the crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 41.6.1.
- (iii) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threatening physical injury, be considered part of the repetition sequence in Law 41.6.1 and, if not a No Ball, shall be called and signalled wide
- (iv) A bowler shall be limited to a total of two deliveries, as defined in paragraphs (i), (ii) and (iii) above, per over. The umpire will make it clear to the bowler and the batsmen at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the Umpire will adopt the procedures of Law 42.7.

3. WIDE BALL

Law 25 (Wide Ball) shall apply, except that the 'one day wide' interpretation shall be used for all bowlers whom Umpires consider to be bowling down the leg side as a negative tactic. The Umpires shall notify the bowler and the fielding captain of his intention to invoke the 'one day wide' interpretation.

4. OVER RATES AND POINTS DEDUCTIONS

- (a) (i) The fielding side is required to bowl its overs at an average of 17 overs per hour throughout each innings. In the event that the total minutes (rounded down) of any innings exceeds the number of overs (rounded up) in the innings times 3½, the bowling side will have 2 points deducted for each over or part over per hour they fall short of this requirement. The umpires will notify each captain after the end of each innings of any points deduction and in determining whether a points deduction is appropriate and the amount of such deduction the umpires will have the discretion to take into account any interruptions to play beyond the control of the fielding side, the frequency of wickets taken and the general state of the match. The umpires will report to the Executive the circumstances of each occasion when a points deduction is made.
(ii) A one minute allowance will be given for the fall of each wicket up to and including the 9th wicket.
- (b) There shall be no points deduction for the side fielding first in the event that the side batting first has been bowled out within the time calculated by multiplying 3½ by 55 overs (or in the event of weather interruption or weather interruptions by the maximum overs).
- (c) There shall be no points deduction for the side fielding second in the event that 100 overs or such number of overs as the umpire shall have re-calculated in accordance with paragraph 1(h)(i) above and/or such number of overs as are available to the side batting second pursuant to paragraphs 1(e) and 1(g) above have been bowled by 6.20pm or the side batting second has been bowled out by 6.20 pm.
- (d) There shall be no points deductions if an innings lasts less than two and a half hours of allowable playing time. There will be no points deductions if an innings is interrupted by 30 minutes or more due to Ground, Weather or Light Conditions
- (e) 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.
- (f) The playing conditions in 4(a) – 4 (d) above apply to games where there are official Championship Panel Umpires standing for the duration of the match. Where there are no Panel Umpires standing in the match the Captains should ensure that their overs are bowled at an average of 16 overs per hour. The start time and end time of each innings must be entered into the comments box in Play-Cricket after each match”



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