

MID-SUSSEX CRICKET LEAGUE PLAYING CONDITIONS 2018

(N.B. These Playing Conditions relate to the “40/40 (W/L)” matches.)

1. Matches

- 1.1 Unless otherwise stated, the general Playing Conditions applicable to “Overs (W/L/D)” matches will apply.
- 1.2 Win/Lose matches will be 40 overs per innings except 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 set out below.
- 1.3 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 allotted overs have been bowled, the team batting second shall be entitled to bat for their full 40 overs (or for the reduced allotment, as the case may be).
- 1.4 Subject to ECB directives, a maximum of 9 overs per bowler will be allowed. However, in a delayed start or interrupted match, where the overs are reduced for both sides, or for the side bowling second, the maximum overs per bowler will be reduced in proportion to the numbers of overs lost because of the interruption but this must not exceed $1/5^{\text{th}}$ of the revised available overs (rounded up), e.g. If the overs are reduced to say 29 overs, then no bowler may bowl more than 6 overs (5.8 rounded up).
- 1.5 If for any reason a bowler is incapacitated or suspended during an over another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively. The part completed overs shall count towards the maximum number of overs permitted for each bowler.

2. Delayed or interrupted matches

- 2.1 In the event of a delayed start the Umpires or captains will adjust the length of the match, reducing the number of overs per team by one for every 7 minutes of time lost. When calculating the overs lost, the first 30 minutes of stoppage time will be ignored.
- 2.2. 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 each side). The calculation of overs shall be as in 2.1 above.
- 2.3 In the event of a delayed start or a suspension of play in the second innings the number of overs which the side batting second would have been entitled to receive shall be reduced by one over for each 3.1/2 minutes of playing time lost. Should there be more than one interruption to play the calculation for each interruption shall be considered separately. In both cases the revised target will be the run rate achieved by the side batting first multiplied both the overs available to the side batting second.
- 2.4 Regardless of the state of play should the loss of time result in less than 20 overs being available to either team the game will be declared abandoned.

3 The Result

- 3.1 When there is no interruption in the match and both sides have had the opportunity of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets being declared the winner. If still equal the result will be declared a tie with both sides receiving 15 points.
- 3.2 Where a team batting second completes 20 overs but does not have the opportunity of reaching the same number of overs as the team batting first due to curtailment of the match because of inclement weather, the result will be determined by the side achieving the highest run rate at the point when the match was called off.

Example:-

Side batting first completes 32 overs because of interruptions and score 180 for 6. Their run rate is 5.63 per over.

Side batting second completes only 24 overs because of interruptions and reach 142 for 5. Their run rate is 5.92 per over so they are declared the winners.

They would have achieved the win if they had reached 136 at the end of 24 overs.

- 3.3 In an interrupted match where the number of the overs has reduced, a result can be achieved only if both teams have batted for at least 20 overs, unless one team is all out in less than 20 overs or the team batting second scores enough runs to win in less than 20 overs.

4. Award of Points

- 4.1 Points will be allocated as follows:-

a) 30 points for win.

b) The losing side will retain the bonus points earned, which are calculated as follows:-

First innings:

- i) Batting Points - 2 points at 100, 125, 150, 175, 200
- ii) Bowling Points - 2 points at wickets 2, 4, 6, 8, 10

Second innings:

- i) Batting - 1 point at 100, 125, 150, 175, 200
- ii) Bowling - 1 point at wickets 2, 4, 6, 8

N.B. There will be no reduction in runs needed to achieve batting points even in a reduced overs match.

d) A Tied match earns 15 points each, irrespective of bonus points earned.

e) Cancelled or abandoned games - 10 points or bonus points gained.

5. Restrictions on the placement of fielders

5.1 A 30 yard fielding restriction will apply to all 40/40 matches. Two semi-circles with a radius of 30 yards must be created using appropriate plastic, rubber or white painted discs with their centre the middle stump at either end of the wicket. The ends of each semi-circle shall be connected to the other by more discs to create a straight line either side and parallel to the wicket.

It is accepted that on some smaller grounds this may impinge on the boundary line so if both sides are in agreement a smaller fielding restriction may be agreed before the start of the game.

N.B. The home side is responsible for ensuring that the fielding restriction markings are in place at the start of the match. If an away side reports to the league that markers were not provided then the Executive Committee is empowered to penalise the home club 50% of any points gained in the match.

5.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.

5.3 For the first 10 overs a Powerplay will apply and during this period only two fielders are permitted to be outside the field restriction markings at the instant of delivery.

5.4 For the remaining overs, only five fielders are permitted to be outside the field restriction markings at the instant of delivery.

5.5 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' and the next delivery will be adjudged a "free hit" as described in 7 below.

5.6 Where the number of overs of either team is reduced under Paragraph 2 above, the number of overs in regard to the restrictions in 5.3 and 5.4 shall be in accordance with the following table. If on resumption after a delay the number of overs has been exceeded, this shall take effect immediately.

Total Overs In Innings	Numbers of Overs in the Powerplay
40	10
39 – 37	9
36 – 34	8
33 – 30	7
29 – 27	6
27 – 25	5
25 – 20	4

6. Wide Ball

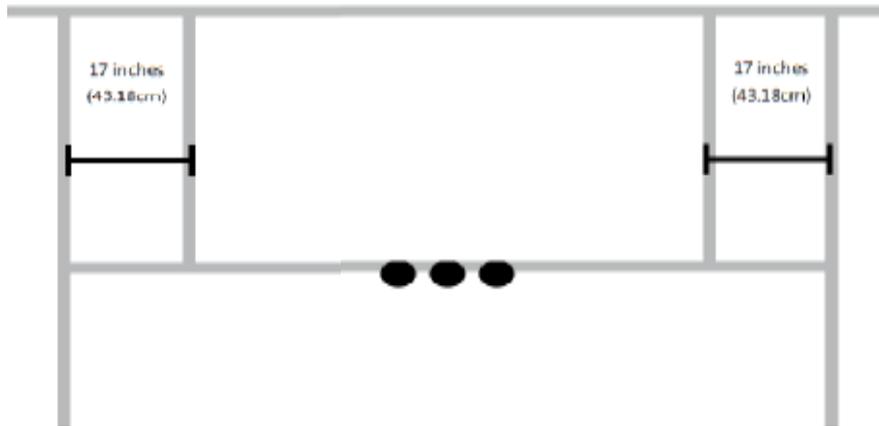
6.1 In addition to Law 22 the following will apply:-

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

(ii) Any delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a wide. For guidance purposes a wide should always be called if, when the batsman is in a normal guard position, the ball passes:-

- on the leg side outside the pads of the batsman, or;
- outside the offside “17” wide” markings.

N.B.Clubs will be required to add the “wide” marking when preparing the pitch for play. These markings are known as 17” markings. See below.



7. **Free hit after any no ball**

- 7.1 The delivery following any no ball shall be a free hit for whichever batsman is facing it.
- 7.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
- 7.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 7.4 Field changes are not permitted for free hit deliveries unless there is a change of striker and providing all effective fielding restrictions are adhered to.
- 7.5. The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
- 7.6 However for safety purposes, 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.

8. **Result Reporting**

- 8.1 In accordance with Constitution 5g it is the responsibility of the home club to record the League result and full match scorecards via the Play-Cricket website by 10.00am the day following each match even if abandoned or cancelled.
- 8.2 If the home team fails to post the full result and match scorecard details by 10.00am the day following each match, a penalty of 10 points will be deducted from the home side. Any appeal should be made no later than the following Tuesday after the disputed result. The Executive Committee will then make a decision and notify the home team of the outcome.