

PLAYING CONDITIONS FOR MIDDLESEX CHAMPIONSHIP LEAGUE Time Format (100 overs or more)

1.1 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 (Minimum of 17 overs per hour over rate to be achieved in both Innings.)

1.2 **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. 50.1 overs 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 4.10).

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 4.1 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.

1.3 **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 for their future Home matches.

Div One 1st & 2nd Team are using the Lords Vulcan Ball for 2019 season and Div Two 1st & 2nd teams are using the Lords Platinum Plus Match Balls.

1.4 **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.

1.5 **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.

- 1.6 **Photo ID Cards (Div 1-3- Photo ID cards / Div 4 – Non Photo ID cards/ Reg list):** Must be checked by the appointed captains (or nominated player) 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.
- 1.7 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 on the Website* 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 sightscreen 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, lightening 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 occurs 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 (3 ½ mins per overs) 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.

- 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. Per weather conditions and Captains agreement, more than One drinks break per innings can be facilitated on the match day.
- 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. This reflects '**Not before 11am for weeks 6-14**'.
- 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 2019 these are £50 per Umpire OR £70.00 if Single Panel Umpire covering both ends for both innings***). 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 £50.00 (each umpire) 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 batting side will assist with the Strikers end (Square leg) Umpiring responsibilities on rotational basis so Captains to delegate this responsibility.
- 5.2 For all Div 1-3 1st XI matches, League appointed Panel Umpire/s will officiate the match. For Div 1 and 2 2nd XI matches, **MCL Member Clubs shall provide a suitable Umpire (minimum age 16 years) who may not participate as a player in that match. For 2019, Div 3 Second Eleven and Div 4 matches, player umpires can be used to officiate the match however when possible, do use a non player Umpire whose fees payable are agreed by the member club/s.** In the event that a Member Club (Second Eleven) fails to supply an Umpire in any and all matches in Divisions 1, 2 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 XI 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, however the offending Club may be liable to reimburse the Umpire as he/she has covered both ends for both innings of the match and this should be agreed by Captains on the day before the game gets underway (Recommended at Toss).

- 5.4 In the event that both Member Clubs fail to supply an Umpire in any Second Eleven match in Divisions 1 and 2, 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, The League Committee has implemented the allowance during 2019 for Player Umpires to cover the match as 'Player Umpires'. Member Clubs are not obliged, but are strongly encouraged, to supply an Umpire in Second Eleven matches in Divisions 3 and Teams in Div 4. In the event that one of the Member Clubs elects to supply a 'Non Player' Umpire, but the other member club is not able to supply an Umpire, then the two Captains may agree to ask the bona fide Umpire whether he would be prepared to stand at the bowler's end throughout the match OR share the responsibilities with the 'Player Umpire'. It is important that the game is played in the right Spirit and any reporting of 'alleged Cheating / Biased Decisions' must be reported to the League Committee who will take necessary Disciplinary Action.***
- 5.6 All Member Clubs **should** provide a scorer and ensure scorebooks are completed accurately and in a timely manner.
- 5.7 Any Member Club with no scorer must ensure that someone is present to score accurately & acknowledge the 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. (Law 28 3.4)
- 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 electronically submit the match result on www.middlesexchampionship.com 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 having to edit the electronically submitted 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 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 League Committee 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
Amended 28th May 2019