

MIDDLESEX CHAMPIONSHIP LEAGUE 45/45 Format Playing Conditions for 2018

(Weeks 1 – 5 and 15 – 18 inclusive)

Each game shall be played according to the Laws of Cricket as issued by the MCC (the 'Laws' with any references in this Schedule to a numbered Law being to the relevant Law of Cricket) except as set out below.

1. Duration

a. Matches in **Weeks 1-5** (inclusive) and Weeks 15 –18 (inclusive) : Normal hours of play will be:

- First Innings: 1.00 to 3.50 pm.
- 30 mins tea break Interval between innings: 3.50pm to 4.20 pm.
- Second Innings: 4.20 pm to 7.10 pm.
- Close of Play: BY 7.50pm (Captains should aim to achieve this as its factored in extra time already)

In **Week 17 & 18 -All matches shall commence 1 hour earlier** and all other timings in relation to those matches shall hence be brought forward by 60 minutes i.e 12pm start time instead of 1 pm.

- First Innings: 12.00 to 2.50 pm.
- 30 mins tea break Interval between innings: 2.50pm to 3.20 pm.
- Second Innings: 3.20 pm to 6.10 pm.
- Close of Play: BY 6.50pm (Captains should aim to achieve this as its factored in extra time already)

Note –

i. This assumes 40 minutes or more of time being lost

ii. If no time is lost, scheduled close of play will be 7.10pm (6.10pm for weeks 17 & 18)

iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.30pm (6.30pm for weeks 17 & 18)

All scheduled timings shall be subject to further allowances made by the Umpires under paragraph 10 (c).

- b.
- Each match shall consist of a maximum of 45 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 may be reduced as provided below.
 - Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match; declarations are not permitted. Should the side batting first be dismissed before the end of the overs allotted to it, the team batting second shall be entitled to bat for 45 overs or as reduced due to inclement weather or other cause.
 - Overs shall only begin to be deducted from either innings once the cumulative loss of playing time exceeds 40 minutes whether by way of a delayed start and/or a subsequent suspension of play.
- c. 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).
 - If the delay in the actual start is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no deduction of overs from either innings.
 - If the delay in the actual start is more than 40 minutes the calculation of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before the scheduled close of play (as referred to in paragraph 1 (a)).
Time for the interval must be excluded from the calculation of time remaining.
- d. Suspended matches –
- First innings - When play is suspended during the first innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no reduction in overs. Once the cumulative loss of playing time in the Match has exceeded 40 minutes and either play continues to be suspended or is subsequently 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). The reduction of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before the scheduled close of play (as referred to in paragraph 1 (a)). Should the calculation regarding the number of overs result in an odd number of total overs then one over shall be added and the new total divided in half
Time for the interval must be excluded from the calculation of time remaining.
 - Second innings - If there is a delayed start to the second innings or a suspension of play during the second innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) iii shall apply and there shall be no reduction in the overs which the side batting second shall face.
Once the cumulative loss of playing time in the Match has exceeded 40 minutes and either the start of the second innings continues to be delayed or play in the second innings continues to be suspended or is subsequently suspended so that there is :-
(A) sufficient time for the side batting second to receive the same number of overs as the side batting first had the opportunity to receive, there will be no reduction in the number of overs in the second innings; or
(B) insufficient time for the side batting second to face the same number of overs as the side batting first had the opportunity

to face, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (as referred to in paragraph 1(a)) assuming a rate of 3.75 minutes per over, subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased because of a delayed start to the second innings or after a suspension in the second innings.

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 by treating such partial over as a complete over (i.e. treat 3 overs and two balls as 4 overs) and any balls remaining to be bowled in the over during which play was suspended, will be bowled when play is resumed.

e. 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. Time for agreed drinks intervals shall be excluded when calculating any time remaining.

f. Should the loss of time result in less than 20 overs being available to either team, the game shall be abandoned.

g. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

Illustration of paragraph 1.d.i. (Suspension of play in the 1st Innings including examples of partial overs, calculations resulting in a fraction of an over and an odd number of overs)

Facts :

Scenario for game played in week 3 (1pm start) 40 minutes is lost before the start of play. Play starts at 13.40. It rains at 14.40 and the play is suspended after 14 overs and 3 valid balls have been bowled. Play resumes at 16.00. Before play re-starts the Captains and the Umpires agree that there will be no drinks break in the 1st Innings but that tea and drinks in the 2nd innings will proceed as normally. How many overs will each side now have the opportunity to face?

Application of para 1 d i.:

Step 1: calculate how many overs can be played in remaining playing time ("PT") by dividing it by 3.75 (ignore any fraction).

Step 2: Add any overs already bowled (round any incomplete over at stoppage up).

Step 3: If the resulting number of overs is uneven, add one.

Step 4: Divide the resulting total by 2 to arrive at the numbers of overs for each Team.

Step 5: where the stoppage occurred mid-over, bowl the remaining balls of that over and then, per the calculation, bowl the remaining overs of the batting's side's revised entitlement.

Calculation:

Step 1: Remaining PT 1950 (extended Close of Play) minus 16.00 = 3 hrs 50 min minus intervals to be taken in that time i.e. 35 mins (tea + 1 drinks) - 3 hrs 50 hours minus 35 mins = 3 hours 15 mins (195 mins). 195 divided by 3.75 = 52 overs (note - ignore Fractions of an Over, if any (paragraph 1 g)).

Step 2: Add overs already bowled (round up any incomplete over per - Paragraph 1 d iii) so 14.3 overs become 15 overs. 15 overs + 52 overs = 67 overs.

Step 3: If the resulting number is uneven - 67 is uneven - add one over (Paragraph 1 d i) so 67 overs becomes 68 overs.

Step 4: Divide resulting total (68 overs) by 2 = 34 overs for each Team so the side batting first has 34 minus 15 overs (19 rounded up if applicable per Step 2) = 19 overs left to face on resumption of play (plus, per Step 5, the 3 balls remaining from the incomplete over).

Step 5: On resumption, complete the incomplete over by bowling the remaining 3 balls and then the side batting first gets the chance to face its remaining 19 overs.

Note: An Illustration of how to arrive at the revised target score in a manner consistent with paragraphs 8 c and d appears after paragraph 1 g of this Part of this Schedule.

2. The Balls

The Home Club shall provide two new cricket balls of a quality and manufacture as supplied by the Committee per the MCL Playing Conditions. The Home Club shall be responsible for supplying enough spare balls of equal standard. One new ball shall be used at the start of each innings. Spares on varying conditions to be provided by the Home side and if necessary loss of new ball within first 4-5 overs to be replaced with a new ball.

3. Number of overs per bowler

a. In a 45 overs match, no bowler may bowl more than 9 overs in an innings.

- b. In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed. 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.
- c. 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 3(b) (unless such number has been exceeded before the suspension) – e.g. after 16 overs, rain results in the innings being reduced to 32 overs. Both opening bowlers have already bowled 8 overs each. 2 bowlers can bowl 7 overs and 3 can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the 2 bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
- d. Where a suspension occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- e. 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 of it. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.
- f. The ECB Fast Bowling Directives may affect the above over limitations.

4. 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. One circle of 30 yards from wickets shall be drawn on the field of play using circular plastic markers. The circle shall have as their centre the middle stump at either end of the pitch. The fielding restriction area should be marked by 'dots' at five-yard (4.57 metre) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.
- c. At the instant of delivery, there may not be more than five fielders outside the fielding restriction area referred to in paragraph 4 (b) above.
- 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 28.4 has been breached (i.e. 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.
- f. Irrespective of the Ground size, 30 yard circle and marked boundary markings will apply as consistent across all grounds as both innings will have the same conditions.

COVERED BY LAWS OF CRICKET BUT FOR REFERENCE (*where non qualified umpires officiating game*)

5. Law 21.3 BALL THROWN OR DELIVERED UNDERARM

After the bowler has entered his/her delivery stride, if in the opinion of the umpire, the ball has been thrown or, unless permitted by agreement in 21.1.2 delivered underarm that umpire should call and signal No ball and when the ball is dead, inform the other umpire of the reason for the call. The bowler's end Umpire will then : warn the Bowler, indicating that this is the first and final warning. This warning shall apply to that bowler throughout the innings.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

bounces more than once or rolls along the ground before it reaches the popping crease

OR

- pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

Wide ball/pitch markings

- 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.
- 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". Any ball that passes to the leg side of the wicket without being hit by the striker or hitting any part of the striker's person or equipment shall normally be called wide.

c. 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.

d. The above provisions in a and b do not apply if the striker makes contact with the ball, or if it passes between the striker and the wicket.

6.

Law 41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further such delivery by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

7. Foot No Balls – No free hit to follow (Normal no ball Law)

8. Maximum of One Bouncer allowed per over, any additional bouncers to be no balled

9. Result

a. A result can only be achieved if, prior to being so achieved, both teams have had the opportunity of batting for at least 20 overs.

b. When there is no suspension after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.

c.

i. If, due to suspension of play after the start of the match, the number of overs in the innings of the team batting second 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.

ii. This revised target score shall be calculated by the scorers on the basis of average run rate (to be determined in accordance with paragraph (d)).

iii. If this target score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the target score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.

iv. 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 (minimum of 20 overs), the result shall be decided by average run rate per over (to be determined in accordance with paragraph (d)).

d.

i. Save as mentioned in d.(ii) below, a team's average run rate per over is calculated by dividing the number of runs scored

in its innings by the number of complete and partial overs received during that innings counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

(ii) In the case of the team batting first being dismissed in less than the number of overs allocated for their innings, the calculation will be based on the number of overs that the team was scheduled to receive and not on the number actually received.

(iii) In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate per over will be made as stated above in d(i) and will be based on the actual number of valid deliveries received by them during their innings.

(iv) The average run rate per over can be calculated to any number of decimal positions and a tie can only be achieved if the average run rate per over is identical.

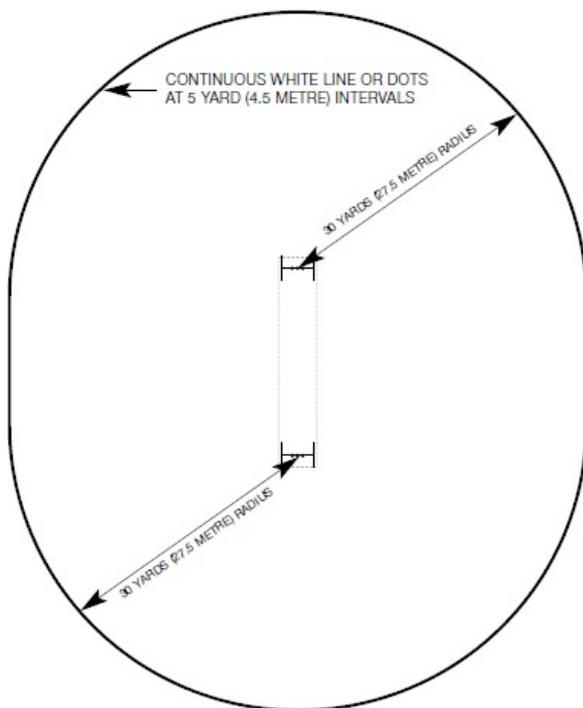
e. The home team will also use best efforts to display to the players on the field and to spectators the target score as calculated in accordance with this paragraph on the scoreboard or by some other means.

f. Any dispute between the scorers as to the target score shall in the first instance be referred to the Captains who shall endeavour in good faith to resolve it. Only if the Captains fail to reach agreement shall the matter in dispute be referred to the Umpires (provided they are not players in the relevant match) whose decision shall be final.

g. If after the restart of play it is discovered that the wrong target score has been set the faulty target score shall stand.

h. In this Part of this Schedule, the expression "target score" or "target" means either the number of runs scored by the side batting first or, where Paragraph 8.c. applies, the revised target score calculated in accordance with Paragraphs 8.c. and 8.d.

THIS IS THE GUIDELINE FOR 30 YARD FIELDER CIRCLE MARKERS



Markers not provided

If 30yard markers are not provided by home team then that will result in 4 penalty points for the home team and this should be mentioned in the home captain report by both the captains.

When markers are missing then umpire should use imaginary line for that or use paint or other valid means to draw 30 yards circle.

10. Points

- Win – 10 points
- Loss – 0 points
- Scores level/tie – 5 points to each side
- No result (Match Abandoned)– 1 point to each side
- Failure to honour fixture – if a team fails to honour a fixture their opponents will be deemed to have won the match and shall be awarded 10 points.

POINT SCORING IN 45 OVER GAMES	Win - 10 points.	Para 11 point a
	Loss - No points where an average run rate has been used.	Para 11 point b
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	BONUS POINTS
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	BONUS POINTS
	Scores level/tie - 5 points each	Para 11
	No result (Match Abandoned) - 1 point each	Para 11

11. Over rates

- All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, the full quota of overs will still be completed
- The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket.

12. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

MCL Divisions 1 to 3 (Both teams) - Summary of Playing Conditions for 45 Over Matches

NOTE : THIS IS A SUMMARY ONLY

Playing Conditions for 45 Over Matches (Weeks 1 – 5 and 15 -18 inclusive)		
TIMINGS, INTERVALS ETC. (all timings for Weeks 17 & 18 – 1 hour earlier)		
First innings timings	1.00pm – 3.50pm / wk 17&18- 12pm – 2.50pm	Para 1 (a)
Interval between innings	30 minutes	Para 1 (a)
Second innings timings	4.20pm - 7.10pm / wk 17&18 – 3.20pm-6.10pm	Para 1 (a)
Extra time in event of bad weather	40 minutes (Close of play extended to 7.50pm weeks 1-5, 6.50pm for weeks 17 & 18)	Para 1 (b) (iii)
Time to bowl full 45 overs	Last over to commence by start of “cut-off” time, ie 2hr 50mins from start	Para 10

	Cut-off time is finishing time for innings plus allowances made by the umpires.	Para 10
Penalties for failing to make "cut-off" time	No run penalty to be applied	NA for 2018 season
Minimum overs for a result	Minimum 40 over match in total ; 20 overs in 2nd innings	Paras 1 (b) - (f)
	Over-rates - effectively 16 overs per hour (as per ECB KO times)	Para 10
	After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins lost in 1st inns 1 over per 3 75 mins in 2nd inns Timings are worked out according to time remaining before adjusted close of play (i.e. 7.50 pm)	Paras 1 (b) - (f)
RESTRICTIONS ON BOWLER'S OVERS		
Maximum number of overs	9 (ECB Young Player Directives apply as relevant)	Para 3
In shortened matches	ECB guidelines for reduced overs matches	Para 3
POWER-PLAYS	None	N/A for 2018
FIELDING CIRCLES	30 yard Circles to be drawn with the centre being the middle-stumps of each and the ends to be joined by straight lines.	Para 4 (b) and Appendix 1
FIELDING RESTRICTIONS	No more than 5 fieldsmen on the leg side at any time.	Para 4 (a)
	No more than 5 fielders allowed outside the circle at any time	Para 4 (c)
FOOT NO-BALL /Bouncers	No free hits and any more than one Bouncer in a over will be a No Ball	
BALLS	One new League supplied Red ball for each innings.	Para 2
	Team bowling 2nd must take new ball	Para 2
SIGHT-SCREENS	Normal sight-screens Div 1 and 2 Compulsory, Div 3 - Recommended	
WEATHER AFFECTED/ SHORTENED GAMES – REVISION OF TOTALS	Duckworth Lewis Stern not to apply. Revised target score to be calculated on an average run rate	Para 10
Other	Strict wides and pitch markings.	Para 6
	Fast short pitched - ECB definition and laws of cricket to apply.	
	High full pitched balls - any pace as per ECB – to be called no ball; Only one warning to the bowler before removal from attack.	Law 41.7
	Time allowances as per ECB guidelines	Para 10 (b)

	45/45 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive)	Para 1 (a)
POINT SCORING IN 45/45 Format	Win - 10 points.	Para 11
	Loss - No points where an average run rate has been used.	Para 11
	Scores level/tie - 5 points each	Para 11
	No result (Match Abandoned) - 1 point each	Para 11

POINT SCORING IN 45 OVER GAMES	Win - 10 points.	Para 9
	Loss - No points where an average run rate has been used.	Para 9
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or	Bonus Points

	9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	Bonus Points
	Scores level/tie - 5 points each	Para 9
	No result (Match Abandoned) - 1 point each	Para 9

Revised on 20 July 2018

2018 Playing Conditions for 100 over Timed Games (weeks 6-14 inclusive)

1.2 The method of awarding points will be:

Win: 10 points

Tie: 5 points to each team

Draw – Faster average run-rate per over: 4 points.

Draw – Equal average run-rate per over: 3 points.

Draw – Lower average run-rate per over: 1 points.

No result (Cancelled and abandoned matches i.e. not considered to be official league matches (see 4.3): 1 point to each team

1.3 **In the event of a team not fulfilling a fixture:** The full 10 points are awarded to the opposition and 10 points will be deducted from offending team of the Home Club concerned club. In the event of a team failing to play four scheduled fixtures of their total league programme, all their results will be removed from the records for that season. Subsequent fixtures will be considered non-league and actions will be discussed & implemented by the League Committee (see Para 4.9).

a) **Enforced Note:** For the purpose of calculating run rates uncompleted over's are rounded up, e.g. 50.1overs becomes 51 overs.

The Team batting first can only bat for a maximum of 55 overs (see 4.3 for delayed starts). In the event of time lost at the start of the games 55% of the available overs are available to the team batting first. The team batting second can bat the

entirety of the remaining overs. Note: Unless the team batting second receives a minimum of 20 overs or a result is obtained before then, the match will be treated as an abandoned match (see Playing Condition 4.8).

Note: From the start of the Last Hour a minimum of 20 overs have to be bowled unless over's are lost during the Last Hour due to bad weather conditions (see 4.2 for details).

Ground Changes: In the event of a team not fulfilling a fixture due to an Enforced Ground Change, 10 points will be deducted from the offending team of the Home Club concerned and 10 points awarded to the opposition.

- 1.4 **Balls:** Two new balls supplied as approved by the League Management Committee to the MCL Member Clubs shall be used for all matches in all Divisions to the Home Club by the Championship at the Club's expense. A new ball must be used for each innings and provided by the Home Club. Upon completion of the match both balls remain the property of the Home Club as spares to be used.
- 1.5 **The Toss:** The toss must take place on the field of play in the presence of at least one of the Umpires and both team captains (or nominated players), not later than 15 minutes before the scheduled / rescheduled start of play. In the event of the team (7 players) not being present 15 minutes before the scheduled start time, they shall forfeit the toss.
- 1.6 **Team Sheets:** Before the toss, each Captain shall submit an ECB approved team sheet to the opposing captain in presence of the Panel Umpire/s (where appointed). The team sheet is checked/approved by both captains at the toss is then completed, thereafter the team sheet cannot be changed in anyway (unless agreed by both captains & officiating umpire/s and given to the officiating umpire/s). Upon match completion the officiating Umpire/s will retain the Team Sheets. The report card (Team Sheet) will be exchanged by both Captains listing the names of all players and registration numbers, indicating, where relevant any overseas players and any U19 players subject to the ECB Fast Bowling, the ECB Helmet Safety Directives and/or Young Players Fielding Directives.
- 1.7 **Photo ID Cards:** Must be checked by the appointed captains (or nominated players) at the toss relevant to the concerned player, the Captain may consult the officiating Umpire/s for arbitration, however the decision to proceed with play thereafter is entirely to the captains concerned. This must be reported with supporting evidence by the Captains to the League Secretary immediately after the match & no later than midday Sunday following the match. Any discrepancies/queries concerning the Photo ID Cards found after the toss cannot be brought to any meetings relating to the relevant match.
- 1.8 **Substitutes:** Any substitute playing in any League Match must be already registered with the Member Club & League before being allowed to play. Where possible he/she should be listed on the Team Sheet

2. HOME GROUND

2.1 A. Member Club shall not play its home matches at any ground other than the ground specified in the Handbook or in a subsequent notification from the League Management Committee with the prior approval of either the Honorary Secretary or Chairman of the Championship. This permission shall not be withheld unreasonably.

3. PITCHES AND SIGHTSCREENS

3.1 In inclement weather, whenever appropriate covers are available, pitches and bowlers run-ups shall be covered completely both before and, upon rain intervening, during the match.

If play is impossible on grass, artificial pitches may be used if the Captains & officiating Umpires agree.

3.2 The prevailing custom of the ground shall apply to any obstruction, other than sightscreens, which are within the field of play. In the case of sightscreens, the boundary shall be marked by a rope and/or flags so that no part of any sight screen will be within the field of play during the match.

3.3 Clubs must inform their oppositions at & before the toss, if it is their intention to roll and sweep the wicket between the innings. Pitches may be rolled at the request of only the Captain of the side batting second, for a period of not more than seven minutes (where applicable).

- 3.4 **It is solely for the Panel/Non Panel Umpires together to decide whether either conditions of ground, weather, light, lightning or exceptional circumstances mean that it would be dangerous or unreasonable for play to start/restart.**

4 PLAYING HOURS

- 4.1 The Scheduled time of start of matches will be 1pm in weeks 1 to 16 inclusive, and 12.00pm in weeks 17 and 18. In weeks 1 to 16 the last hour will start at 6.30pm (or up to 6.45pm if time is added to compensate for a late start (see 4.2 below), or at the end of the 80th over, whichever occurs later. In weeks 17 and 18 the last hour will start at 5.30pm (or up to 5.45pm if time added for late start) or at the end of the 80th over, whichever is the later.
- 4.2 In the event of time being lost because a side (7 players) is not ready to take to the field at the scheduled start time of the match an equivalent time shall be added (provided the Captain of the non-offending side so agrees before the toss) to the nominal close of play.

If a side is not ready to start 31 minutes after the scheduled start time, 4 points shall be deducted from the side and awarded to their opponents. If a side is not ready to start 61 minutes after the scheduled start time, it shall be considered that the side has not fulfilled the fixture and 10 points shall be deducted from both sides of the offending Member Club. In spite of the preceding, no side may obtain more than 10 points from a match.

Time shall be added for play beginning late, or time lost during the match (including the last hour), due to inclement weather or any other reasons acceptable in the opinion of the umpires. The total additional time shall not exceed fifteen minutes.

Note: It is not permissible to adjust the time of the match clock to any other than the correct time, and any time lost due to a delayed start is to be included in the maximum addition of fifteen minutes.

- 4.3 In the event of team not being ready to start at the scheduled start time, or because playing conditions are not suitable at the scheduled start time, play may be extended by up to 15 minutes if both captains and officiating Umpires agree, but by no longer than the period of delay. If the start time is delayed beyond the scheduled, or rescheduled, start time, or if play is suspended because of unsuitable playing conditions, one over from the minimum of 100 overs shall be deducted for each 3 minutes 30 seconds or part thereof of playing time lost.

In a delayed start, at the start of the game, the team batting first can bat up to the maximum of 55% of the remaining over's. MCC Laws apply 16.7

“Note: If time is lost on the last hour the laws of cricket apply (see Law 16.7 Last hour of match interruptions of play). This means that in the last hour one over will be lost for every complete 3 minutes of time lost. **SEE TABLE FOR CALCULATING OVERS TO BE DEDUCTED FOR TIME LOST AT BACK OF BOOK**

- 4.4 A match shall be deemed to be an official League match provided that: - at least 4 hours of playing time (a minimum of 68 overs) is available from the time the first ball is bowled and;
- the innings of the side batting second last for at least 20 overs, unless the side batting second is dismissed or exceeds the total scored by their opponents in fewer than 20 overs.

Note: If the start of the match is delayed beyond the 15 minutes allowed (see 4.2) then, if it is agreed not to take a tea interval (i.e. the only interval taken will be the 10 minutes between innings) then the latest a match originally due to start at 1pm can start at 3.05pm in the case of a 12.30pm original start will be 2.35pm.

- 4.5 Each fielding side shall achieve an average of 17 overs per hour and this is monitored by the officiating umpire/s. Either umpire should advise the fielding captain if he feels that there is a danger of this requirement not being met & take appropriate action/s. If the fielding team's over rate remains at below 17 overs per hour of playing time throughout the innings, and provided the innings has lasted at least two and one half hours overall, the umpires shall inform the fielding captain that his team may be reported to the League Secretary. The report shall include a statement of the over rate achieved, allowing for any mitigating factors (for example) time wasted by the batting side and other factors beyond the

control of the fielding side. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. If a team is reported as not having achieved an average over rate of 17 overs per hour, on the first occasion it will receive a warning, on the second occasion a final documented warning and if reported after that, the team concerned will be deducted points by the Disciplinary Chairman on each occasion it is reported to the League Secretary.

- 4.6 The Home side provides & pays for both teams teas and should be of sufficient standard with variety in keeping with the set guidelines by the MCL.
- 4.7 The tea break shall be 30 minutes, unless otherwise agreed between the Captains before the toss. The tea interval shall be taken normally between the two innings, unless in adverse weather conditions or for any other reason, the Panel Umpires (if appointed) and the two Captains together agree to alter the time of the tea interval.
- 4.8 If a drink break takes place during a match they must be kept as short as possible and must not exceed 5 minutes (see Laws of Cricket 15.9). Drinks intervals cannot be taken during the last hour.
- 4.9 No match may be cancelled more than two hours before the scheduled start except with the consent of the opposing side's Captain.
- 4.10 A match is considered to be abandoned if, unless a result has been achieved before, fewer than 20 overs of the second innings have been bowled. No draw points can be claimed for an abandoned match.
- 4.11 If a club cancels a game after 9pm on the Thursday evening prior to the match day, the club concerned will have to compensate the Home Club for the cost of hiring the Pitch PLUS ANY OTHER REASONABLE COSTS (maximum £200) As Discussed & agreed by the League Committee

5 OFFICIALS

- 5.1 Panel Umpires will be appointed by the League Management Committee for First Eleven matches in Division **1 - 3** and at a cost to be set by the League Management Committee. In the event of non-availability of appointed umpires, a club may use a player or non-player umpire to officiate the match. Each Club must pay one umpire his match fee as indicated by the League Committee £45.00 preferably before the match or within 30 minutes of the game finishing. It is discourteous not to do so. If there is only one Panel Umpire appointed to a match, then the fee will be £60.00, which both Clubs share the cost.
- 5.2 For all matches in Division 4 as well as Second Eleven matches in Divisions 1, 2 & 3, Member Clubs shall provide a suitable Umpire (minimum age 16 years) who may not participate as a player in that match. In the event that a Member Club fails to supply an Umpire in any and all matches in Divisions 1, 2 & 3 then the Umpire provided by their opponents shall be required to stand at the non-strikers end throughout the match. Additionally, both sides, when batting, must provide players from the side to officiate as a temporary 'square leg Umpire' at all times during that side's innings. The bona fide Umpire shall then be paid a figure fixed by the League Management Committee, and this will be notified to all Member Clubs prior to the season starting, by the side, which has failed to produce an Umpire. In addition, the side, which has failed to produce an Umpire, shall be fined four points and it is the responsibility of the opposing side's Captain to report this occurrence by 12 noon on the following Sunday morning to the Results Secretary & League Secretary.
- 5.3 If a Panel Umpire has been appointed to a Division One or Two 2nd Eleven match and has failed to arrive, then the Umpire provided by the opponents shall stand at the bowlers end throughout the match. Additionally both sides, when batting must provide a temporary square leg at all times.

There will be no point's fine incurred in these circumstances.

- 5.4 In the event that both Member Clubs fail to supply an Umpire in any First Eleven match in Divisions 3 and 4, then both Captains must nominate one of his side's players as the designated Umpire and the match will be played with ten players on each side. In addition, both sides shall be fined four points and it is the responsibility of both captains to report this occurrence by 12 noon on the following Sunday morning to the Results Secretary.

- 5.5 In recognition of the shortage of Umpires, Member Clubs are not obliged, but are strongly encouraged, to supply

an Umpire in Second Eleven matches in Divisions 3 and 4. In the event that one of the Member Clubs is able to supply an Umpire, but the other member club is not able to supply an Umpire, then the two Captains may agree to ask the bone fide Umpire whether he would be prepared to stand at the bowler's end throughout the match. If the Captains do not make such a request, or if having made such request the bona fide Umpire declines such request, then the bona fide Umpire stands at the end of his choosing throughout the match. At the other end, the temporary Umpire will be a player supplied by the batting side.

5.6 All Member Clubs **should** provide a scorer

5.7 Any Member Club with no scorer must ensure that someone is present to score accurately & acknowledge umpire signals when its side is batting.

6 AWARD OF 5 PENALTY RUNS

6.1 Non-Panel Umpires and Players acting as Umpires shall only award 5 penalty runs in the event that the ball while in play strikes a helmet on the ground within the field of play or a fielder fields the ball illegally.

6.2 Only Panel Umpires appointed by the League Management Committee shall award 5 penalty runs in the other circumstances specified in Law 42.

7 NOTIFICATION OF RESULTS AND REPORT ON PLAYING SURFACES

7.1 After the match the Captains shall agree the result as verified by the officiating umpire/s and the Home side shall e-mail the result to www.neighbourhood-market.co.uk/mcl by 8 p.m. on the Sunday evening immediately following as directed by regulations issued by the Hon. Results Secretary from time to time. Failure of a side to comply with result in a four point deduction for every offence with a further **two** point deduction for every three day delay.

7.2 Should the reported result necessitate the Results Secretary making a telephone call to verify a result, a one point deduction will be levied for every offence. This shall apply to the individual Eleven and not to both the Member Club's sides.

7.3 After every First and Second Eleven match, it is the responsibility of both the home and away sides Captains to complete and e-mail the electronic Report Form detailing the Players' names and registration numbers, the pitch grading, the facilities grading, and the Umpires names and gradings (as appropriate) by 6.00 p.m. on the Monday evening immediately following the match as directed by regulations issued by the Hon. Registration Secretary from time to time. If the match is cancelled before the toss takes place, then the Captain must enter the names and registration numbers of just his selected side and state in the result box "With the agreement of both Captains match cancelled before the toss". If the match is abandoned after the toss takes place then the Captain must enter the names and registration numbers of both sides and state the reason for abandoning the match in the Results box.

7.4 If a Member Club does not comply, it will be warned and given until 12 noon on the Friday following the match to submit the electronic Report Form. If the electronic Report Form still has not been received, **a two** point deduction will be levied on each electronic Report Form not received within the seven day period after the warning. A further **two** point deduction will be levied in respect of every additional seven day period by which submission of the electronic Report Form is delayed. Any deduction of points that is not applied in the current season shall be carried forward and applied in the following season. This deduction of points shall apply to the individual Eleven and not to both the Member Club's sides.

8. ECB FAST BOWLING DIRECTIVES

8.1 The ECB Fast Bowling Directives for young fast bowlers up to and including the Under 19 age group will apply to all matches in the league and cup competitions of the Championship. In those matches to which Panel Umpires have been appointed, it is the responsibility of each Captain to inform the Umpires, prior to the start of the match, the names and relevant age group of any fast bowlers under the age of 19 years as at midnight on August 31st in the year preceding the current season. Captains are required to ensure that any fast bowler under the age of 19 years does not exceed the ECB Directives for maximum overs and minimum rest periods. Panel Umpires will monitor these requirements.

For the purpose of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

The maximum overs per spell and per day for each age group are given in the following table:

Age	Max. overs per spell	Max. overs per day
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17, U18, U 19	7 overs per spell	18 overs per day

Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent numbers of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum over per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end.

If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

9. ECB HELMET SAFETY DIRECTIVES

9.1 ECB Helmet Safety Directives for young players up to the age of 18 years will apply to all matches in the league and cup competitions of the Championship. Captains are required to ensure that young players wear a helmet when batting and when standing up to the stumps when keeping wicket.

10 ECB FIELDING REGULATIONS:- YOUNG PLAYERS

10.1 Young Players are covered by the ECB fielding regulations, in the case of U13 no fielder except the wicket-keeper and those behind the wicket on the offside shall field nearer than 11 yards measured from the middle stump of the strikers wicket. For U15 the same applies, except that the distance is 8 yards.

10.2 The guidelines will allow junior players in Year 8 at school (Under 13 at midnight on 31st August in the year preceding the current season) to play in open age cricket providing 'Explicit Written Consent' to play in open age cricket has been obtained prior to play.

N.B. The existing Player Profile dated November 2008 contained in 'Safe Hands' is not sufficient to cover the 'Explicit Written Consent' element as it does not refer specifically to open age cricket. This requirement recognises the need for parents or guardians to be aware of the significance of allowing their young child to participate in open age cricket rather than purely junior cricket.

10.3 Any player in year 7 or below (Under 12 at midnight on 31st August in the year preceding the current season) cannot play in open age cricket with or without explicit written consent.

10.4. MCC Laws & Regulations will apply for all matters that are currently covered by the MCL Playing Conditions and update per season.

11 FINES

11.1 The League Management Committee shall have the authority to impose fines at its discretion for each occasion these playing conditions are not complied with.

Amended January 23rd 2011
Amended 26th September 2012
Amended 6th February 2013
Amended 25th September 2013
Amended 15th January 2014
Amended 29th March 2015
Amended 17th February 2016
Amended 15th January 2017
Amended 24th April 2018