



Tier Four Rules and Playing Conditions

THE SURREY CHAMPIONSHIP

GENERAL PLAYING CONDITIONS FOR ALL FORMATS ALL DIVISIONS IN THE REGIONAL LEAGUES (Not applicable for the Premier and 1st Division of the 3rd XI's)

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 or by the Surrey County League. 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 deducted as described in Rule 1(g).

2. POINTS

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

3. RULES AMENDMENTS

Any amendment to these Playing Conditions and Rules and Regulations for the divisions herein requires only a simple majority of the Member Clubs who have a team playing under these Playing Conditions at the time of the relevant vote.

PLAYING CONDITIONS

1. DURATION

- a) Matches in rounds 1-16 will commence at 1pm. Matches in Rounds 17-18 will commence at 12.00 Noon.
- b) There will be an interval of 30 minutes between innings, although this may be varied at the discretion 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, in which event the side batting second will commence their innings and the interval will be taken at the scheduled time.
- c) Each match shall consist of the following number of maximum overs:
 - i) For Division 2 and 3: 45 overs per innings
 - ii) For Divisions 4 and 5: 40 overs per innings
- d) 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.
- e) 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 in accordance with Rule 1(g) herein; declarations are not permitted.
- f) 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 their respective maximum overs as reduced by the Umpires in accordance with Rule 1(g) herein.
- g) Should the match commence later than the scheduled start time due to inclement weather or any other cause, the Umpires shall reduce the number of overs per team by one over for every 7.5 minutes of

time lost between the scheduled start time and the actual commencement.

- h) 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).
 - ii) Second innings:
 - For Divisions 2 and 3, 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 7.15pm, or by 6.15pm for Rounds 17 and 18, assuming a rate of 3.75 minutes per over and subject to a minimum of 20 overs (with fractions of an over rounded up).
 - For Divisions 4 and 5, 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 6.40pm, or 5.40pm for Rounds 17 and 18, assuming a rate of 3.75 minutes per over and subject to a minimum of 20 overs (with fractions of an over rounded up).
 - (iii) In all divisions, the number of overs to be faced by the team batting second will never be increased after an interruption.
 - (iv) 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.

- i) Both Captains and the Umpires shall agree drinks intervals prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break.
- j) 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 five fielders on the leg side.
- b) 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 semi-circles shall be 30 yards. 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. The field restriction area should be marked by '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. Where such markings are unavailable then each captain has a direct responsibility to create an assumed "ring"

and play by the spirit of the game by adhering to playing condition 3(c).

- c) During the whole of each innings, no more than five fielders shall be permitted outside the field restriction area referred to in paragraph 3 (b) above at the instant of delivery.
- d) 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'.
- e) 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

- a) If a bowler bowls a ball underarm, the umpire shall call and signal '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 or over the batsman's head.
- b) 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".

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.

6. RESULT

- 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 Captains 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 Captains, 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 Captains.

Note: The umpires and captains are responsible for recalculating and agreeing 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.